



Game Setting Enhancing Rules for d20 Modern.

DBZ Game Setting Rules Version 4.5

Introduction: Basic, Epic, Cosmic

By now may of you are already very familiar with Dragon Ball Z and obviously my conversions. This is the final version of Dragon Ball Z that I'll be doing. Simply put, 4 versions is enough and there is only so many ways I can write something up.



D&D, Star Wars, and d20 Modern are all generally classified as Basic games. That is a basic d20 game has characters advancing from level 1 to level 20. However D&D has much more to offer in terms of worlds and settings and as such it is capable of being brought to the Epic level in games. Epic level games as many of you know take a character from level 20 to level 100 and beyond. A level that is not used or seen in these games is a Cosmic level of power. This isn't God like power necessarily, but its about on par with that. In the past I've avoided converting Dragon Ball Z over to its true level of play for several reasons, one reason primarily being that of balance. In D&D things are toned down. After all you as a DM can't have you players running around and decimating cities with a wave of their hand or blowing up planets because they feel like it. My reasoning for this changed after d20 Modern came out, and then BESM d20 (Big Eyes, Small Mouth). I've now been able to come up with a way of giving you players your 1,000,000 power level.

This game uses the rules found in the d20 Modern Handbook. It may also help having the BESM d20 book as well if you want to add some extra things to your games called Attributes and Defects.

The World of DBZ

The world of Dragon Ball Z is a setting that mixes some Sci-fi elements with Fantasy, and Martial Arts action. With in this setting are a plethora of different beings beyond just humans. There are many things that are explainable then there are some things that just can't be explained. Humans exist with in this universe, but they are not alone. In DBZ there are people of immense power who can destroy cities and

even planets and solar systems. There are also people who do not have this level of power, but would seek still to take over the world.

In DBZ you play a character who is gifted with uncanny fighting skills and abilities that put you above most normal beings. This however doesn't mean you run around with Goku, or have been trained by Piccolo. No, the world of DBZ is a template of sorts for a new set of heroes to begin their stories, but that doesn't mean Goku or someone else can't suddenly show up. So simply enough, you don't have to have Goku and the other Z-Fighters in your world if you don't want to.

Heroes

It goes without saying that you're going to be playing the role of the Hero. In DBZ there is primarily 1 main hero, Goku. Although there are other characters that are heroes as well, Goku is the one to really shine above the others. This in part attributes to how Goku's player handles him. Goku has been there from the start. He's fought battles and overcome villains. Goku's player has played Goku so precisely that he has earned the right to have many events in the DBZ world unfold around him due in part to this. But this isn't entirely the case for what your GM has in mind.

Power Level

Aside from the usual things that make up a character; characters in DBZ all have something known as a Power Level. This is the measure of how much ki/energy their body has within. Characters are able to tap into this power by "Powering Up" or drawing out that energy. Few if any beings are able to draw out all of that energy at once. Most beings need to Power Up several times before they are at their maximum.

Races

In DBZ there are several different races. This is one reason why I suggested you have a copy of the BESM d20 RPG. The book has rules for making new races. I'll be using these rules to an extent, primarily in explaining how to bring in races from other games to this game.

Techniques

Techniques play a really big part in DBZ. Techniques apply to a plethora of different powers or combative techniques. While some characters will specialize in several ki techniques, others might focus on a single technique for a while then develop other techniques as they may need them. Techniques are divided up into 4 specific categories: Ki, Movement, Defense, and Offense. Ki techniques apply to a character who wants to fire off energy waves. Movement techniques are special techniques like the ability to fly or leave after images. Defensive Techniques are techniques that a character learns to defend themselves. This can include teleporting away from danger, using after images, or good old fashioned blocking. Offensive techniques are techniques that allow a character to try and get an edge on their opponent by hitting them in a particular fashion or place. Techniques are often strung together to perform a "Combo" by characters who are able to move much faster than most normal beings.

Character Advancement Points

In this game, characters can earn points known as Character Advancement Points. When these points are earned characters can spend them to advance their characters capabilities substantially. The rules regarding this are explained later. These can be used as an alternative to experience points if desired. In some cases I will be referring heavily to CAPs

Chapter 1

Ability Scores & Races

For the sake of keeping in line with the OGL, I'll be providing rules for ability score creation using the Point Buy method.

In DBZ, characters often boast incredible raw physical strength, speed and endurance. This does not mean that they have pumped energy into their muscles to make them stronger and faster. This is sometimes just raw natural speed and strength. In a DBZ game setting, characters generally get 32 points to spend on their Ability scores. However characters in the DBZ world can also increase their physical abilities through intense training. If you're making a level 1-10 character use only 32-45 points for your attributes. However if your making a character who is above level 10, add 2-4 points for every level above 10 that the character is.

If your GM does not want to do this then just use the rules found in the d20 Modern player's handbook for rolling up your ability scores.



Broly, the Legendary Super Saiyan, is practically an unstoppable Juggernaut. He is a prime example of Saiyan endurance and strength.

Races

As I said earlier, there is a plethora of aliens and other races to be found in DBZ. (Such races include: Humans, Kai's, Humanoids, Saiyans, Namekkians, Ogers, Androids, and so on.) Most people on DBZ Earth are humans, or humanoids. There is no difference really between the two. Humanoids often have animal like features or are nothing more than big talking and walking animals. In this world and setting this is nothing strange.

Humans

It goes with out saying what humans are. They are the predominate species of Earth and exist on other planets through out the galaxy.

Humanoids

Technically they are like humans in every way only they are animals. Choose an animal from the d20 Modern book (Dog, cat, Fox, etc.) If the animal has any specific racial feature like "scent" then the character gains this as well.

Fantasy Races

Characters found in the D&D books can be brought into this setting. These races however would not be indigenes to Earth unless the GM has something else in mind. These races gain a +1 level adjustment for

this setting. (This is easier than subtracting skill points for classes.) Any race that already has a level adjustment gains an increase of 1.

Saiyans

In Dragon Ball Z, the Saiyans take the fore front of characters. Why is this? The answer is simple. Saiyans are natural warriors. Their bodies do not age in the same ways as a human's, allowing them to fight longer. That's just one thing. Saiyans are also able to evolve with each fight that leaves them badly hurt, or even killed. Lastly there is their ability to hyper-evolve at will once their power level has reached a certain point. In DBZ, Saiyans are rare finds due to their planet being destroyed by Frieza. It is possible that there are still some full blooded Saiyans that exist in the Universe aside from Goku, and Vegeta. These Saiyans will however be in hiding while Frieza is alive and may be in parts of the galaxy where Frieza has yet to explore, or may be in a different galaxy all together. Saiyans are naturally above humans and most other beings in terms of physical power. They have few if any equals.

Saiyan Attributes

- ⌚ Saiyans are naturally more powerful than the average human. As such they have a +2 level adjustment.
- ⌚ **Ability Scores:** Saiyans gain an additional 10 points to spend on increasing their physical ability scores (using the point buy rules.) These points can only be applied to the characters Strength and Constitution scores. On a down side while a Saiyan is physically capable of more than a normal human their personalities often leave something to be desired. Saiyans are often aloof, boisterous, and egotistic, and will often jump to conclusions and into fights with out thinking things through usually. Because of their lack of social skills Saiyans receive a -2 to their Wisdom, and Charisma. Saiyans are also very sturdy beings and are not easily harmed, Saiyans gain a DR: 2.
- ⌚ **Tail:** All Saiyans are born with a tail. This monkey like tail is a source of great power for the Saiyan. The Saiyan tail provides the Saiyan with some natural capabilities. The tail provides the Saiyan with an increased sense of balance and agility. +4 to Balance, Jump and Tumble checks. The tail can be cut off however. When a Saiyan's tail is cut off it rarely grows back when they are older. At young ages Saiyans regrow their tails as a sort of natural defense. But there is one last ability that Saiyans have that is tied to their tails, the ability to transform into a colossal ape like creature if they so much as glance at a full moon. (Discussed in the powers section.) Additionally if grabbed (this is considered grappling, although only 1 attack roll is needed) the Saiyan's strength is immediately reduced to 1, they can not use any powers are technically helpless; they can speak however and can try to trick a person into letting them go. If the tail is removed they need not worry about this, also if their Power Level reaches well over 5,000,000 they can make a Fort Save (DC 30). If made they may ignore the penalty for having their tail grabbed.
- ⌚ **Evolution:** Saiyans are capable of becoming stronger each time they are badly or gravely injured. When a Saiyan's HP is reduced by 1/6th its maximum amount or less, and the Saiyan has their HP restored to full or 2/3rd its maximum, the Saiyan gets stronger. The saying, "what does not kill you makes you stronger," is very true for a Saiyan. Even if they are killed, and brought back to life somehow, they get stronger. When these conditions are met the Saiyan gains a number of Experience points equal to their level x10. The character also gains CAP's (Character Advancement Points). The character gains a number of these points equal to their level x2, but only when they have their health restored.
- ⌚ **Rage:** Saiyans are not only known for their fighting abilities and powers, but for their tempers as well. Saiyans have the ability to enter into a rage of pure unbridled anger that makes them more powerful, although for only a limited time. A Saiyan's normal power level & power up temporarily jumps by a factor of 1.5 (Power Level x 1.5). This boost only lasts for a number of rounds equal to the characters Constitution bonus +2 (no lower than 2). After this time has expired the Saiyan's

power level returns to normal. Entering into a rage requires the Saiyan to make a Wisdom check (DC 20). Conditions that would insight anger and rage into a person will reduce the DC of this check by 1-10 points depending on the intensity of the situation.

Namekkians

If there is one race of beings who are as rare as the Saiyans, but more prevalent it is the Nameks. The Nameks is a race of beings who live in a cast system. This is not entirely by choice; it is more of a mater of being born into it. With in the Namekkian society there are 2 types of Nameks: warriors, and scholars (this is a loose term used to describe these types of Nameks). The warriors are of course the guardians and fighters of their society. The scholars are the intellectuals of their society. They are wiser than the warriors but not as strong as them. The Nameks are normally a peaceful people, but their history has included violence in several different cases, enough that their race split to form a cast system. Namekkian warriors have the incredible ability to increase their size and strength exponentially and are often naturally much stronger than Saiyans. All Nameks have the ability to use their ki to instantly regenerate and heal damaged sections of their body.

Namek Attributes

- ⌚ Nameks are naturally more powerful than most normal beings. Namek warriors receive a +3 level adjustment. Namek scholars receive only a +2 level adjustment.
- ⌚ **Ability Scores:** Since there are 2 types of Nameks (in a sense) the bonus gained is applied to either 1 of 2 places depending on if the Namek is a Warrior or a Scholar. Warriors gain an additional 6 points to add to their Strength or Constitution (not both). Scholars gains 6 points to add to either their Intelligence or Wisdom (not both). All Nameks receive a -2 to their Charisma primarily due to the fact that they have green skin, pointy ears and antennae. They are very alien looking in appearance and are often frightening to people not familiar with their race.
- ⌚ **Regeneration:** Nameks are capable of spending their energy to instantly regenerate lost limbs, counter act some forms of poison & toxins, or to simply repair their damaged bodies. 10 points of ki will restore 1d8 Hit Points. 50 ki will negate 1 dose of poison or toxin in the Nameks system that they do not have a natural tolerance for. 100 ki will allow the Namek to instantly regenerate a single lost limb. With out spending energy, Nameks naturally recover HP at a rate of 5 points per minute. They regenerate limbs at a rate of 1 inch per hour.
- ⌚ **Increase Size (Warrior only):** Initially a Namekkian warrior can only increase their physical bulk, but not their actual size. As a full round action, the Namek can increase their physical bulk. This is different than spending energy to boost ones strength. Nameks gain a +2 to their Strength, and their physical mass gains about 100lbs. A Namek can maintain their increased bulk for a number of rounds equal to their Constitution Modifier x2. Also this abilities allows a Namek to boost their strength by 100%. (See page 41 under Boost Strength.)
- ⌚ **Mystic Strike (Warriors only):** Rather than increasing their bulk a Namek can focus their energy in such a way that they can extend their arms out to incredible lengths. This allows a Namek with proper training to strike at targets well out of melee range. It costs 10 ki per strike made using this. The range of these strikes is equal to the Nameks level plus their Constitution score. The range can be extended by spending 10 more points of energy per additional 10 feet of range added.
- ⌚ **Fusion:** All Nameks have the ability to fuse with one another to form a more powerful being. In order to fuse with some one, two Nameks must be willing to do this in the first place. For further details regarding this see the Namek Fusion feat. A Namek must spend 5 CAPs in order to gain the Namek Fusion feat if they do not have an open feat selection. Any Namek can fuse with another, however only 1 Namek can be the primary body and mind of the Fusion.
- ⌚ **Hearing:** All Nameks have uncanny hearing. They can hear a pin drop on the other side of a wall. All Nameks have a +10 to any Listen checks, and can hear conversations clearly from well up to 100 yards away easily. Also when exposed to high pitched noises the Namek takes 5 points of subdual

damage (by passes DR) for each round they are exposed to the sound. They can remove their ears to avoid any further exposure however.

Half Saiyans

In Dragon Ball Z, Saiyans are capable of cross breeding with humans. Half Saiyans combine some of the traits of being humans, with those of being a Saiyan. Half Saiyans are often just as powerful, or in some cases more powerful than their full blooded Saiyan parent. Half Saiyans are rarely born with tails although there have been some cases where a Half Saiyan was born with one. Half Saiyans born with tails are often more powerful than the once born with out them. Often the parents own Power level dictates just how much power the Half Saiyan is born with. Half Saiyans are a big part of Dragon Ball Z, and fill the gap for the lack of full blooded Saiyans there are.

Half Saiyan Attributes

- ⌚ **Half Saiyans** are naturally more powerful than the average human. As such they have a +2 level adjustment.
- ⌚ **Ability Scores:** Half Saiyans gain an additional 6 points to spend on increasing their physical ability scores (using the point buy rules.) These points can only be applied to the characters Strength and Constitution scores. On a down side while a Half Saiyan is physically capable of more than a normal human their personalities often leave something to be desired. Half Saiyans are not like their full blooded parents although they do love to fight and will often jump into fights with out thinking things through usually. Because of their lack in judgment, Half Saiyans receive a -2 to their Wisdom. Saiyans are also very sturdy beings and are not easily harmed, Saiyans gain a DR: 2.
- ⌚ **Tail:** Not all Half Saiyans are born with a tail. Generally Half Saiyans have a good 50/50 chance (roll percentiles, above 50 they are born with one, under 50 they are not) of being born with one. However it can be cut off, but regrow's often while they are a child, just like their full blooded parents. When an adult their tail will not grow back if removed.
- ⌚ **Evolution:** Half Saiyans are capable of becoming stronger each time they are badly or gravely injured. When a Half Saiyan's HP is reduced by 1/6th its maximum amount or less, and the Half Saiyan has their HP restored to full or 2/3rd its maximum, the Half Saiyan gets stronger. The saying, "what does not kill you makes you stronger," is very true for a Half Saiyan. Even if they are killed, and brought back to life somehow, they get stronger. When these conditions are met the Half Saiyan gains a number of Experience points equal to their level x10. The character also gains CAP's (Character Advancement Points). The character gains a number of these points equal to their level x2, but only when they have their health restored.
- ⌚ **Rage:** Half Saiyans are not only known for their fighting abilities and powers, but for their tempers as well. Half Saiyans have the ability to enter into a rage of pure unbridled anger that makes them more powerful, although for only a limited time. A Half Saiyan's power level & power up temporarily jumps by a factor of 1.5 (Power Level x 1.5). This boost only lasts for a number of rounds equal to the characters Constitution bonus +2 (no lower than 2). After this time has expired the Saiyan's power level returns to normal. Entering into a rage requires the Saiyan to make a Wisdom check (DC 20). Conditions that would insight anger and rage into a person will reduce the DC of this check by 1-10 points depending on the intensity of the situation.
- ⌚ **Power Level:** Half Saiyans are often slightly stronger than a full blooded Saiyan when it comes to their power level. This can be handled in either 1 of three ways. First, the GM and the Player come up with a Saiyan Parent with a Power level that is appropriate for the game and its setting. The character then has a power level equal to either 2/3rd the parent's power level (if they have a power level above 1,000) or equal to 1.5x the parents power level (if their power level is below 1,000). Second way is just to roll up the normal power level for the character and then add 200 points to it.

The third way is to have any other Saiyans in the group of characters be the parent, or one of the parents, use the 1st way to help in determining their starting level 1 power level.

Chapter 2 Classes & Power Levels

Generally in DBZ characters are loosely defined as martial artists with no particular mentioning of any other capabilities of the character. The Classes in the d20 Modern players handbook are used in this game however. Saiyans tend to favor being Strong/Tough hero classes. Nameks often favor the same thing; scholars favor Smart/Dedicated hero classes.

Level

Advancement

Level advancement happens in a 4 part form. First you have the characters normal Class Level. This level is unchanged in its use of keeping track of class advancement and general character advancement. After this you have a person's Power Level. This is the thing that separates the heroes of DBZ from normal people. For example, while Goku may have a lower Character level compared to that of some humans, his power level easily dwarfs their power levels and over all character level. Finally there is the character's Power Up rating. This works in tandem with the characters Power Level. The characters Power level shows how much energy the character has to draw upon to perform super human actions. The characters Power Up ratings determines how much of that energy the character can draw out and use. So if a Character has a Power Level of 940, and a Power Up 160 they can only draw out 160 points of energy at a time from their Maximum of 940. Lastly there is the characters Level Adjustment for their ever Increasing Power Level. This is added on top of the characters normal Class level and Racial Adjustment as one would expect.

These 4 things advance in different ways but all generally revolve around spending Experience points. Below is a table for showing a how many free CAPs a character gets normally through level advancement.

Experience and Level Dependent Benefits Add On



Piccolo, the Namekian warrior, powers up!

Level	CAPs	Level	CAPs	Level	CAPs
1	0	8	+2d8	15	+3d6
2	+2d4	9	+2d8	16	+3d6
3	+2d4	10	+2d8	17	+3d8
4	+2d4	11	+2d10	18	+3d8
5	+2d6	12	+2d10	19	+3d8
6	+2d6	13	+2d10	20	+3d10
7	+2d6	14	+3d6		

Advancing the characters normal level uses the table found on page 18 in the d20 Modern players handbook. Character classes have no real impact on how high a power level a character has or how much energy they can draw on.

Determining

Power Level & Power Up

All living things have a Power Level. However not all living beings are aware of this nor do they know how to tap into it and increase their potential. Below is a table that explains how to determine each race's beginning power level. Don't worry about making an advanced character at the moment. I have to take you through the Dragon Ball level of power before I take you into the Dragon Ball Z level of power.

Below is a table for determining the Power Level for a normal person. Saiyans and Namekkians generally have higher power levels. The listing below for them is for the lowest powered of their species.

Race	Formula
Humans	Con +2
Humanoids	Con +2
Fantasy Races	Con x1.5
Monster Races	Con x 1.5
Saiyans	Con + Str x 2
Namekkians	Con + Wis x 2

Round all numbers (except for Humans & Humanoids) off to the nearest 10th spot. So 62 would be rounded down to 60, and 65 would be rounded up to 70. Power Up is always rounded down though.

This starting power level does not provide any level adjustment as it is for a normal person. The character does not gain level adjustments for their power level until they gain the Feat "Control Energy". However the above listed equation need not be how you wish to start a game out. This is the case for games where the players start at higher Class Levels. In this regard the character that starts the game at a Class level of 10 (having up to 10 levels in any combination of Classes) would want to start with a higher Power Level than that listed above for a person who is unaware of their Power or has just discovered how to use it.

There are several different methods for doing this, but here are a few examples. In the end it is dependent upon the GM running the game as to how Power Levels are determined as well as how high a PC's starting Power Level is.

Method 1

Here is the 1st method. Look at the characters Constitution Score. Now Roll 3d6. Multiply the characters Con score by what is rolled on 3d6. So if you have a Con of 18, and you roll 13 on 3d6 you would have a Starting Power Level of 236. In this way no two players will have the same Power Levels even though they may have the same Con scores. This can be further adjusted by adding another d6 to the

total. A good way of determine how many d6's to use is take the games set Class level and divide it by 2.5. So if the Class level is 20 then you would multiply the characters Con score by 8d6 worth of dice.

Method 2

Method 2 is a little simpler. Take 2 1d6's, one 1d6 will be in the hundreds spot and the other 1d6 will be in the tens spot. So if I roll a 4 and a 6 it would look like this: 460.

Method 3

Method 3 is a bit more complex, but can result in a higher starting Power Level. Take the characters Con, multiply this by the characters Wisdom modifier (add 1d4 to the modifier, if the character has no Wisdom modifier they still get the 1d4 to use, additionally if a roll of one is gained then it is multiplied by 1.5). As an example I have a con score of 16, and a Wisdom score of 14. I then roll a 2 on the 1d4. I get a result of 64. Now I roll 3d6+2, this number is multiplied with the one I just got from before. So lets say I roll really low, 3 on the 3d6. I would multiply the 64 by 5. This would still give me final number of 320, which is the character's power level. Now if I had rolled better, say getting a 15 on 3d6 I could get a Power Level of 960.

In all cases round off the fives spot up or down depending on the number. So if I had 964, I would round down to 960, and if I had 965 I would round up to 970.

Now that you have a base number all rounded off, with your GM's approval of course, now the GM gets to make an adjustment to that. This adjustment is dependent upon what sort of enemies the PC's will face not to mention their Power Levels. So if a GM plans on having the PC's face an enemy or enemies that have power levels greater than the PC's then it's a good idea not to have the PC's trying to take on these beings with Power Levels that don't even pass them or come close to meeting them. Rather look at the number of numbers in the most power full type of enemy that the PC's will face short of the main bad guy.

With 5 numbers in 30,000 the PC's get something. So for every number the PC gets to multiply their starting Power Level (from the above methods or others) by 3 for each number. So with 960 I would multiply it by 15. This would give me a Power Level of 14,400. This is pretty decent to start with since the PC's will not be going up against the guy with 30,000 right away. At least they shouldn't be.

With higher power levels like this it's just easier to add the same number of zero's to the PC's Con score, or Con & Wisdom Score combined. In the end though GM's should think about how they want to have the PC's start things off.

Power Up

Power Up for the character is easy to determine. Take the PC's Power Level and divide it by 5. Powering up draws energy from the PC's Power Level. So with 960, I would have a Power Up of 192. So every time I power up I take out 192 points from my 960 point Power Level. This means I can only power up 5 times. Powering up is a Full Round action.

Increasing **Power Level & Power Up**

In DBZ characters increase their power levels in different ways. More often than not it is through hard training and fighting.

Characters are allowed to spend their Experience points to increase their Power Level and subsequently their Power Up. Alternatively the GM can give out CAP's for this purpose. Increasing a character's Power Level is described in a later chapter. A character's Power Up rating is equal to their Power level divided by 5.

Character Advancement Points can also be spent to increase both the character's Power Level and Power Up ratings. 1 CAP will increase the character's Power Level by 10 points. CAP's are earned either through level advancement or are given out by the GM with experience points in the place of experience.

Using Energy

Energy from the character's Power Level is used for a variety of things. The character increases their speed, strength, create unique energy attacks, and in some cases the character can actually use their energy to alter the molecules in the air to create solid weapons or change their clothing.

Blowing Things Up!

Once a person's Power Level has reached a certain height they can start to blow up massive structures with their energy including planet sized things like moons and...planets. Master Roshi, for example, has a Power Level of 350. He is seen in the anime destroying Earth's Moon. It stands to reason that it probably takes about 300 points of energy to blow up the moon. It's not so much the energy of the attack as it is how much damage was in it, and what effects it had. Destroying structures and vehicles generally doesn't not require anything special added to it. However when destroying huge structures or destroying the landscape a character has to have the attack effect an area and not just a single target.

But that's not all, some abnormally large things like mountains, and planetoids all have a Destruction Rating. If a character is going to blow up an asteroid they need to first hit it with an area effecting attack. All of this will be explained later along with how to use one's energy. A destruction rating is essentially the planet's or land mass's Damage Resistance rating tripled.

Vital Statistics

Aside from figuring out what the character's name, height, weight, and gender is you'll need to figure out what age they are. For Humans, and Humanoids this is easy, they age the same. However for Fantasy races like Elves, and Saiyans and Namekkians you'll need a bit more info. For Fantasy races just consult the D&D Players handbook. Saiyans and Namekkians are different in how they age. Not just in their life spans, but how it impacts them.

Saiyans do not outwardly show any signs of ageing for many years. They do age like a human, but once they are adults their bodies aging process practically stops. They still age, it's just that they show not signs of doing so. Saiyans are often the same height and weight as humans. Some Saiyans like humans are

exceptionally tall as well. Nameks live a very long time. Not just hundreds of years, but sometimes thousands.

Saiyan & Half Saiyan Aging Effects

Namekkian Aging Effects

Age Category	Ability Adjustments		Age Category	Ability Adjustments
Child (1-11)	-1 to all Ability scores		Child (1-11)	-3 to Str, & Con; -1 Dex, Int, Wis, & Cha
Young Adult (12-15)	Original Scores		Young Adult (12-15)	Original Scores
Adult (16-39)	Original Scores		Adult (16-250)	Original Scores
Middle Age (40-59)	Original Scores		Middle Age (251-599)	Original Scores
Old (60-79)	Original Scores		Old (600-899)	-1 to Str, Dex, & Con; +1 to Int, Wis, Cha
Venerable (80+)	-1 to Str, Dex, & Con; +1 to Int, Wis, Cha		Venerable (900+)	-1 to Str, Dex, & Con; +1 to Int, Wis, Cha

With height and weight for Nameks add another 2d10 to inches in height, and another 2d4 to their weight. This is for warriors only however. The average height for a Namekkian warrior is 6'3", 240lbs. Namekkian scholars are often the same height as most humans, sometimes a bit shorter. There are no women in Namekkian society as you all should know. Nameks reproduce by spitting up an egg from which a Namekkian child emerges. Namek children are born surprisingly smart and are capable to walking and talking within minutes. Some Nameks have even learned a form of reincarnation through this trick. When near death they are capable of spitting up an egg and transferring their spirit into it as this is done. Once the egg hatches the child is in fact the one who spit up the egg.

He is for the most part a new being, but has all of the mental and physical attributes that they once possessed before dying. Their young body ages quickly, much quicker than that of a normal Namek child, to adulthood. They age about 1 year in 1 ½ months. This not only gives the Namek a new lease on life, but if they were old or of venerable age then they get to start back as an adult and work their way back up in age. A Namek can only do this if they know that they are going to die, and they have at least 2 rounds to prepare for this. Once this has been done once, a Namek can never perform the action again.

Saiyans and Advancement

Saiyans are of course the heavy hitters of DBZ. Saiyans often advance faster than most normal beings due to their unique aptitude for fighting. Aside from their nature to become more powerful when nearly killed Saiyans and half Saiyans often get a bit more out of fights than most other characters. If a Saiyan or Half Saiyan is fighting alone against an opponent they get a 15% increase in any experience they gain.

Advancement for Others

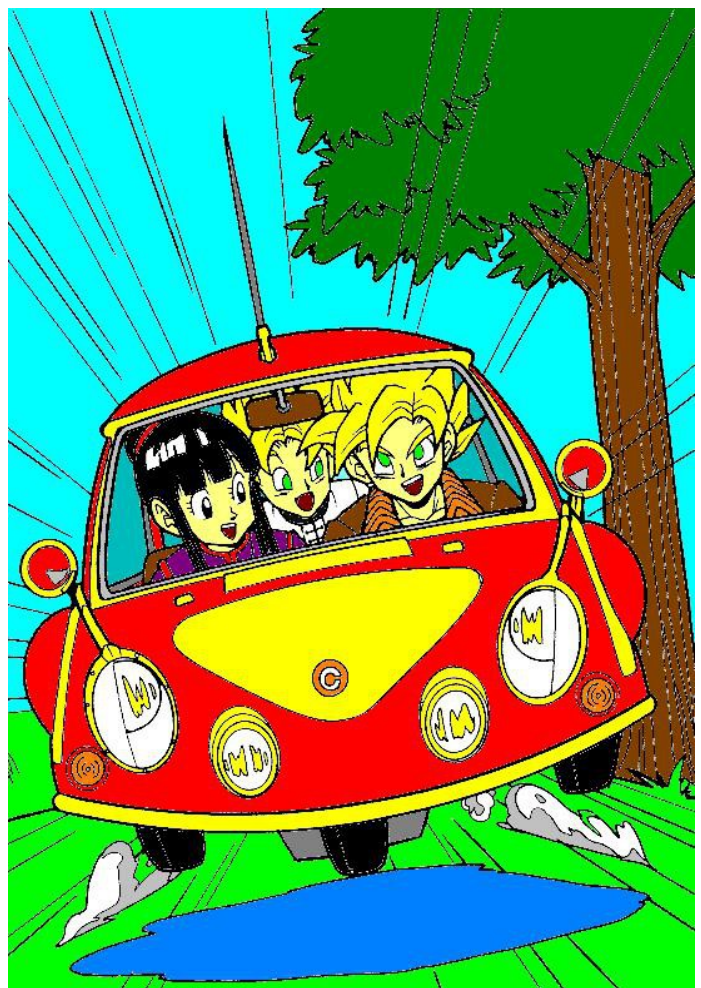
Saiyans aren't the only ones who benefit from fighting alone. When ever any character fights alone they get a 10% increase in any experience that they earn. But what constitutes fighting alone though? When your fighting against 1 or more enemies apart from your allies then your fighting alone. The GM though has final say in just how far off from your allies you have to be to be considered fighting alone. Additionally there are cases where characters will take turns going one on one with an enemy. This also counts as fighting alone.

Chapter 3 Skills

On top of the skills outlined in the d20 Modern players handbook, I will be introducing some new skills to be used. The characters in Dragon Ball Z often have very few skill that relate to the real world. This however does not have to be reflected in your games. For example, the group is facing a dooms day weapon. If they blast it, it will explode destroying the entire planet. They can't lift it and chuck it into space because its way too big. Their only real hope is to try and disarm it.

Another case might be using diplomacy to diffuse a tense situation or to try and gain support from an alien race to help you to fend off some invaders.

Or maybe you have some genius like Bulma and you need a gadget of some sort to stop a rampaging robot that is unaffected by your powers. The new skills deal primarily with energy and its use. Concentrating on using your powers is one thing but it's nothing if you can't focus your energy to begin with. They are Class Skills for the Strong



Just who is driving this thing? Goku eventually learns to drive a car, although he's not that good at it.

Hero, Fast Hero, Tough Hero, Dedicated Hero, and Martial Artist classes, but only after gaining the Control Energy Feat.

Max number of ranks in a skill is still based upon the characters level progression. (Look in the class section of the d20 Modern book at the chart for level progression.) Increasing the rank of a skill costs 1 CAP after the character has 20 Class levels, or at any other time.

Focus Energy (Con)

You are capable of focusing your ki and controlling it.

Check: A Focus Energy check is made anytime a character fires off an energy wave or uses a technique that requires the expenditure of energy in order to use it (like Yamcha's Wolf Fang Fist). The DC of the check is dependent upon how much energy will be put into the attack. The check is made to determine if you can do it or not. Determining an energy wave's DC is simple. Take the amount of energy in the attack and divide it by half of the characters over all total level, +10 (always round down in this case). So if you want to fire off an energy blast with only 100 points of energy and your level 10 then you have to beat a DC of 30 to do so. Of course you have to have the energy available first in order to fire off an energy wave. Goku's Kamehameha wave (on average) has 2,000 points of energy in it; then let's say that Goku's total level is 43. As such it has a DC of 105.

There is also something called "Familiarity". This will help to further offset an attacks Focus Energy DC. Generally if a character is familiar with the attack because they have used it on multiple occasions in the past they are able to use it more readably and easily. To be "Familiar" with an attack the character needs to spend up to 5 CAPs to make the attack a familiar one. Once a character is "Familiar" with it the DC becomes one that is a bit more manageable. Rather than dividing the energy in the attack by half the characters total level it is divided by the characters total level. Thus Goku, who is very familiar with his Kamehameha wave would have a DC of 56.

Try Again?: Yes, failing does not cause you to loose energy luckily. The check can only be made a number of times proportionate to the type of technique being used. If one technique is a full round action then the check can only be made once a round, if a technique can be used several times in a round then the character may make another check, although this does not change the fact that they failed one check already and it does reduce the number of times it can be made in a round.

Special: You can take 10 on these checks, and you can take 20, but only if you have at least 1 full minute to spend in gathering energy.

There is also another way to gather a lot of energy for an attack where the character is unable to normally beat a DC. Take Piccolo's special beam cannon for example. Piccolo was unfamiliar with it, and it required him to put more energy into it than he would normally be able to. This allows a character to use energy from around them rather than from their Power Level, or it allows them to easily use an energy attack that they are unfamiliar with in general even if they have the energy for it.

In Piccolo's case his attack has 1,300 points of energy in it at its max; it's the only thing that will kill Raditz. But its DC is far too high for him to handle (Piccolo is level 43 for arguments sake), at 71. Piccolo has a Power Level only reaching as high as 600. Simply put, he doesn't got the power to use this on his own. But he can make a different type of check. The DC for the check is divided by 2. However it will take 5 minutes before the Piccolo can use the attack. So the rule is to reduce the DC by half it requires the character to spend 5 minutes concentrating. The check is made at the end of the 5 minutes. This method can be used even if the PC has the power for the attack. When a character does not have the energy themselves for the attack they can only do it a number of times a day equal to their Wisdom Score divided by 15, +1 (rounded down). So if Piccolo has a Wisdom score of 18, then it would be 1.2. As such Piccolo can only do this 2 times in a day. The same applies even if the character has energy for the attack.

Time: This skill is used anytime a character puts energy into an energy wave technique or an unarmed technique that also uses energy. Its use is as apart of the action and as such is free costing no actions.

Hide Power (Wis)

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

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

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

Time: Same as that of a normal Hide check.

Sense/Read Power (Wis)

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

Check: A Sense/Read Power skill check used when trying to Sense things round you and to determine an opponents power level. This is often also used in conjunction with the Instant Transmission power to teleport to a spot where a known person is or where a strong power resides. Only persons with the Hide Power skill can keep their power level hidden. Additionally those with spells and wards that protect against detection, including hiding the person's level and class, can also be sensed if the character can make the skill check to do so. Two skill checks are made though. The first is to determine if they can sense anything, this is opposed by either the targets Hide Power check, or the level of the spell, plus the characters Wisdom modifier, +10. The below chart determines what the character can sense after they make the second skill check. This skill can also be used in the place of a Spot check to find a person who is hiding, or it can be used with it. If a character does not have a power level, use the rules for determine a character's base power level, if the character can cast spells or use psionic powers they gain a +10 to their base power level for every spell/psionic power level that they have access to. Your check also determines how fare away you can sense something.

Skill Roll	Range
10-14	You can sense that there is something wrong. (With in a 10 miles radius of the character.)
15-19	You can sense that there is a being that is generating energy somewhere. (With in a 20 miles radius of the character.)
20-24	You can sense that there is a being that is generating a lot of power from some place. (With in a 40 miles radius of the character.)
25-29	You can sense where the greatest amount of energy is being generated. (With in a 80 miles radius of the character.)
30-40	You can sense where individual power sources are. (With in a 160 miles radius of the character.)
41-50	You can sense the location and relative strength of any energy signatures around. (With in a 320 miles radius of the character.)
51-60	You can sense the location, relative strength and type (evil or good) of energy signatures that are around you. (With in a 640 miles radius of the character.)
61-70	You can sense the location, relative strength, type and surface Power Level of energy signatures that are around you. (With in a 1,280 miles radius of the character.)
71-80	You can sense the individual energy signatures of people that are around you. (With in a 2,560 miles radius of the character.)
81-90	You can sense the individual energy signatures of people that are around you. (With in a 5,120 miles radius of the character.)

91+	You can sense the individual energy signatures of artificial beings and constructs that are around you. (Within a 10,240 miles radius of the character.)
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Try Again?: You can retry the skill check once every minute, or as often as needed. Once you have sensed an individuals power level and anything else about them they can not hide their true powers from you again. You can try to get a better impression of the person however. If their Power Level changes, they get a new check should be warranted especially if it's a drastic change.

Chapter 4 Feats

No one wakes up one morning suddenly able to sense power levels, fire off energy blasts and waves, or can fly through the air. No these powers and abilities are gained through feats in most cases.

Feats are acquired in either 1 of 3 ways. Character level advancement is the first way. Characters automatically gain feats every so many levels regardless of class, age, and race. The next way is through class level advancement. These are gained when a characters level in a class reaches a point where the character earns a Bonus Feat. Finally characters can purchase Feats by spending their well earned CAP's. Character often either gain these points for performing certain actions, or through general level advancement.

In order to gain a Bonus Feat through expenditure of CAP's a character must spend 5 CAP's per feat they want. This of course will result in some characters possessing capabilities above most other normal characters. If you look around in the world you'll notice that there are individuals like this, where things just come naturally to them, or they have a natural skill or talent for performing an action. This does not show additional training, but can if desired.



Trunks show's Frieza that the Power Attack and Spring Attack feats aren't just for show.

As you know there is a huge list of feats on Page 78 & 79 in the d20 Modern Players Handbook. The following feats are primarily for use in a DBZ setting. Many of the feats will require the character to have access to their power level first before they can be selected.

Control Energy

You are able to control your ki allowing you to perform super human feats of strength and agility, not to mention being able to learn how to fire off energy blasts and energy waves. The first well known person to have mastered the use of this feat, or may have been the one who developed it, was Master Roshi.

Benefit: The character gains the use of their Power Level and their Power Up. (See chapter 1 for details about how these are calculated.) The character can begin to use the Basic ki Techniques outlined in a later chapter. The character also gains the Focus Energy, Hide Power, Sense/Read Power skills as class skills. (Considered class skills for the Strong Hero, Fast Hero, Tough Hero, Dedicated Hero, & Martial Artist classes, but only if the character gains this feat first.)

Strong Ki

Your ki is much stronger than normal.

Prerequisite: Control Energy Feat

Benefit: You gain an additional number of points to your Power Level equal to your character level +2d6. You also gain a number of points to your Power Up equal to half the amount gained to your Power Level.

Special: A character may gain this feat multiple times. But no more than 5 times.

Burn-Out

You can sacrifice your health for more energy.

Prerequisite: Control Energy Feat

Benefit: You can burn HP at a rate of 1 for 10 points of energy. This is a dangerous tactic to use as it can quickly kill a character. HP loss in this way is considered subdual damage and is regained normally. This HP loss will not kill the character unless they use enough HP to drop them below their Constitution score or lower. The character is considered fatigued once their HP drops to below 1/6th its maximum amount. (If a character has 100 HP, and it falls down to below 40 points the character becomes fatigued.)

Point Blank Blast

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

Prerequisite: Control Energy Feat

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

Precise Blast

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

Prerequisite: Control Energy Feat, Point Blank Blast feat.

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

Blast on the Run

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

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

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

Combat Focus

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

Prerequisite: Control Energy Feat

Benefit: You gain a +4 bonus to Concentration checks and to Focus Energy checks made to fire off an energy wave or to use any other ki powers while in combat, or on the defensive.

Hearty Appetite [Saiyan Only]

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

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

Benefit: Eating food isn't just good for you; you can recover your energy as well. Problem is that you need to eat your weight in food, luckily you don't put on any weight, all that food turns to energy as soon as your iron stomach gets it. Each time the character eats their weight in food they regain a number of ki points equal to their Power Up, thus the character has enough energy to Power Up once. But the character can only do this sort of thing a number of times a day equal to their base Constitution Modifier (no magical adjustments). After all there are only a certain number of times a day when you can really gorge yourself like that before you're too full to eat for the rest of the day. On top of that it can get really spendy to eat massive amounts of food like this. (A good meal will cost 8-10 bucks, for a character to eat their weight take the cost of 1 meal and times it by the character's weight for the cost in zenny [currency in DBZ is explained later]. These acts also can only be done once every 4 hours; after all you need time to digest the food.

Kaioken Attack

By sacrificing your health, you can increase your power and speed.

Prerequisite: Control Energy Feat, Constitution of 16+

Benefit: The Kaioken attack is a type of transformation that takes a person's energy and increases it drastically. Their senses become enhanced as well, and their speed increases too. This transformation in power comes at a cost to one's health. Few beings are able to truly use the Kaioken attack due to its energy-needing constraints. The Kaioken attack has multiple levels of power up to a max of x20. A single Kaioken will double a person's power level. A double will triple it, and a triple will quadruple it. Using and maintaining the Kaioken attack is often an



exhausting experience, and can kill a person if not used properly. Using a single Kaioken will cost the character 10 HP. Then of course there is the increase in Speed and Senses. So here is a quick run down of the Kaioken and its progression:

- ⌚ **Kaioken:** Power Level & Power Up x2; +2 to Listen, Spot & Search checks, Speed +20.
- ⌚ **Kaioken x2:** Power Level & Power Up x3; +4 to Listen, Spot & Search checks, Speed +40.
- ⌚ **Kaioken x3:** Power Level & Power Up x4; +6 to Listen, Spot & Search checks, Speed +60.
- ⌚ **Kaioken x4:** Power Level & Power Up x5; +8 to Listen, Spot & Search checks, Speed +80.
- ⌚ **Kaioken x10:** Power Level & Power Up x11; +20 to Listen, Spot & Search checks, Speed +200.
- ⌚ **Kaioken x20:** Power Level & Power Up x21; +40 to Listen, Spot & Search checks, Speed +400.

All of this at the cost of 10 HP per Kaioken level, so a Kaioken x20 would have a 200HP cost to use. Also the power range of a special technique increases in proportion to the characters power increase.

Special: The Kaioken attack remains active until the character powers down/rests, uses up all of their ki, is rendered unconscious or killed, or voluntarily stops using it. The Kaioken attack is a sort of transformation with out actually physically transforming. The Kaioken attack can not be used while a character is in another transformed state such as a Super Saiyan, it can be used before transforming into the Super Saiyan form however. They must be in their normal form. Lastly as a side effect, when the character's aura becomes visible through powering up it is a reddish color. The Kaioken attack becomes the characters true power level.

Namekkian Fusion

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

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

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



Also the characters Level increases by +1. This is in addition to the level adjustment for being a Namek. (Example: Piccolo is a level 10 character; he has 3 levels as a Strong hero, and 5 as a Martial Artist, +2 levels for being a Namek. After absorbing, Nail, his Level increases to level 11. He still has only 3 levels as a Strong hero, and 5 as a Martial Artist, but now his level adjustment as a Namek has increased from +3 to a +4.)

Special: This feat may be select multiple times, each time dealing with a new Fusion. Once a Namek has absorbed another Namek they are often known as Super Nameks. This is not a transformation but a status amongst Nameks.

Heavy Hitter

You know how to hit a person harder than most other people.

Prerequisite: Strength 14+, BAB +6, Must have 1 of these feats: Brawl, or Combat Martial Arts.

Benefit: When fighting unarmed the character is able to hit targets much harder than they normally should be able to. The character gains a +1d6 to the damage of their unarmed attacks.

Normal: Without this feat a person can only normally do 1d3 points of damage unarmed, or 1d4 unarmed including ones Strength bonus to damage.

Mystic Third Eye

You are gifted with an above average amount of spiritual awareness and enlightenment. Because of this you now have a 3rd eye in the middle of your forehead.

Prerequisite: Wisdom score of 18+, Control Energy

Benefit: You are able to perceive things in a much different way than most normal beings are able to. You gain a +2 bonus to all wisdom based skills. Additionally you gain a +1 insight bonus to your Defense due to your increased perceptions.

Special: Any race with a penalty to Wisdom may not select this feat.

Advanced Kaioken Attack

The drain of the Kaioken attack on the users body is less than that of most people.

Prerequisite: Kaioken Attack Feat, Constitution 20+, Power Level 100,000

Benefit: The amount of HP lost on using the Kaioken attack is reduced by half. This includes the Super Kaioken.

Improved Super Kaioken Attack

The drain of the Kaioken attack on the users body is less than that of most people.

Prerequisite: Kaioken Attack Feat, Constitution 20+, Power Level 200,000

Benefit: The amount of HP lost on using the Kaioken attack is reduced by 2 more points. This includes the Super Kaioken. The HP cost for the Kaioken attack can not be reduced beyond 3 points per level.

Chapter 5

Character Advancement Points

This is a new concept made especially for this game. Spending Experience points to increase ones capabilities works, but sometimes you just want a more stream lie method of doing things. Additionally may be you don't want to increase your characters level or Power Level/Power Up. Maybe you would like to improve upon their skills, or get them some extra feats for that tough fight ahead. Perhaps you want them to advance their techniques so they can put more energy into them. Or maybe one of their ability scores is too low for you liking.



Goku upgrades to the power of a Super Saiyan!

Character Advancement Points allow you to do all of this. They are a quick and easy way of handing out points to increase ones capabilities with out handing out experience points although they work in much the same way. Additionally there are some unique things that can only be gotten by spending these points. These are known as Character Traits. One such trait would be the super human strength that many of the Z-Fighters have naturally with out Powering Up. Some characters can transform allowing them to reach higher levels of strength and power. Below is a table out lining the costs for spending CAP's. Some of these have already been mentioned but will be mentioned again.

Name	CAPs	Description
Increase Ability Score	Equal to the Current Score, minus 10	+1 to an ability score of choice.

Increase Power Level	1	+10 to Power Level, this can change though, see Spending XP in the GM Section.
Increase Skills	1	+1 Rank to 1 Skill of choice, Skill Rank Max is still applied.
Increase HP	1-6	+1d6, +1d8, +1d10, or +1d12 to the characters HP. The amount varies depending on how many CAPs are spent. (To gain +2d10 it will cost 8 CAPs, while +2d12 would cost 12 CAPs.)
Bonus Feat	5	Gain 1 extra Feat of choice. Must meet prerequisites, may ot gain more than 3 feats per 2 levels in this fashion.
Increase Technique's Power Range	2	Technique's power range increases by 10 points if it has one. Effects all normal Energy Techniques and only 1 Special Technique.
Gain a Trait	Varies	See Traits.
Increase BAB	10	+1 to the characters over all BAB, this can increase the characters number of actions in a round. (The character is still limited in the number of actions they can have, which is 4 at max normal.)
Increase Saves	5	+1 to a saving throw of choice.
Advanced Feat	10	Gain 1 Advanced Feat of choice
Increase Defense	15	Per +1 to Defense. This has a bonus limit proportionate to the characters <u>Total Level</u> divided by 2.

Traits and Weaknesses

I've always been a firm believer in customizing ones characters. This is my way of getting that into this game. Traits are little extra things that can have either a large impact on the game or a minor one. Weaknesses are traits that can some times hinder a characters performance in some way, or it is an interesting little hindrance for the character that may have a very small impact on the character in the game. Take Goku for example. Goku is a kind, naïve, pure of heart, courageous, and believes that there is nothing that he can't do. All of these are traits, but not all of them are unique traits. Weaknesses are often things that an enemy can exploit and take advantage of, such as Goku's naivety and kind heart.

Also if you want a broader selection of traits then use the Attributes found in the BESM d20 game book (pg 37). Not all attributes found in the book should be used however. Use your judgment as to what is shown in the anime and what is there, and when in doubt the GM has final say. Their rank point cost is the same for CAPs. There are technically no ranks; some things just can be selected multiple times.

Name	CAP Cost	Description
Driven	2	You are driven to complete your goals, or to be the best. Either way you are driven in someway to do something. Upon setting a goal of some sort you gain a +1 to any actions taken toward completing this goal. This can be changed when ever newer more important goals pop up.
Pure Heart	5	You are not easily corrupted. You often have an innocent nature about yourself that causes some people to like you. When ever exposed to dark, evil or, morally wrong temptations you do not need to make a saving throw, you automatically succeed. You do however have to willingly not give into these temptations. If you give into a temptation such as murdering some one in cold blood, or being overly perverted, then you loose this trait. The trait also protects you from attacks that may specifically target the evil tendencies with in a person (something that practically everyone has). As such these attacks automatically fail against you. The use of this trait requires a character to follow certain guidelines and morals. If a character is forced to commit an evil or dark act and feels no remorse or guilt over the act, and does not seek some way to atone for the act then they also loose this trait. (Getting dragged into a strip club wouldn't be an evil or dark act, and it wouldn't necessarily make the person any less pure of heart [even if they willingly go in and enjoy themselves], unless they hop up on stage and start dancing with the performers, or start groping them.) Once lost this trait is hard, if not impossible to regain.

Strategist	2	You have a natural knack for coming up with strategies. In battle if you observe your opponents actions for at least 1 round you gain a +1 insight bonus to your Defense. With a group, you can provide them all with a +1 bonus to their Defense so long as you are fighting with them and guide their actions by telling them of their opponent. This can be selected more than once, each time it is selected the characters insight bonus gained from observing their enemy increases by +1. This shows a better understanding of observing ones opponent and how to pick out flaws. Simply put, you get better at it.
Good Lungs	2	You can hold your breath for a great deal of time. This can be in a vacuum or under water. You can hold your breath for a number of minutes equal to your Constitution Modifier +1. After this time has expired you have to start making you normal Constitution checks.
Elite Saiyan	5	SAIYANS ONLY (No Half Saiyans). You were born an elite Saiyan. This means that you are a bit stronger and over all more powerful than most other Saiyans. Your Power level is initially much higher than that of a normal Saiyans. Roll percentile dice, after you have rolled this, add another 2d10 to the amount and add this to the characters Power Level.
Hidden Potential	10	You have a well of energy with in you that you have not yet tapped into. This trait symbolizes that potential being awakened. Roll 1d4 and multiply your Power Level & Power Up by this. (With a roll of 1 it is multiplied by 1.5.) Gaining this trait can only be done once the character either under goes some sort of event that will awaken this potential, or they are an advanced character with a Power level well over 600, or have a Character level over 6.
Sleeping Powers	10	MUST HAVE HIDDEN POTENTIAL. You have some sort of hidden powers. This is often a well of energy that can not be taped into at will. This often requires a trigger of some sort such as anger in order to awaken it. This trait may need to be worked out with your GM in order to have it. It's often linked to some other characteristic of a character such as a racial feature or a particular technique. Or it can provide a brief upsurge in power. Gohan is a prime example of this. When angered, Gohan often gains a drastic increase in power. This is also often linked to his Saiyan Rage racial feature. So the GM works out that when ever Gohan becomes very angry he flies into a Saiyan Rage, his Power Level/Power Up bonus for doing so is increased by .5. Since a Saiyan rage doubles Gohan's Power Level/Power Up normally, his rage now taps into his sleeping powers increasing its multiplier to 3. Later Gohan has those powers brought out to their max and gains a significant boost in his Power Level. The GM here decides to multiply Gohan's power level by a factor of 2. Gohan's Saiyan rage is no longer as powerful as it was in the past sin Gohan can no tap into that sleeping power at will. This is more of a plot/character development trait than anything and is primarily controlled by the GM in its applications.
Talented	2	You are unusually talented in doing something. Below is a short list of things that a character can be talented in: ⌚ Skills: Choose 1 skill, you gain a +4 bonus to it and can take 10 on checks made even when conditions may not allow you too. ⌚ Fighting: You are able to learn techniques much quicker than normal, often by watching another person. When watching another person perform a technique the character gets to make an Intelligence check (DC equal to the persons Character level). If made the character can immediately start using that technique. If they fail they can't use the technique immediately and must take time to learn or develop one. Talented (Skills) can be taken multiple times (no more than 4 times though, each pertaining to a new skill.) Talented (Fighting) can only be taken once and is used as often as desired.

BESM d20 Attributes Allowed

Name	Point Cost/CAP	Page	Name	Point Cost/CAP	Page
Animal Friendship	1	40	Immunity	10	50
Art of Distraction	1	41	Natural Weapons	1	54
Aura of Command	1	42	Organizational Ties	1-3	55
Damn Healthy!	2	43	Own a Big Mech (just incase	8	56

			you want some giant robot mayhem)		
Features	1	47	Regeneration	4	60
Heightened Awareness	1	49	Sixth Sense	1	61
Heightened Senses	1	49	Wealth	3	73
Highly Skilled	1	49			

Using BESM Attributes

The attributes that I have listed above are the ones that I feel should be allowed in to a DBZ game. I will not list these from the book, but I will clarify a few of them and their purpose in this setting. First and foremost there are no Ranks for these. All of the Attributes can be selected multiple times, each time increasing the bonuses gained from having it. However there are no specific ranks. Anything that is Rank based in its bonus provides a +1. So if a character gets to add a number of points to a saving throw equal to their rank in an attribute, they instead gain a +1 to that save for every selection of the attribute that they have. (I know it's the same thing, but whatever you want to do is fine also.)

The Attribute: Organizational Ties, is mainly something for a team based game or a game where the characters are part of an organization. Such groups would include the Red Ribbon Army, Frieza's Intergalactic Army, the Ginyu Force, and so on. Then there is the: Own a Big Mecha attribute. This attribute will of course need to be changed a bit to bring it up to DBZ level of power. Your best way to go is to double everything listed, or to take what is listed for the 1st rank and double it for each rank (each rank doubles the previous rank.) This would allow you to have a Giant Robot that would have a Power level close to some Z-fighters. Additionally substitute a Power Level for the Mecha's Special Attack options. This power level would be proportionately high to other Z-fighters. If necessary check out the Mecha advanced feat for energy usage. This can easily be substituted. Alternative to all this, use stuff from the d20 Mecha & Mecha Compendium books if desired. Substitute some of their powers of a Power Level. Then assign them some energy techniques which will fill in for a Special Attack, or other weapon system, or just use what's in the book. Adding Giant Robots to a game is something that your GM should approve of first and you and they may want to sit down and iron out how you want to add this into a game.

Then there is Regeneration. Now I know it's cool to have your character recover quickly from near fatal attacks, but in DBZ this has generally only been a talent that Nameks have, and they need to spend energy to do it. So if you give this trait to some one you should come up with a good reason why they have this. GM's have finals say in this trait since its addition may not fall inline with what they have planned. Lastly there is Wealth. In the d20 Modern PHB there is a feat called Windfall, and an occupation called Dilettante. In DBZ wealth and money isn't exactly how it is in our world. There are still banks and people can get lines of credit, but in the world of DBZ money is not really an issue for some characters as they are winners of tournaments where they often win massive amounts of money, called Zenny in that world. If you would prefer to keep using the Wealth check system then forget about using the Wealth attribute. If you want to get rid of it then take up using the attribute.

Weaknesses, as I said before, are things that an enemy can exploit. This can be a hero's exceptionally kind heart, a physical weakness such as being blind in 1 eye, or maybe its something more subtle such as the heroes love for food, or maybe their a bit obsessive about something. The Defects found in the BESM d20 book also offer up a large number of weaknesses for a character. The Bonus points earned from these are CAP's with this game. All defects can be found on page 87 in the BESM d20 book. If you do not have the book, and are not going to purchase it then talk with your GM/DM about coming up with traits and weaknesses. Use the ones already described here as your basis. Traits that have a minor impact on the game and character have a point cost of 1-3 points, while Defects that have a minor impact on things often have a point cost of 1-2 points. Traits that have a major impact on the character and game often have a point cost of 4 and higher depending on how big of an impact on the game it will have. The same goes

with weaknesses. Lets take Superman as an example. Superman is an incredibly powerful being, (not as powerful as Goku and everyone else at the end of the Frieza Saga). Superman has some unique flaws too counter balance his great power. First he is very susceptible to magic and telepathic attacks, he is also vulnerable to certain substances, and types of attacks. Weapons that are incredibly sharp (such as Wolverines adamantium claws, or Doomsdays bone spikes) and capable of cutting through virtually anything can hurt him. When exposed to different forms of kryptonite he suffers different effects, such as becoming deathly ill, or loosing all of his inhibitions and morals (personality change). Superman's weaknesses impact the him heavily, although these things may be rare encounters for him. Kryptonite is a rare mineral, weapons that are sharp enough or dense enough to harm him are equally rare. This doesn't mean he doesn't encounter them every so often. Since they are rare, a GM would classify them as having a moderate impact on the character. So if the weakness offered bonus points ranging between 2-10 points, these would offer 6-10 points.

Name	Bonus CAPs	Description
Hunger	1-3	You can eat a lot of food, often much more than any normal person. However you seem not to put on any weight. You often need to eat only 3 big meals a day, or possibly you need to eat enough food for 2 families, for 1 meal. ⌚ 1 BP: You are not easily filled by your meal, you often have seconds, sometimes thirds. ⌚ 2 BP: You can easily eat your weight in food. This is generally for the entire day. But can sometimes be for each meal. You are practically almost always hungry. (Saiyans are generally capable of this.) ⌚ 3 BP: You can close a restaurant down with how much you eat. You are always hungry and rarely ever filled by your meals. You're often seen eating something every second of the day. (The character will often end up spending a lot of money just to keep full, even though they don't need to keep eating, they often will act starved the second they see food. Some may even begin to over exaggerate their hunger if they go without eating something for more than an hour.)
Coward	2-6	The word chicken doesn't even begin to describe your yellow streak. When ever there is trouble you're the first one to hide behind someone, or to run away. It's not like you don't want to help, it's just that you're allergic to pain. ⌚ 2 BP: You're often slow to react to help others often for fear of being hurt. But if you know that some one is weaker than you, then you don't hesitate to knock them around. When in combat or threatened by something stronger than you, you automatically lose your turn for that round, but may act in the next round. (You can be on the defensive or full defense if desired.) ⌚ 4 BP: You prefer to sit on the sidelines and watch others fight. If you're going to help it's only going to be when no one is looking, and you're sure that you can run away before you can get hurt. In combat your ability to join in is vastly hindered. You can only make sneak attacks against opponents. At any other point in time your hiding, or running away, you'll fight if you have absolutely no other choice, especially if you know someone is stronger than you. With weaker opponents than your self you are often cautious, but will be able to fight them without a problem, especially if they are smaller than you. Although even this can lead to trouble. When hurt in combat you try to flee as soon as you can, and hide. ⌚ 6 BP: In the dictionary, under coward there is a picture of you. When it comes to fighting you are half a mile away before the first punch is even thrown. Combat isn't an option for you. Even children can bully you and beat you up. You are at a -5 to any actions taken in combat, except in trying to escape. At which point you can move as if you had the Run feat, but only when running away from a fight.

BESM d20 defects are really unchanged in how they work, and just about everything can be used. Check with you GM first before you take Defects. The GM may have something else in mind for your game.

Advanced Feats

Advanced feats are unique feats that can only be taken once the character has reached certain point in power, or character advancement. These feats often offer a substantial enhancement to the character such as Damage Reduction, or super human strength. A character can technically purchase an advanced feat at anytime when they have enough CAPs to do so, although some feats may require a character to have a certain power level first.

There is no real limit to the number of Advanced Feats a character can have, however gaining them may take some time. Gaining 1 advanced Feat will cost the character 10 CAPs. Also in some cases mainly that of the Super Saiyan form's, I have to fudge and guess on some things since Talsorian has not produced any more books as of late. Additionally for 10 CAP's a character may choose to gain a class feature that they would not normally have, this type of selection counts as an Advanced Feat.

Improved Combat Focus

This is the same as Combat Focus.

Prerequisite: Combat Focus feat, Power Level 1,000.

Benefit: You gain another +4 to your Concentration checks and to your Focus checks.

Super Kaioken Attack

You are able to make use of the most powerful Kaioken attack ever.

Prerequisite: Kaioken Attack Feat, Constitution 25+, Power Level 5,000,000

Benefit: The character can now power up their Kaioken levels up to a Kaioken x50. Additionally the Super Kaioken attack can be used in a transformed state like the Super Saiyan transformation. However when used in a transformed state the Kaioken attack provides only a temporary boost in power. The boost only lasts for a 1d4+1 rounds. Once this time has expired the character reverts back to their previous transformed state. The Kaioken attack can still be used before transforming for better effect but it still drains away HP.

Normal: The character can only go up to a Kaioken x20.

Ultimate Super Kaioken Attack

The drain of the Kaioken attack on the users body is less than that of most people.

Prerequisite: Kaioken Attack Feat, Constitution 20+, Power Level 10,000,000

Benefit: The amount of HP lost on using the Kaioken attack is reduced to 1 point per level. Thus a single Kaioken x50 would only cost the character 50 HP.

Damage Reduction

You are more resistant to damage than any normal person should be.

Prerequisite: Class Talent Damage Reduction (at least 1 point) or racial bonus, Constitution 18+, Power Level 150

Benefit: The character gains a DR rating equal to their Constitution Score Modifier +3. If selected a second time the character's DR is increased by 3 Points. If the character has no Con Modifier they then get a DR of 3. Also the characters DR may not exceed their max Unarmed Damage divided by 2.

Special: This can be selected multiple times, each time its effects stack. Its benefits however do not stack with those for body armor.

Energy Resistance

You are resistant to a particular type of energy.

Prerequisite: Damage Reduction feat x4, Power Level 1,000

Benefit: You gain a resistance to 1 form of energy (acid, fire/heat, ice/cold, electricity, sonic, ki/energy, arcane, psionic). Once you have selected a form of energy you are resistant to you gain an energy resistance of 10 against that type of energy. Generally in DBZ, characters select Ki/Energy as their main form of resistance.

Special: This feat can be selected multiple times, each time dealing with either a new type of energy, or gaining an additional 10 points of resistance to a type of energy the character already has.

Super Strength

You are much stronger than a normal person is.

Prerequisite: Strength 20+, Power Level 300.

Benefit: You are capable of lifting and carrying things that are much heavier than you should normally be able to. You can lift and carry things as if you were 1 size class bigger than you currently are. So if your medium sized, you can lift objects as if you were a large sized being. If your size is maxed-out at colossal (some how) then you lift things as if you were beyond colossal (enormous sized). Also a character's jumping distance is no longer limited by their height.

Normal: With out this feat you lift things like any other normal person of your size. This can only be selected once.

Super Saiyan 1 (Saiyan & Half Saiyan only)

You are capable of transforming into a Super Saiyan, a legendary form amongst the Saiyan Race, this is also known as an Ascended Saiyan.

Prerequisite: Must be a Saiyan or Half Saiyan, Power Level of 5,000,000.

Benefit: Your fighting abilities improve considerably while in the Super Saiyan form. In order to transform initially the character must enter into a Saiyan Rage and must either be pure of heart or purpose to which they can direct that energy toward. After the character has transformed once they can do so at will, but must succeed at a Will check (DC 20). Once transformed the character can maintain the state so long as their HP is not reduced by 1/6th its max, their Power Level falls to 1/3rd of their available energy from powering up once (the character would need to power up again to transform, or eat a senzu bean/rest so that they can regain enough energy to power up again). Transformed the character's hair turns blonde, and sticks out at odd angles. Their eyes also turn a bright, almost glowing green. When the character powers up their aura is yellow. The character's Power Level & Power Up is multiplied by 2 (this does not include any amount of energy the character has drawn out before transforming. The character does not have to power up first before transforming. It's often done when powering up.) The character's Strength, Dexterity, and Constitution increase by 6 points each. The character can also lift objects as if they were 1 size larger than they currently are. (If they have the Super Strength feat then it increases the effective size.) The characters base speed doubles. The character also gains a DR 10, and an Energy Resistance against ki/energy equal to the characters level, plus the energy resistance feat if they got it.

Special: This feat costs 50 CAPs rather than the normal 10.



Advanced Super Saiyan (Saiyan & Half Saiyan only)

The Super Saiyan is capable of greater feats of strength, but it comes at a cost in speed and reflexes.

Prerequisite: Super Saiyan feat, Normal Power Level 15,000,000.

Benefit: When in the Super Saiyan form the character gains greater strength when they power up, however this is at a cost to their speed and reflexes. Advanced Super Saiyan is a sort of half transformation. It provides no increase in the characters power level, but instead provides an increase in the characters physical power. When transforming into an Advanced Super Saiyan the characters hair becomes a bit more defined and stands up a bit straighter. Their Strength increases by 4 points. When transformed, the character can increase their strength beyond what they normally can. Generally characters can only increase their strength by a certain percentage. Transformed stats allow a character to increase that percentage. The Advanced Super Saiyan form negates the limitations of boosting ones physical strength, essentially allowing a person to achieve a 100% increase in physical might. However this doesn't just increase the person's strength within boundaries of what their body can handle, but it increases muscle mass to compensate for the added physical power. The increase in muscle mass also hinders the person's movements, making them slower. So in combat a character with this feat can boost their strength by 100%. (The highest a person can normally go is 50%.) Every 5% increase beyond 50% imposes a -2 penalty to the characters Dexterity, affecting skills, Defense, and Reflex saves (a character's dexterity can not be lowered below 10 in this way). When obtained, the Saiyan sort of comes to a realization of how to transform, but they can't get it right. A character can choose to use their normal Super Saiyan powers, or can go to



Advanced Super Saiyan. If they have Super Saiyan 2 then they can completely bypass Advanced Super Saiyan. The bonuses of the Advanced Super Saiyan only effect the power so of the Super Saiyan 1 form only, they are lost (not really needed anymore) when the character turns Super Saiyan 2.

Special: This feat costs 30 CAPs rather than 10.

Super Saiyan Normality (Saiyan & Half Saiyan only)

You can remain in your Super Saiyan form indefinitely, even when you're asleep.

Prerequisite: Super Saiyan feat, Normal Power Level 15,500,000.

Benefit: You don't have to worry about taking time to transform in combat; instead you are automatically in your Super Saiyan form. The form is semi permanent now. You can remain in your Super Saiyan form under almost any conditions. You only revert back to normal when you expend all of your ki, or if forcibly rendered unconscious. If this happens you can transform again once you wake up. This feat is only usable for Super Saiyan 1. The DC to transform is lowered by 5 points. You can still voluntarily return to normal.

Normal: Normally a Saiyan drops out of their Super Saiyan form if they fall asleep, are rendered unconscious, expend all of their energy, or the time limit of their transformation runs out. This feat negates all of these except for being rendered unconscious and expending all of their energy.

Special: This feat costs 20 CAP's rather than 10.



Super Saiyan 2 (Saiyan & Half Saiyan only)

You are capable of ascending beyond the power of a Super Saiyan, this is also known as an Ascended Super Saiyan.

Prerequisite: Must be a Saiyan or Half Saiyan, Normal Power Level of 17,500,000.

Benefit: Your fighting abilities improve considerably while in the Super Saiyan 2 form. In order to transform initially the character must enter into a Saiyan Rage, be in the Super Saiyan 1 must either be pure of heart or purpose to which they can direct that energy toward. After the character has transformed once they can do so at will, but must succeed at a Will check (DC 30). Once transformed the character can maintain the state so long as their HP is not reduced by 1/6th its max, their Power Level falls to 1/3rd of their available energy from powering up once (the character would need to power up again to transform, or eat a senzu bean/rest so that they can regain enough energy to power up again).



Transformed the character's hair stands up almost completely straight, their muscle mass becomes more defined, but not bulky. When the character powers up their aura is yellow and crackles with energy. The character's Power Level & Power Up as a Super Saiyan is multiplied by 3 (this replaces the characters previous transformation power increase; the two multipliers do not stack). The character's Strength, Dexterity, and Constitution increase by 12 points each (total of 18 points now stacking with the bonus from SS1). The character can also lift objects as if they were 1 size larger than they currently are. (If they have the Super Strength feat then it increases the effective size, along with the increase for SS1.) The characters base speed triples. The character also gains a +10 to DR, and their current energy resistance rating for SS1 is doubled. This transformation can only be held for a 10 minutes plus the characters normal level.

However once a characters power level has reached double what was needed to transform they no longer need to worry about the time limit as their bodies have become accustomed to the increase in power.

(Example: Gohan is fighting Cell, and is about to turn SS2. He has a normal Power level of 16,000,000. In SS1 he has a Power Level of 32,000,000. He goes into a Saiyan Rage, and has a power level of 48,000,000. It's enough, plus the needed stimuli to push him to SS2 with a power level of 72,000,000.)

Special: This feat costs 50 CAPs rather than the normal 10.

Super Saiyan 3 (Saiyan & Half Saiyan only)

You are capable of ascending beyond the power of a Super Saiyan 2, this is also known as an Ultra Ascended Super Saiyan.

Prerequisite: Must be a Saiyan or Half Saiyan, Normal Power Level of 52,500,000.

Benefit: Your fighting abilities improve considerably while in the Super Saiyan 3 form. The transformation into a SS3 is the most drastic transformation yet. The exact triggers needed to ascend to this level of power is not clearly known. Most likely the character must experience some sort of trauma that will unleash this power. This transformation comes from deep within and can only be held for so long due to the amount of power generated. A Saiyan Rage is possibly one of the needed triggers for transforming. After the character has transformed once they can do so at will, but must succeed at a Will check (DC 40). (Note that when the character has more than 1 transformation they can either automatically transform to 1 stage by passing all other stages, or go through each one. The DC is for jumping right to the stage, the DC drops by 5 points when going through each SS level.) Once transformed the character can maintain the state so long as their HP is not reduced by 1/6th its max, their Power Level falls to 1/3rd of their available energy from powering up once (the character would need to power up again to transform, or eat a senzu bean/rest so that they can regain enough energy to power up again). Lastly SS3 puts a large strain on the person's body, even for a Saiyan.



Transformed the character's hair grows out to about waist length (triple its normal length). The character's eyebrows disappear and they take on a neanderthalic look, their muscle mass increases noticeably. Their body always seems to have a faint glow around it and is generally crackling with energy. When the character powers up their aura is yellow and crackles with energy. The character's Power Level & Power Up as a Super Saiyan is multiplied by 4 (this does not include the any amount of energy the character has drawn out before transforming, additionally the multiplication bonus does not stack with previous transformations.) The character's Strength, Dexterity, and Constitution increase by 24 points each (total of 42 points now stacking with the bonus from SS1 & 2). The character can also lift objects as if they were 1 size larger than they currently are. (If they have the Super Strength feat then it increases the effective size, along with the increase for SS1.) The characters base speed quadruples. The character also gains a +10 to DR, and their current energy resistance rating for SS1 is tripled. This transformation can only be held for a 10 minutes plus the characters normal level. However once a characters power level has reached double what was needed to transform they no longer need to worry about the time limit as their bodies have become accustomed to the increase in power.

(Example: Goku decides to unveil his trump card to Majin Buu. He starts off in giving Buu a lesson in Super Saiyans. In his normal Form, Goku has a Power Level of 60,000,000. He then turns SS1 increasing

his Power Level to 120,000,000. He then goes to SS2 brining his power level to 180,000,000. He then powers up to SS3 and has a power level of 240,000,000.)

Special: This feat costs 50 CAPs rather than the normal 10.

Super Saiyan 4 (Saiyan & Half Saiyan only)

You are capable of ascending beyond the power of a Super Saiyan 3, this is also known as a Supreme Super Saiyan.

Prerequisite: Must be a Saiyan or Half Saiyan, must have their tail, Normal Power Level of 200,000,000.

Benefit: Your fighting abilities improve vastly in the final Super Saiyan form. The transformation into a SS4 often takes the most effort, and requires some very particular circumstances to obtain. First a Saiyan must be in their Oozaru form, not just that though, it must be the Super Oozaru form. And in order to transform into this state they need to have their tail. In the Super Oozaru form the character is often out of control, a monster. However if they can gather their wits and regain their sense of self, they can then grasp the power at their disposal and control it. As soon as they figure this out their body begins to shrink as if they were reverting back to normal. Instead their entire body becomes covered in a reddish fur, except for their face, and chest (as well as hands and feet). They will also unconsciously create new clothing to fit their new form since their old clothing would have been ripped off from transforming into the Super Oozaru form. Also after gaining the power of a Super Saiyan 4 they can no longer transform into their Oozaru from. Not that its necessary. The character does not need to enter into a Saiyan rage. Gaining control of a the Super Oozaru's power to transform into a Super Saiyan 4 requires a Will check (DC 60). The check can be made once each round until the character is able to transform. It is possible though for there to be other ways to obtain this level of power.



After the character has transformed once they can do so at will, but must succeed at a Will check (DC 50). (Note that when the character has more than 1 transformation they can either automatically transform to 1 stage by passing all other stages, or go through each one. The DC is for jumping right to the stage, the DC drops by 5 points when going through each SS level.) Once transformed the character can maintain the state so long as their HP is not reduced by 1/6th its max, their Power Level falls to 1/3rd of their available energy from powering up once (the character would need to power up again to transform, or eat a senzu bean/rest so that they can regain enough energy to power up again). Lastly SS3 puts a large strain on the person's body, even for a Saiyan. Transformed the character's hair grows out to about the middle of their back (about double its normal length) and is black rather than blonde, sometimes it turns red, with the body fur turning brown (this is mainly only the case with fusion forms).

Their eyes also become outlined in red; their eyes themselves turn either gold, or blue, sometimes green. When the character powers up their aura is yellow and crackles with energy. The character's Power Level & Power Up as a Super Saiyan 4 is multiplied by 5 (this does not include any amount of energy the character has drawn out before transforming; the multiplier does not stack with the previous transformations) The character's Strength, Dexterity, and Constitution increase by 48 points each (total of 90 points now stacking with the bonus from SS1, 2, & 3). The character can also lift objects as if they were

1 size larger than they currently are. (If they have the Super Strength feat then it increases the effective size, along with the increase for SS1.) The characters base speed quadruples. The character also gains a +10 to DR, and their current energy resistance rating for SS1 is quadrupled.

(Goku is fighting Baby Vegeta after regrowing his tail. His normal form has a power level of 210,000,000. [It would have been higher if not for Emperor Pilaf wishing for him to be a child again. He then turns SS1 increasing his Power Level to 400,000,000. He then goes to SS2 brining his power level to 600,000,000. He then powers up to SS3 and has a power level of 800,000,000. After getting trounced by the still much more powerful Baby Vegeta, Goku see's the Earth as a full moon and transforms into his Super Oozaru form and has a Power Level of 2,000,000,000. After Pan helps to awaken him, Goku gains control of the power and transforms into a Super Saiyan 4. His power level however it drops to 1,000,000,000 but now he has control.)

Special: This feat costs 100 CAPs rather than the normal 10.

Fusion Technique

You and another person are able fuse together into a single powerful being by synchronizing your energy signatures and performing a series of specific movements.

Prerequisite: 2 individuals with this same feat. Perform 6 ranks.

Benefit: You and another person are capable of fusing together to form a new being. This fused form is a hybrid of both individuals. First in order to fuse, the two individuals need to practice a series of specific gestures and posses (see picture to the right). They also say "Fusion-Ha", which is said as they move and then touch fingers on "Ha". The two persons fusing must have their power levels with in at least 10% of each others, so it's ok if one person's power level is a little higher than the other persons, but not by too much. If it's too high they will need to reduce their power level in order to fuse. This Fusion Dance is simple, but it requires the characters to make some very specific movement's in sync with each other, and then to touch finger tips precisely at the end. If one person messes up then the fusion is messed up and they will need to wait 30 minutes before they can refuse. Performing the Fusion Dance requires both participants to make a Perform (Dance) check, DC 20. If both fail they do not fuse at all. If both of them make the check they perform a perfect fusion. If one fails they have an imperfect fusion form. (See below.)



When a perfect fusion is performed you do the following to create the new being.

- ⌚ Add both individuals power levels together.
- ⌚ Add all physical abilities scores together and then divide by 2 (round up).
- ⌚ Add BAB of both individuals together. As is speed.
- ⌚ The fusion form is the only real way to get to have class levels extend beyond the Level 20 limit in d20 Modern. The fusion being knows all of the characters skills, and talents, and feats. Skills that the 2 have in common are added together. Feats do not compound unless the feat allows for it. Character classes are added together until the class's number of levels reaches 10. So if the two

have 6 levels in a class that they both have then its levels max out at 10. The extra levels are carried over for the characters ECL only.

- ⌚ Physical features are a mixture of both individuals, although the fusion beings clothing is unique but similar to that of all other fusion beings clothing. (See picture above.) The person is often a bit taller due to the 2 people being fused into 1 form. The fusion beings name is also a hybrid of both persons.
- ⌚ With talents and weaknesses, the fusion being retains all of these as well from both individuals.
- ⌚ The fusion being also retains use of both individuals advanced feats.
- ⌚ The fusion form can learn new techniques and advanced feats as well. As such if the fusion form meets the requirements for an advanced feat that the 2 individuals on their own couldn't obtain then it can use it as long as it has the CAP's to pick it up. For example: Goten and Trunks fuse to become Gotenks. They can turn Super Saiyan 1 in this form initially but can't turn Super Saiyan 2 or 3. The two saw Goku turn SS3 so they want to get their fusion form to be able to turn SS3. The two by pass the ability to turn SS2, since they were never shown what a SS2 is. Once they get their power level high enough in their Fusion form, Gotenks selects the SS3 advanced feat. (Goten has an initial power level of 35,000,000, and Trunks a power level of 36,000,000. In their SS 1 form they have power levels of 70,000,000 and 72,000,000. When they initially fuse, Gotenks has a power level of 122,000,000 in SS1 form, & 61,000,000 normal. After training in the hyperbolic time chamber the boys have a power level of 61,000,000 and 62,000,000. In SS1 form they have a power level of 122,000,000 and 124,000,000. Fused they have a SS1 power level of 246,000,000. It's just enough to allow them to turn SS3. Gotenks has enough CAP's to get it and does so. Now Gotenks in his SS3 form has a power level of 492,000,000.)
- ⌚ Techniques are often either a hybrid of both individual's techniques or the new form is allowed to create new techniques based after the ones that the two beings know. It is considered to be familiar with these new techniques.

-Failed Fusion-

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

Additionally they are extremely hungry.

51-100% Skinny Fusion: This form produces a person that is practically skin and bones. Constitution & HP is reduced by 1/2, Power Level is reduced by 3/4th, Speed reduced by 1/2.



These little things can make for some comical events, but are bad news when a Fusion is really needed. Fusions last for 30 minutes and can not be ended any sooner; only 2 people can fuse together, you can not have double fusions, or 3+ people fusing into 1 being. A fusion can not be deactivated after it is done. The person must wait 30 minutes. After a fusion has worn off both people separate and can not fuse again for 1 hour. Even if the person is killed or some other wise rendered unconscious or immobilized they will remain fused until 30 minutes are up. (Majin Buu learned about this, after absorbing Gotenks, and after 30 minutes went by, Majin Buu's power dropped since the boys separated with in him.) Enacting the fusion dance and fusing is a full round action. The action can only be interrupted while the two are performing their mirrored actions; once those are completed the characters fuse automatically regardless of anything else around them. Attacks of opportunity can be made if desired.

Special: If the characters Power levels ever exceed 10% of each other then the two characters can not fuse at all unless 1 person willingly lowers their power level to be with in 10% of the other person, or the other person increases their Power level. Experience gained in the fusion form is distributed between both characters. CAP's earned are split evenly also, and pooled together when in the Fusion form. CAP's spent

on gaining feats and in the fusion form stay with that form. Only advanced feats can be gained while in the Fusion form, increase in power level from fighting effect both individuals when they de-fuse.

Deadly Blows

Your unarmed attacks are especially deadly, sometimes capable of killing a person with a single hit if you're not careful.

Prerequisite: Heavy Hitter, Martial Artist (5 levels), must have either Improved Brawl or Improved Combat Martial Arts.

Benefit: When fighting unarmed the character is able to hit targets much harder than they normally should be able to. The character gains a +2d6 to the damage of their unarmed attacks. (The bonus for this feat and the Heavy Hitter feat stack providing a total of a +3d6 to the characters unarmed damage.)

Lethal Blows

Your unarmed attacks are incredibly deadly, often capable of killing a person with a single hit if you're not careful.

Prerequisite: Deadly Blows (must meet requirements for it as well), Martial Artist (5 levels)

Benefit: When fighting unarmed the character is able to hit targets much harder than they normally should be able to. The character gains a +4d6 to the damage of their unarmed attacks. (The bonus for this feat and the Heavy Hitter feat stack providing a total of a +7d6 to the characters unarmed damage.)

Shattering Attacks

Your unarmed attacks are capable of harming inanimate objects like tables, boulders and so on.

Prerequisite: BAB +8, Martial Artist (5 levels)

Benefit: Your unarmed attacks are capable of negating an object, structure, or persons Hardness rating or DR rating. That is to a point. In order to bypass hardness rating and damage reduction you need to have a normal/natural Strength modifier equal to or greater than the targets hardness rating or damage reduction. Boosted strength does not alter the characters ability to bypass hardness ratings or DR. Transformations however can change this since the transformation is often a physical and/or natural one. For example: A very large & thick titanium door stands before Gohan, a town thug is on the other side hording a safe haven from Cell, from everyone else whom he has extorted money out of to build the thing. Being that titanium is stronger than steel its safe to assume that for a 1 foot thick titanium door, Gohan is looking at an object with a Hardness of 15, and 40 HP/inch of thickness. So Gohan has a normal strength score of 30, however he is also in his Super Saiyan from, so this increases his strength score to 36, his modifier is +13. His normal strength is not high enough to negate the hardness of the titanium.

Limited Telepathy

You are capable of reading a persons mind, but only to a very limited degree.

Prerequisite: Power Level 20,000

Benefit: In order to use this power the character needs to make physical contact with another person. This person must be willing to have their mind read, and they must be familiar with the character such as being friends, or even bitter rivals forced to work together. You are not capable of delving too deeply into the persons mind, nor can you see any secrets that they may have, but you can see a persons surface thoughts and any events that they have under gone recently. This power requires no expenditure of energy to perform and is a good way to get bought up to speed on events in a mater of a few seconds rather than taking several minutes or hours trying to explain things. This has very little impact on the game itself but can be put to interesting uses. It is also a helpful power to have if you have a villain who is willing to give

up information, but has very little time to live. This power allows you to learn all you can from them in a space of a few seconds where it would take them minutes to divulge the information. In game terms as a full round action the character can read the mind of 1 target who is willing to have their mind read, the character must be touching the target in order to use this power. Targets who are not willing to have their minds read can not be read.

Normal: Normally a character would need actual psychic powers in order to delve into a persons mind, guarded or unguarded.

Special Technique

You have created or learned a unique technique that has its own unique look and style. Such techniques include Goku's Kamehameha energy wave, Krillin's Destructo Disk, Piccolo's Special Beam Cannon, and Vegeta's Gallic Gun.

Prerequisite: Power Level 100

Benefit: Your character has one or more unique fighting techniques at their disposal. These techniques do more damage than other similar techniques of characters. For example, all of the z-fighters can create destructo disks, even the villains; however Krillin has specialized in this particular technique making it deadlier than one with the same amount of energy in it made by Goku. As is explained later in the Techniques section, there are 5 different types of energy attacks: Wave, Beam, Blast, Melee, and Blade. The Kamehameha is of course a wave type of technique. The Special Beam Cannon is a beam. Trunks's burning attack is a blast type. And Krillin's Destructo Disk is a blade type. As is explained later, these all determine the basic look of the technique along with certain innate qualities. Energy waves for example effect an area which can be cone shaped, or in a straight line, or a combination of both. Blades do slashing damage and can have critical hits often killing unguarded targets in a single strike. Beams are very accurate and can be used to sweep an area in some cases. Blasts often are shot from one hand allowing for a person to fire off more than one of these. All special techniques are full round actions. A base energy point cost is determined normally. The amount of energy allowed to be put into the attack may also be restricted depending on its type. Details on creating special techniques are found in the Techniques section. Dice type for damage is done with d8's and not d6's.

Normal: With out this advanced feat the character does not know any special techniques, but may know some ordinary ones.

Advanced Special Technique

You know how to get the most out of your special technique.

Prerequisite: Must have at least 1 special technique developed.

Benefit: Select 1 of your special techniques to gain these benefits. The selected techniques damage dice type is increased by 1, thus if it does d8s in damage it will now do d10s in damage.

Special: Can be selected multiple times, each time dealing with a new Special Technique.

Evolved Elite Saiyan

You were born as one of the Saiyan Elite, because of this you have evolved to ignore some of the Saiyan's more troublesome weaknesses.

Prerequisite: Must be selected during the character creation phase only, may not be selected later on.

Benefit: When ever your tail is grabbed you may make a Fort Save (DC 20) to ignore the penalties for this, if you already are able to you they you make use of the adjusted DC above. If you make the check you are not affected by having your tail grabbed and may make use of all of you normal actions and so on.

Additionally you may make a Will Save to try and be in control of your Oozaru form. The DC for this

check is also 20. If you make this check then you are able to act normally in this form, you can talk, and can perform complex actions.

Creating Advanced Feats

Advanced feats are generally more powerful than normal feats. If you want more advanced feats, you can easily pick talents found in the d20 Modern PHB and use them as a basis for an advanced feat. When a character wants the evasion talent then they could fork out 10 CAPs to purchase it. Some advanced feats might be more powerful than others. Transformations are generally more powerful than any other feats and as such should require more CAPs to purchase it. Transformations often increase a characters power level in someway. Transformations either improve upon the last transformation or it improves upon the person's original form. Frieza's transformations improve not only on his original form, but his power level improves with each new form. While Frieza does become stronger and faster it's over all nothing compared to that of a Super Saiyan, that is at some points.

Super Saiyan Transformations

As any DBZ fan knows, Saiyans are all capable of transforming once their power level has hit a certain point. These transformations always require some sort of stress or trauma. Goku saw his best friend, Krillin, blown up right in front of him. Vegeta was hurt and in a life threatening situation. Future Trunks awoke after being saved by his Master, Gohan, only to find that he had been killed by the androids. Gohan was pushed to his limits by Goku, and used all of his pent up frustration at always having to be saved. Goten and Trunks though seemed to instinctively know how to transform, possibly due to who their fathers were and how powerful they were. Generally a Saiyan or a Half Saiyan must be either pure of heart or purpose in order to transform. Additionally the Saiyan or Half Saiyan has to become enraged by something. This can be focusing on their own inadequacies, or seeing a friend killed or hurt. Goku had a pure heart, he became enraged at the sight of Krillin being killed, it pushed him over the edge. Goku's body entered into what is called a "hyper-evolved" state, or better known as the Super Saiyan transformation.

Vegeta was enraged that he was not as powerful as Goku, however he lacked a pure purpose, and a pure heart. But when he faced his inevitable death in space during a deadly meteor shower, he stopped caring about everything except survival. He found a single pure purpose, and that coupled with his rage at never being able to beat Goku allowed him to transform. Some reasons are not as good as others while even the simplest reasons can make for the best ones. If a character has a power level well above 5,000,000 you could simply come to the conclusion that after their last fight, they came to a realization. They sense a change with in themselves and might be able to bring out that change at will, or with practice. This is sort of the case with Goten and Trunks. They both have power levels well above 5,000,000 and just came to the realization one day that they could turn Super Saiyan. Goten discovered this during a sparing match with his mother. Trunks either picked it up from Goten, or he learned it on his own, or they both learned about it during one of their mutual sparing sessions.

The mechanics of it all are simple. The character has to have a power level of 5,000,000 or higher before they can transform. They also must be in a Saiyan rage, and have a reason or purpose to which they can direct this power. As the rules say, the Saiyan rage does go away after a few rounds. The boost in power also goes away. However transforms into a Super Saiyan for the first time, they retain their boost in power from the Saiyan Rage. At any other time though, it goes away.

We'll use Goku yet again as an example. After dropping a Spirit Bomb on Frieza, everyone, including Frieza is afforded some time to rest and recover. Most everyone is unconscious for a few minutes or hours, (in the case of both Goku and Frieza). This time is of course not shown in the anime and you are lead to believe that the just wake up right afterward. If that were the case, Goku would be too tired to fight Frieza, and as such wouldn't have the power to turn Super Saiyan. The good guys were given a chance to think it was all over and rest for a while. Then after Frieza wakes up, he stops pulling his punches. While hurt, Goku was not so badly hurt that he wouldn't gain a drastic increase in his power level. With the Kaioken technique, Goku had a maximum power level of 160,000 when he arrived on Namek. After getting healed back from being badly hurt during the Captain Ginyu incident, Goku had a power level of about 160,000 normally; with the Kaioken x20 he would have a Power level of 3,360,000.

It's enough to allow him to fight Frieza, who is holding back and enjoying himself. After dropping the Spirit Bomb on Frieza, Goku is tired, but not badly hurt. His normal Power level is 160,000, but he technically has a power level of 3,360,000 because of the Kaioken x20. When Frieza shows up, Goku is stunned, but is able to activate the Kaioken x20. He then enters a Saiyan Rage when Krillin is killed; this pushes his power level to 6,720,000. Goku has enough power to transform, his power level jumps to 13,440,000 This puts him higher than Frieza. Goku however is killed by Frieza by being thrown into hot lava, just as the Earth Dragon is summoned and just before he grants the wish of everyone killed by Frieza and his men to be resurrected. Goku is restored to life, and is now more powerful because of the fatal blow delivered by Frieza. Goku's normal power level hits 3,750,000 (with the Kaioken x20) he goes into a Saiyan Rage hitting 7,500,000. He then jumps to Super Saiyan, and has a power level of 15,000,000, easily enough to fight Frieza.

Also the boost in ability scores works affects everything that is related to them, skills, BAB modifier, hit points, and so on. This is also adjusted by the characters level as necessary. So if Goku has a Con of 25, and goes Super Saiyan he now has a Con of 31 now. His normal level is 20, he essentially gained a +3HP per level to his total Hit Points. Thus he gains 60HP for turning Super Saiyan. When he turns Super Saiyan 2 he would gain an additional +6HP per level, so he would gain an additional 120 HP for turning SS2, on top of the 60 for SS1. Once this HP is lost it can be restored while in the SS form, or once the character reverts back to normal and has their normal HP restored they regain the bonuses to HP for increased Constitution. Lastly the power range of techniques increases in proportion to the characters power level. That is you use the multiplier on them, the same is done for the Kaioken attack. But it only multiplies the base power range. So when going Super Saiyan 1, the a max power range of 2,000 would increase to 4,000; but as a Super Saiyan 2 it would be 6,000 instead. The Focus Power check is still that for its original power range however.

Lastly due to some issues asked of me I've changed how power levels are determined with the multipliers for Super Saiyans. Rather than stacking with the previos multipliers, each one only effects the characters base Power Level. So if the character has a power level of 220,000,000 their SS1 PL would be 440,000,000; SS 2 PL would be 660,000,000; SS 3 PL would be 880,000,000; and SS 4 PL would be 1,100,000,000. I think that this gives a better feel for the DBZ power levels that many people look for. On the bright side nothing else is changed. All other bonuses that stack still get to do so.

Attacking a

Transforming Character

As one may suspect, the act of transforming is a full round action and as such would constitute an attack of opportunity against the character. This is generally the case when ever a character performs a full round action to do something. When a Character transforms it is as apart of their power up action. So a

character automatically powers up once when they transform. In the anime villains and characters alike often never attack someone who is transforming or is about to transform for the first time. This is more for dramatic effect than actual reasoning, so I gotta come up with something.

When a character transforms for the first time it is often a frightening experience for anyone around. The characters power begins to fluctuate rapidly, not to mention their body undergoing different changes. Anyone around the character must make a Will Save, DC is equal to the characters total class levels (Including Racial adjustments) plus their Charisma score, +10 or plus what ever the character rolls for an Intimidation check (not both). Anyone who fails this check can not attack the character until after they have completed transforming. If they make they check they can attack the character. If they hit there is a 25% chance that they will have interrupted the transformation keeping the character in their normal state. This percentage decreases by 5% if the transformation is done as part of a normal power up action.

Chapter 6

Powers & Techniques

All characters in DBZ often have a variety of energy techniques and unarmed fighting techniques often referred to as Janken techniques. Almost every thing they do is through the use of a technique in some way. Their super strength is gained through technique to boost their physical strength. Their speed is gained also through applying energy in such away to propel themselves in different directions, thus allowing them to fly as well. Techniques themselves are broken up into 3 different classifications: Universal, Physical, and Energy.



Piccolo unleashes his Special Beam Cannon technique from up in the air.

- ⌚ **Universal:** These are techniques that virtually anyone can do. Often a person must have a Power Level that is at a certain height, or they need to do something specific that will allow them free use of the technique. A good example of this is the ability to fly. Yajirobe is the only Z-Fighter who can not fly. This is due impart to the fact that he just can't figure it out and that he is too lazy to learn, even though his power level is high enough to allow him too fly. Universal techniques include the ability to fly, increase ones strength, actions, reactions and speed. These powers are generally not accessed until a persons power level has gone above 100.
- ⌚ **Physical:** Physical techniques are fighting techniques that a character employs when in melee combat with an opponent. These are generally unique types of attacks that provide additional damage if landed. Such an attack includes a leaping/flying uppercut. Yamcha's Wolf Fang Fist technique is one such technique.
- ⌚ **Energy:** These are techniques or more often called powers, that enable a character to fire off different types of beams and effects that can shatter boulders, and planets. The Kamehameha wave is one such technique. Energy Techniques are broken up into several different basic types of techniques. These types are used to determine the basic appearance of the technique. The Kamehameha is a wave type of technique. Veggeto's energy lance is Melee type attack. There are over all 5 different types: Wave, Beam, Blast, Melee, and Blade. These are used to determine what a Special Technique will look like as well.

Special Effects

When ever a character begins to gather a lot of energy into one place, there are often various effects that follow. This isn't from powering up, no that has its own effects which will be covered. When a character begins to focus a lot of energy into a single point, all of that pent up energy can affect the world around the character. If Goku were to power up his Kamehameha to its maximum power, its safe to assume that that the area round him would start to shake, and the land would begin to crack, the wind would blow, and the sky may even start to turn black, not to mention anything not nailed down levitating into the sky. These effects are more for cinematic purposes than having any really important affect on the game, although it can easily. The world around the character does recover one the energy has been expended, debris falls to

the ground, the wind dies down, and the sky clears up. Cracks in the ground remain but will close up with time.

Here is a small table outlining the effects of a character focusing their energy into a single point to use an energy technique.

Points of Energy	Effect
100	You begin to glow.
200	The Wind begins to blow, the ground shakes, and the sky darkens a bit.
400	The ground starts to shake much more strongly, small stones and objects start to levitate into the air.
800	The ground shakes violently, larger objects start to levitate into the air, smaller objects split and break apart.
1,600	Chunks of the ground begin to come loose and levitate, breaking up as they levitate, the wind picks up even more, and the sky gets even darker.
3,200	The mountains begin to tremble, the sky goes black, rocks start exploding and the ground starts to split in places.

These are the general things that happen when a character is on the ground and powers up an energy technique. When in the air, things are a bit calmer.

When a character powers up there are also effects to accompany this. First and foremost is the fact that at some point a character's Aura becomes visible. As their power increases the ground often trembles, cracks, and has light coming out of it. Below is another table outlining the impact that a character's powering up has on the area around them. This is based upon the character's power level however, and not their power up, unless you would prefer it that way.

Power Level	Effect
200 or less	Your Body glows slightly, but it's hardly noticeable.
300	Your body has a distinct glow about it when you power up.
500	Your aura becomes visible, but it does not stand out much.
1,000	Your aura is easily visible when you power up. The ground shakes slightly in the area around you as well.
2,000	Dust, and small stones and objects will levitate around you, the ground will rumble around you for a 100yard diameter.
4,000	Everything within 200 yards of you levitates into the air.
8,000	Larger objects begin to levitate into the air, the ground shakes up to 1 mile diameter.
16,000	You create a small crater where you power up. The ground trembles for up to a 1 mile diameter, small chunks of the ground come loose.
32,000	The ground trembles for up to a 2 mile diameter of you.
64,000	Boulders explode, energy crackles in the air. The ground trembles for up to a 2 mile diameter of you.
128,000	Larger chunks of land begin to levitate, out of the ground. The ground trembles for up to a 4 mile diameter of you.
256,000	The ground begins to crack and split around you. The ground trembles for up to a 4 mile diameter of you.
512,000	The ground trembles terribly for up to a 8 mile diameter of you.
1,024,000	The ground trembles terribly for up to a 10 mile diameter of you.
2,048,000	The ground trembles terribly for up to a 12 mile diameter of you. The air around you is warm enough to start melting ice in the arctic.
4,096,000	The ground trembles terribly for up to a 14 mile diameter of you.
8,192,000	The ground trembles terribly for up to a 16 mile diameter of you.
16,384,000	The ground trembles terribly for up to a 18 mile diameter of you.

32,768,000	The ground trembles terribly for up to a 20 mile diameter of you.
65,356,000+	The ground trembles terribly for up to a 22 mile diameter of you.

Racial Powers

Some races have unique powers that no other race has. The Saiyans famed Oozaru form is one such power. Frieza's ability to transform is another unique power. Cell's ability to absorb the essences of anything is yet another. All have their own inherent weaknesses as well. The Saiyan Oozaru form is lost when a Saiyan loses their tail or when the full moon is gone for the night. Frieza's can only transform once he meets a force greater than his own, then he is able to evolve to meet the threat. But once transformed he can not revert back to a previous transformation (as far as any one knows). Cell's has few weaknesses with his powers, only due to the fact that he was designed to be like that. Cell is a true monster. He has no real weaknesses save one, his ego, it rivals that of Vegeta's. However in order for Cell to transform he must absorb specific individuals, namely Androids 17 & 18, so in a sense he has another weakness, not much of one, but it's something that can be exploited. Below are the known racial powers of specific individuals seen in DBZ. This does not mean that their race is the only one who has these powers. It's possible for other races to have these same or similar powers, although it is very unlikely. The Saiyans turn into Colossal ape like creatures, its same to assume that there is at least 1 other race that is capable of a similar transformation, but not necessarily into a giant ape. (All racial powers will be denoted with what race/character it is used by.)

Universal Techniques

As mentioned before these are techniques that just about anyone can learn to use once their power level is high enough to allow it.

Super Speed/Flight

This is the characters ability to move or fly at super human speeds. In DB, the characters couldn't fly, but they could run at super fast speeds and leap incredible heights. While Master Roshi can run around at super human speeds, he can't fly. The same can be said for Yajirobe. So while a characters power level is below 400, they can only run around at super human speeds. But once a character reaches over 400 they can start flying. However the ability to fly does have to be learned in spending 10 CAP's. So when written down it would look like this: Super Speed (Ground/Air). If the character does not spend the 10 CAP's they can only move about on the ground. The super speed can be used to increase ones jumping distance of course.

Speed (Mach)	+10 (1)	+20 (2)	+30 (3)	+40 (4)	+50 (5)	+60 (6)	+70 (7)	+80 (8)	+90 (9)	+100 (10)	+110 (11)	+120 (12)
Defense Bonus	+10	+20	+30	+40	+50	+60	+70	+80	+90	+100	+110	+120
Reflex Bonus	+5	+10	+15	+20	+25	+30	+35	+40	+45	+50	+55	+60
Cost	10	20	40	80	100	120	140	160	180	200	220	240

The speed rating indicates the characters speed in combat circumstances. That is the character moving from point A on the map, to point B. The defense bonus listed is useable when ever the character is moving at that speed, even if others are moving at the same speed. Of course if you move a slower speed you do not gain that high of a bonus as someone who is moving faster, that is until you start moving at their speed. The same goes for the Reflex save bonus. The cost is for 10 minutes of flight time. There are 2 ways you can handle this. You either purchase the speed for 10 minute or purchase more time at that speed. For example if you want to move at a speed of 100 for 10 minutes you fork out 10 points of energy, but if

you want to move at that speed, but for a longer period of time, say 30 minutes you would fork out another 20 points of energy.

Once a character has learned how to fly the Mach speed number in the “()” becomes available. A character moving at mach speeds can only fly at mach 4 safely with in an atmosphere, any faster and their cloths would burn up. A character however can generate a blast field when flying at these speeds that protects them (an application of Deflection). Flying at mach speeds is for travel purposes only, in combat you use the Speed listing, for any speed category, this is assuming that your character is only gong to move form point A to point B and then change direction, or fight. The effect of moving at these speeds leaves behind what is known as an After Image. Characters who can not move as fast as you will see these after images. Each level of speed allows a character to leave behind 1 after image. After Mach 6 a character is technically invisible when moving, unless a person is capable of moving at the same speed. Moving at this speed does not mean that the character can see people/beings who have the ability to turn invisible through some means.

In contests of Speed, the character with the Highest Dexterity rating is the faster character. The characters Reflex bonus is not only used as a bonus to reflex save, but it also acts as a bonus to hit; only half of the bonus is used for this purpose however. So if you have a +15 to Reflex saves then you have a +7 to hit (round down). This bonus to hit is applied to only ranged attack rolls. Increasing speed is a free action, and can only be raised by 5 levels per round. Also 2 characters moving at the same speed cancel out each others bonuses from speed except for the Reflex save bonus which is reduced by half.

Increase Reactions

Put simply, you can increase your ability to react faster than the other guy by spending energy. This isn't about speed necessarily, although speed does play a part in it. For 10 points of energy you gain a +1 to your Initiative. Because of this even if a guy is moving slower than you they can still catch you off guard.

Increased Actions

This is a tricky power to use and may require you to do some math ahead of time to figure things out. But there are 2 ways in which this can be used. The first is to increase you ability to hit, making your attacks more accurate. The other way is to increase the number of action you have in a round. A normal character can have up to a max of 4, sometimes 5-6 actions in a round. DBZ characters have shown that they can launch a flurry of attacks that can number up to 12 actions in a round. When a character wants more actions in a round they fork out 10 points of energy per action. Each of these actions has a BAB equal to the characters last normal action BAB, but at a -4 per action. The other application is to increase ones BAB. The character can spend 10 points of energy to gain a +2 to hit. While the number of actions a character can perform is limited, the increase in BAB is not limited. A characters number of actions in a round is limited to only 12 actions.

A full round action is considered to be 4 actions, or less. When a character is able to perform more than 4 acts in a round they can perform additional full round actions. If a character has 8 actions they can perform 2 normal full round actions in a single round or they can perform 1. A character that has only 6 actions can only perform 1 full round action, and 2 additional actions. This is handy to do as it allows a character to power up and then they can perform 2 other actions right after ward. Increasing ones actions and their ability to hit is the key to winning in combat against the likes of Frieza or Cell. Here is an example: You want 4 additional actions on top of the 4 you automatically have from your class advancement. But you also want to be able to hit with those attacks.

You decide that if you want a really good shot at hitting with your attacks, you're going to need to double you BAB. So, to double your BAB (+20) you will need to fork out 180 points of energy. Now to

gain 4 extra actions you will have to fork out 40 points of energy. The total amount of energy needed is 220. Your actions and BAB would look like this: +40/+35/+30/+25/+21/+17/+13/+9. These effects only last for 1 round. Increasing your actions is considered a free action that is often done when Powering Up. Its effects are not usable until the next round however; the time limit is for that round as well. (1st Round: Power Up, Increase Actions; 2nd Round: Use increased actions.)

Boost Strength

You can increase your body's natural strength to super human levels. (This does not change the characters normal lifting/carrying capabilities. For that you must select the Super Strength advanced feat.) A character can only increase their body's natural physical strength to a certain degree. After all the body can only handle so much stress put on it. Beings are generally only capable of gaining a 50% increase in their bodies natural strength. Some beings are capable of having their strength go beyond this limitation. 10 points of energy allows a character to gain a +2 to their strength score for 1 round. There is a limit to just how high a character can boost their strength though. A 50% increase in strength is not an actual 50% increase. This amount is equal to the characters Constitution Score; this is a "50%" increase. A 100% increase is equal to double the characters Constitution Score.

There are an exceptionally few individuals who are capable of going for a 100% Strength increase. These individuals are often Advanced Super Saiyans, or Namekkian Warriors, or some other being. Going above 50% comes at a price. For every increase in strength above the 50% mark the character suffers a proportionate decrease in any physical actions taken. So if your Strength Score is 25, and your Con is 30, then you have a maximum boost of 30 (50% increase). But if you have the ability to go 100% then you would have a maximum possible boost of 60. Now if you were to boost your strength only to 55, and then you would suffer no penalty to all your actions and attack rolls.

If you went 100% then you would have Strength of 85, but you would suffer a -30 on any actions taken. (This includes attack rolls, and uses of skills that are physically related like Tumble, Jump, Climb, etc.) Goku, Vegeta, and Future Trunks are individuals who gained the Advanced Super Saiyan advanced feat. When they assume their advanced Super Saiyan form they have no limit to how high they can boost their strength (that is they can go for a 100% increase in strength), but Vegeta and Goku knew that the vast strength came at a price in maneuverability and reaction time, Trunks discovered this the hard way.

Deflection

This is a simple power, but at the same time it can be tricky. First off its only really usable when being attacked by an opponent who is lobbing energy attacks at you, or when flying. (A 300 point deflection will easily protect a character when flying at speeds greater than mach 1; this includes flying at mach 12. That's essentially a 25 point deflection per mach level, for 10 minutes of flight time. Every 1 point in a deflection negates 1d of damage from an energy attack. (As you will see later, energy attacks cost 1 points of energy for 1d of damage.) A deflection is negated only under certain circumstances. If a character is physically attacked there is a chance that they will loose their deflection, but only if actually hit.

You get to make a Will Save against the amount of damage taken (this is only for the first hit taken and not each additional hit after that, if made the character does not need to make a save for every single hit after the first that lands unless the GM decides other wise). If you succeed then you retain your deflection, if failed roll percentiles. The percentage rolled determines how much energy in the deflection is lost. So if you have a 2,000 point deflection raised, and you are hit and you roll 57% then you loose 57% from this amount or 1,140 points from the 2,000 points, so they have 860 points left.

Another way a character can loose their deflection is when they are hit with an energy attack with a Deadly effect in it. The final way is for the character to power down. (This is explained later.) A

deflection can be used in many creative ways including backhanding an energy blast out of the way; stopping it out right, catching it and tossing it back at someone. Reflecting an attack requires you to have double the energy in the attack. Catching and tossing an energy blast back at a person is one cinematic form of reflecting an attack back at a person. Another way is like hitting it like a baseball, kicking it like a soccer ball, and so on. Rule wise when you reflect an attack (by having double the amount of energy in a deflection than the incoming attack) you immediately get to make an attack roll at your highest BAB, against the person who initiated the attack.

If the damage in an attack exceeds the characters Deflection then it reduces the energy in the attack. So if an attack has 1,000 points of energy in it and the character has only a 500 point deflection, then 500 points of energy from the attack gets by. The characters Damage Reduction will handle any additional damage before it is subtracted from the characters HP. Raising a Deflection is a Free action, or move equivalent action. It can be done as a reaction, but it costs double points for this, and the character needs to make a reflex save against the attack, but at an additional +10 to the DC.

Physical Techniques

Physical techniques are divided up into specific parts: Punching, Kicking, Blocking, and Grappling techniques. A character can learn a technique by making an Intelligence check (DC 20). The DC is reduced by 1 point for every day spent working on developing the technique or just learning it from someone, they also must spend 3 CAP's to gain a technique. With characters starting out more advanced than others they can start with a number of techniques equal to the characters normal level. Additionally if you want to develop some new techniques of your own that aren't listed here then use these as a basis for your own. Some techniques require you to meet certain prerequisites first.

Punch Techniques

Buffalo Punch

Prerequisites: Power Attack Feat, BAB +6.

Description: The fighter clenches both hands together over their head and brings them down on top of their opponent.

Action: Full Round

Damage: +5

Range: Melee

Dragon Punch

Prerequisites: BAB +12, Power Attack,

Description: This is a devastating technique where the user brings their fist to their side as they slightly crouch down, and lashes out with it in an uppercut as they leap into the air.

Action: Full Round, or Move Equivalent if used as a reaction.

Damage: The attack is a leaping uppercut and can be used to strike at opponents in the air (such as leaping over the character or leaping down onto the character) or to strike an opponent on the ground and knock them high into the air. If the attack connects with a target they are either knocked from the air and are prone, or they are knocked into the air and land 5ft away from the character (they may make a Reflex save DC equal to the damage dealt +10 to remain standing, but this is only for targets who are already on the ground.) The technique can be used as part of a reaction to a character making a charging attack or an airborne attack such as the Martial Artists Flying kick. The character must be aware of the attack however

and their roll to hit must beat the opponents roll to hit. If they make it they connect first and cancel out the charge attack, however if used this way the character forfeits their movement for the next round, but can still attack and defend themselves. In either case the character inflicts +6 points of damage with this attack +1 per 6 ranks in jump. A character who can fly divides their speed by 6, this number is the amount of damage the character deals.

Range: Melee

Ear Pop

Prerequisites: BAB +6.

Description: This technique involves striking an opponents ears with their hands slightly cupped.

Action: Standard

Damage: None, Opponent however is stunned for the next round, and as such can not attack, and loose their dexterity to defense. The opponent also automatically fails any listen checks for the next round. The technique is best used when grappling.

Range: Melee

Hyper Fist

Prerequisites: BAB +12.

Description: This is a technique that enhances upon the uppercut, turning it into an even more devastating attack. The person using the hyper fist strikes an opponent with a flurry of uppercuts.

Action: Full round

Damage: The uppercut is an attack designed to get under an opponents defenses. One attack roll is made, damage is rolled 3 times, 4 for a critical hit.

Range: Melee

Monkey Grab Punch

Prerequisites: BAB +6.

Description: The fighter lunges forward, grabbing and pulling an opponents blocking arm with one hand, then delivering a quick punch with the other hand.

Action: Full Round

Damage: None, choose 1 opponent to be the target of this technique, you make 1 attack roll, if it hits you may reduce the targets Defense by a number of points equal to your dexterity modifier, you then get to make 1 free extra attack at your normal attack bonus vs. the targets adjusted Defense bonus, however you loose your movement for the next round. The technique can not be used consecutively from one round to another; such a thing would be considered grappling.

Range: Melee

Rekka Ken

Prerequisites: BAB +12, Tumble 6 ranks, Spring Attack.

Description: This attack allows the user to push their opponent back by launching an offensive of punches that forces their opponents to retreat.

Action: Standard

Damage: When the character attacks with this technique they can try to force their opponent back. If the first attack hits, roll damage, subtract 1 point from any damage done to move the target back by 2 feet, you can then move up to the target once as a free action and continue the assault, but after this the character must make use of their spring attack feat. This is good technique to use to quickly get a ring out on an opponent. If one attack misses at all the technique use ends and the target can not be forced back any more for that round.

Range: Melee

Spinning Back Fist

Prerequisites: BAB +6.

Description: This punch uses momentum and force to create a powerful attack. The person takes a step forward and spins about using their hips to put more force into the blow, the user lashes out with their fist as they complete the turn. This attack is sometimes enough to drop a person right in their tracks.

Action: Standard

Damage: +2 to damage, coupled with the power attack feat this can be a powerful attack to use. The technique can only be used twice in a round due to the movements it takes to use it (Counts as 1 but can not be used more than once in a row if the character has increased the number of actions they have.)

Range: Melee

Spinning Clothesline

Prerequisites: BAB +12, Tumble 9 ranks, Whirlwind attack.

Description: This has the user spinning like a top, with both arms extended. This makes it hard for anyone to attack the person, but they also suffer some consequences for this as well.

Action: Full Round

Damage: Same as that for performing a whirlwind attack, however the person may make 2 attacks against each target rather than 1. However the character loses their move action for that round, and during the next round they are dizzy and gain a -2 to all actions for 1 round. The attack however can only hit standing opponents, or opponents on the same level as the character.

Range: Melee

Spinning Knuckle

Prerequisites: BAB +9, Tumble 3 ranks, Spinning Back Fist.

Description: This move is an advanced version of the spinning back fist. Rather than just taking a step forward the person bobs and weaves around before delivering the strike.

Action: Full Round

Damage: Same as that for the Spinning Back Fist, but gains a +1 to damage on top of the damage for a Spinning Back Fist.

Range: Melee

Turbo Spinning Clothesline

Prerequisites: Tumble 12 ranks, Spinning Clothesline

Description: This is simply a faster version of the Spinning Clothesline.

Action: Full Round

Damage: Like that for the Spinning Clothesline, only the character can land 1 more attack on each opponent within their area.

Range: Melee

Kick Techniques

Backflip Kick

Prerequisites: BAB +6, Tumble 6 ranks.

Description: This move combines acrobatics and a powerful kick into a special move that can rattle an opponent and simultaneously carry the user to safety.

Action: Full Round

Damage: The character must hold an action for their opponent to come within in melee combat range, and then with a sudden back flip the character kicks the would be attacker as the fighters feet sweep up and

through in the back flip. The character lands 5 feet away from the opponent preventing any sort of counter attack without first moving up to attack the character. The attack can also be used to intercept a charge attack. The attack does an additional +2 points of damage.

Range: Melee

Double Dread Kick

Prerequisites: BAB +9, Double-Hit Kick.

Description: This technique is a fast combination of a roundhouse kick and a spinning back thrust kick. The user stuns their opponent with a quick kick and then spins into a more powerful thrust kick before the opponent can recover.

Action: Full Round

Damage: The character makes 1 attack roll for 2 hits. If they land the first hit, they immediately lash out with the thrust kick. Roll damage twice. If the attack misses then the opponent may make an immediate attack of opportunity on the character.

Range: Melee

Double-Hit Kick

Prerequisites: BAB +6.

Description: This technique allows a character to kick twice with the same leg without it touching the ground. The first kick is usually low, with the other high.

Action: Standard

Damage: With 1 action you can attempt to kick the target twice. You do make 2 attack rolls, the first attack roll is at the characters normal base attack bonus with the second at a -2 to hit. This does not effect the rest of the characters BAB for multiple actions unless they continue to use the same technique with each action, as such each actions BAB is normal with the first attack but the second attack suffers an additional -2 to hit. So if you have a BAB of +12, then you have 3 actions. A person using this technique for all 3 actions would have an attack bonus of this for each action: 1st Action) +12/+10; 2nd Action) +7/+3; 3rd Action) +2/-4. The penalties stack for each action after the first.

Range: Melee

Double-Hit Knee

Prerequisites: BAB +6.

Description: This is an up close attack where the character leaps up into the air allowing their knee to strike the opponent in the stomach and continue up into the opponents chin.

Action: Standard

Damage: +1d6 points of damage, if the attack misses the character leaves themselves open to attacks of opportunity.

Range: Melee

Flying Knee Thrust

Prerequisites: BAB +6, Tumble 3 ranks.

Description: The user makes a quick broad jump at their opponent and drives their knee into them.

Action: Move Equivalent, part of an action.

Damage: The attack is made as part of the characters movement plus one of their actions. The attack provides a +2 to damage and the character gains some other benefits for using this aerial maneuver. The character only makes 1 attack with this. The character draws no attacks of opportunity with this maneuver; the character can cover the distance of up to 6 ft away with this maneuver. The character needs only 4 feet of room to initiate the attack. The character lands up to 6ft away when completed, or where ever they hit

their target. If the character can fly they need not worry about having room to initiate the attack, and the end the attack at least 6-12 ft away. A character who can fly divides their speed by 6, this number is the amount of damage the character deals.

Range: Melee

Flying Thrust Kick

Prerequisites: BAB +12, Tumble 12 ranks.

Description: This unusual maneuver requires the person to have strong legs. The person thrust kicks into the air (above the head or at a high angle) so hard that they are lifted off of the ground and rockets into the air, heel-first with their body inverted. In order to perfect the move the fighter has to develop the leg flexibility to do a full split and must have superhuman leg muscle conditioning. One-legged squats are popular training exercises for developing the leg muscles.

Action: Full Round

Damage: The thrust kick is just like a dragon punch and can render an opponent prone. The person does an additional +6 points of damage with this attack. The attack gains a +1 to damage for every 6 ranks in Tumble the character has. A character who can fly divides their speed by 6, this number is the amount of damage the character deals.

Range: Melee

Forward Flip Knee

Prerequisites: BAB +6, Tumble 6 ranks.

Description: This move is similar to the Back Flip Kick, except the fighter actually launches into a forward flip over the head of an opponent. As they drop out of the forward flip the fighter uses their body weight to drive their knee into the opponents back.

Action: Full Round

Damage: The fighter must attack someone that is standing within 5ft of the character; the character will land directly behind the target once the maneuver is completed. The character makes a normal attack roll, and damage roll, however their opponent is at a -2 to their Defense with this maneuver, since that attack lands on the persons back and not in the direction they are facing. If the target can not be flanked then they suffer no Defense penalty. The attack does not draw an attack of opportunity. The character gains a +2 to damage done with this attack.

Range: Melee

Handstand Kick

Prerequisites: BAB +6, Tumble 3 ranks.

Description: The fighter bends over, puts their hands on the ground and presses their legs up into a handstand. The legs snap up with the force of a kicking mule, bringing an airborne opponent down for a crude landing or just clipping a ground opponent in the chin.

Action: Full Round

Damage: This attack can be used as a reaction to an airborne attack; character must make a Reflex save (DC equal to the attackers attack roll). If they make the Reflex save they are able to counter the attack knocking the attacker from the air (Roll to hit for the counter attack, if missed the attacker is only knocked from the air.) The attack does an additional +4 points of damage. Opponents struck by the attack must make a Reflex save or else be rendered prone (DC equal to the attack roll made.)

Range: Melee

Slide Kick

Prerequisites: BAB +6, Tumble 3 ranks, Improved Trip.

Description: This is a technique used to take an out a persons legs. From a ready stance, the fighter drops to the ground and slides out at their opponent kicking at their feet.

Action: Move Equivalent, +1 action

Damage: The character makes a normal attack roll initially from up to 10ft away. If they make the roll they then can move in with out incurring an attack of opportunity, additionally if they roll a critical hit the opponent must make the appropriate save for a trip attack (this does not incur an attack of opportunity either.) The character gains a +3 to damage dealt with this technique.

Range: Melee

Spinning Foot Sweep

Prerequisites: BAB +6, Tumble 3 ranks, Improved Trip.

Description: Rather than just sweeping 1 person's feet, the person can spin a full 360 degree's tripping anyone close to them.

Action: Full Round

Damage: The attack does no real damage; it is used in conjunction with the Improved Trip feat to affect a group of people rather than just 1 target.

Range: Melee

Wounded Knee

Prerequisites: BAB +9.

Description: This is a maneuver used in Native American wrestling and kickboxing. The Wounded Knee involves the fighter executing a low powerful kick that drives their shin into the out side of their opponent's thigh. This kick hits the femoral nerve, which runs down the out side of the leg, and weakens the opponent's leg, making it hard for them to move or kick.

Action: Standard

Damage: Same as a normal attack, only with this attack the opponents Speed is reduced by ½, and they can not use any kicking maneuvers for 1d4 rounds.

Range: Melee

Block Techniques

Generally, blocking is not something overly used in d20. If a character blocks something its an automatic reaction to an attack with is calculated into the characters Defense. However I'm adding Blocking Techniques that enhance upon the characters over all Defenses depending on the situation. Some techniques are simply counter techniques that are used to counter an attack with a normal attack. Using a Blocking technique requires the player to declare what technique they wish to use. They may declare this only at the start of an opponents turn, and may only use 1 blocking technique per opponent in a round. The same technique can be used on multiple opponents so long as it's declared.

Deflecting Punch

Prerequisites: Class Defense Bonus +3, BAB +3, Punch Defense, Combat Reflexes.

Description: The person blocks their opponents punch with one of their own, but at the same time they are able to strike their opponent.

Action: Move Equivalent

Bonuses: As a reaction to a melee attack, the character may attempt to block the attack and counter attack at once. The character must make a reflex save equal to the attackers roll to hit, if they make the save their Defense increases by 2 point for that attackers turn, effective as soon as the character makes their reflex save. The increase in Defense is counted in as if the character had already had the bonus prior to the attack. The bonus persists for the remainder of the attackers turn, only 1 counter attack can be made however. The character can make a number of Deflecting Punches a round equal to their Dexterity modifier +1, the Defense bonus can be applied to multiple targets so long as the character makes their Reflex save. If the save is failed the character receives no bonuses to their Defense and they may not counter punch the attacker.

Range: Melee

Kick Defense

Prerequisites: Class Defense Bonus +2.

Description: The character is able to anticipate their opponent's actions and as such know how to anticipate kicks and knee attacks, however since the person is focusing on leg work they can be caught off guard with punch attacks. This is best used on opponents that specialize in kicking attacks.

Action: None

Bonuses: The character gains a +2 Defense Bonus against kicks and kicking techniques. However while using this the character is at a -2 to their Defense against punches and punching techniques.

Range: Melee

Punch Defense

Prerequisites: Class Defense Bonus +2.

Description: This is just like the kick defense only it deals with punches.

Action: None

Bonuses: The character gains a +2 Defense Bonus against punches and punching techniques. However while using this the character is at a -2 to their Defense against kicks and kicking techniques.

Range: Melee

Missile Reflection

Prerequisites: Class Defense Bonus +4.

Description: This is very much like the Deflect Arrows feat found in the Dungeons and Dragons players handbook. The character can catch arrows and knives thrown or launched at them, often enough they can return this object right back to where it came from.

Action: Reaction

Bonuses: At any time the character has a physically thrown or fired object launched at them (except for guns of any type, only bows & arrows, thrown knives and such can be caught) they may make a Reflex save with a DC equal to the persons attack roll. If they make the save they can catch the projectile. Gun fire can be deflected, but not caught, as such the character must be holding a solid object that can withstand a bullet hit such as a large rock, a manhole cover, and so on, (if deflected there is a chance of it rebounding toward a different target such as a companion). Arrows that are caught must be fired back with a bow; most people do not have the strength to throw an arrow with enough force for it to really harm someone. Other things caught can be thrown back during the characters next turn, they can however drop anything caught immediately so that they can continue to catch things. This is not like deflecting energy blasts. This pertains to blocking and/or grabbing physical projectiles. A character does not have to "return" the object back to the one who threw/fired it. A character with a high Speed, and Damage Reduction can catch bullets if desired.

Range: Self

Grappling Techniques

Grappling in and of itself can make for some interesting combat, however there are few actual techniques that are expressed or shown in the d20 modern.

Air Throw

Prerequisites: BAB +6, Tumble 3 ranks, Throw

Description: This technique is often used by wrestlers who jump into the air to catch an aerial opponent, grab the opponent like a hawk snatching a dove, and then slam the opponent to the ground. Some fighters prefer to grab their opponents and fall with them to crush them into the ground. Others grab their opponents and bring them down on top of themselves, while still others prefer the finesse of grabbing opponents out of the air and dashing them to the ground.

Action: Reaction

Damage: This attack is used while an opponent is airborne with by jumping or using an aerial technique. The character must jump where the target is (distance is dependent upon how far away the target is and how high up they are). The character makes a normal grappling check to just grab the target. If they succeed they may attempt to throw the target to the ground, rendering the target prone (unless the target can make a tumble check DC 20). Throwing the target to the ground requires a Strength check, DC 20. Damage is equal to the character's unarmed damage, +1d6 points of damage for every 10ft in the air the person is when thrown. This counter attack counts as a move equivalent action.

Range: Melee

Back Breaker

Prerequisites: BAB +9

Description: This is a fairly standard wrestling move used by many American wrestlers. This has had 2 different variations, the first is a non lethal method of lifting a person over your head and then slamming them into the ground, the other method is the same only you drop the opponent on her knee, which can either kill them or paralyze them; only a lucky few survive this.

Action: Grappling

Damage: The character must make both a standard grapple check and Strength check. If they make the grapple check they may immediately lift their opponent over their head so long as they make their strength check to lift the target (dependent upon how much the target weighs.) If they make the Strength check they may immediately slam the opponent to the ground doing an additional +3 points of damage. If the character wishes to use the more lethal method of the attack they can. With this the opponent must make a Fortitude save, DC equal to the total damage dealt by the attack. If they make the save they are stunned for 1d4 rounds, if they fail the save they must immediately make another Fortitude save (DC 25). If they fail this save their back is broken, the character is treated as if they were completely paralyzed, as such they can not attack or defend themselves. The second more lethal method is considered an illegal use of the technique by most, if not all fighting groups including the Street Fighter tournaments. The second use of the technique is also illegal in some states and/or countries.

Range: Melee

Back Roll Throw

Prerequisites: BAB +9, Tumble 3 ranks, Throw

Description: This is an advanced version of the Throw technique. Instead of using their shoulders and hips to throw an opponent, the fighter grabs hold of the opponent, plants their foot in their stomach and rolls backwards onto the ground and then kicks the person off of past the fighters head.

Action: Reaction/Grappling

Damage: The character first must make a standard grapple check, if they make the check they may immediately throw the person. The distance that the person is thrown is unchanged for throwing a person, but add 4ft to that distance. Damage is equal to the characters unarmed damage, +2. On the down side both the opponent and the character are rendered prone, the character may however stand as a free action so long as they have not moved for that round. If being done as a reaction to an attack, the character must make a Reflex save equal to the opponents attack roll, if they make the check they can use the technique, although if the opponents attack hits they still do damage prior to being thrown. The attack can be used to intercept a charge attack as well, but the character must be aware of the attack in order to use this. If they make all of their checks the opponent takes damage equal to what they would have dealt to the character, plus the characters own unarmed damage.

Range: Melee

Grappling Defense

Prerequisites: BAB +12, Class Defense Bonus +4.

Description: Wrestlers don't survive long unless they learn ways to escape and counter the grabs and holds of other wrestlers. Other styles such as the kung fu art of Chin Na or jiu-jitsu, formalize this grappling training.

Action: N/A

Bonus: This is similar to some blocking techniques, only it deals with grappling. The character gains a +2 Defense bonus and +2 bonus on Escape Artist or Grappling checks to evade a grapple.

Range: Self

Hair Throw

Prerequisites: BAB +9, Tumble 6 ranks, Throw

Description: This throwing technique has the fighter charging at their opponent, flipping over them, grabbing their hair or head at the same time, landing and using that same momentum they throw their opponent.

Action: Full Round

Damage: This is a charge attack. The character must be charging their opponent. First they make a Tumble check (DC 15) to flip over the persons head, next they make a grapple check to grab the person. If they are able to grab them they immediately may throw the person with a Strength check. Damage is equal to the character's unarmed damage +5. The opponent may also lose some hair from this.

Range: Melee

Neck Choke

Prerequisites: BAB +9.

Description: This is a simple choke hold technique used by many wrestlers and fighters.

Action: Grappling

Damage: The character must first get an opponent into a grapple and maintain it. Once an opponent has been grappled it must be declared that the neck choke will be used. Each round that the attack is maintained the opponent must make a Fortitude save for suffocation. If the opponent fails the check the first time they gain a -2 to all actions for 1d6 rounds, each round that they fail the check the amount of the penalty increases by 2. However the opponent can only take so much from lack of oxygen. If they hold is maintained for a number of rounds equal to the characters Constitution modifier +2 (no lower than 2), then

they must make a Fortitude save (DC 25) or else be rendered unconscious, every round that they make the check the DC for the next one increases by 2. If the hold is maintained for a number of round equal to the opponents Constitution score the opponent must make a Fortitude save vs. death. If failed the opponent is killed, although there is a chance of them being able to be resuscitated if a medic is quick enough.

Range: Melee

Pile Driver

Prerequisites: BAB +9, Tumble 3 ranks.

Description: The pile driver is one of the most well known wrestling moves ever. It is difficult to execute at times and many fighter have their own variations of this. The fighter must be able to grab an opponent, flip them upside down so that their head is between the wrestler's legs and the opponents legs are extended above the fighters head. The fighter then jumps up and raises their own legs into and almost seated position. When the wrestler and their victim land, the opponents head hits first.

Action: Grappling/Full Round

Damage: The character must be able to make 2 consecutive grapple checks along with a strength check. If the make all of this they can grab their opponent and flip them around. They then can either use a simplified version of this where they just drop down rather than jumping, or they can actually attempt to jump into the air. With the simplified version the target takes double damage, and is prone. If the character is jumping they must make a jump check (keeping in mind the extra weight of lifting a person into the air with them) that at least clears 2ft. The opponent takes damage equal to the characters unarmed damage +4 points of damage.

Range: Melee

Siberian Bear Crusher

Prerequisites: BAB +9, Tumble 6 ranks, Back Breaker.

Description: This is a very difficult technique to pull off sometimes. First the fighter charges their opponent, grabs them, and leaps into the air, they then adjust the opponent into an airborne back breaker position and drop down with the person in that position.

Action: Charging/Grappling

Damage: The character first must be able to complete and hit with a charging attack. If they hit they then must make a grapple check, and then a jumping check (must be able to clear 5ft), they then make a tumble check (DC 20). If all of these are made the character is able complete the attack. Damage is equal to the characters normal unarmed damage, +3 points of damage for the back breaker, and +1d6 points of damage for every 10ft the character can clear with their jump. If the character fails any one of these or the opponent escapes the grapple check the technique fails.

Range: Melee

Siberian Suplex

Prerequisites: BAB +12, Tumble 6 ranks.

Description: This technique is essentially a double suplex. The suplex is a fairly common wrestling maneuver where the fighter grabs their opponent from behind, (around the waist), lifts them up and arches their back, slamming the opponent head first into the ground. With this version the fighter slams the person so hard into the ground that they bounce up allowing the fighter to do it a second time.

Action: Grappling/Full Round

Damage: The character simply must be able to get their opponent in a grapple and perform a suplex on them. If the attack is successful the character may make 1 more damage roll. If a critical is rolled, only one of the damage rolls is affected. The character gains a +2 to damage on both damage rolls.

Range: Melee

Spinning Pile Driver

Prerequisites: BAB +12, Tumble 9 ranks, Jump, Pile Driver

Description: This technique is executed just like the pile driver, only the fighter must be able to leap very high into the air where they (they spin as they go up and come down). They come down with more force than a normal pile driver. Only one of these is sometimes enough to drop a person. The spin is not necessary but does aid in disorientating opponents.

Action: Grappling/Full Round

Damage: Same as that for the pile driver, only it gains an additional +3 to damage.

Range: Melee

Storm Hammer

Prerequisites: BAB +15, Tumble 9 ranks, Strength 20+, character's height must be over 6ft.

Description: This is a highly unusual grappling attack and it requires a vast amount of physical strength to do. The fighter grabs their targets head in one hand, leaps into the air with them and begins to swing them around, & then the unfortunate person has their head slammed to the ground. Anyone who is able to complete this attack has very few opponents that are able to stand after this

Action: Grappling/Full Round

Damage: The character must first be able to make a successful grapple check. They then make a jump check that must clear 6ft, as they do so they must make a Strength check (DC dependent upon the targets weight), followed by a Tumble check (DC 20). If all of these are successful the character then drops down bashing their opponents face into the ground. The damage dealt is equal to the characters unarmed damage, +7. If any one of the checks fails or the target escapes the grapple the attack fails.

Range: Melee

Thigh Press

Prerequisites: BAB +6, Tumble 6 ranks.

Description: This is also called a reverse suplex. The fighter uses their legs and not their arms. The fighter wraps their legs around the opponents head and shoulders locking their feet behind the back of the opponent. The fighter then drops their weight backwards, bending the opponent over. As they do this the fighter flips backwards doing a half back flip and landing on their stomach, meanwhile the opponent is pulled over and off their feet, smashing head first into the ground

Action: Standard

Damage: Damage is the same as if the character had performed a normal suplex (+2 to damage). Look at the Siberian Suplex for details on a normal suplex. The opponent however is at a -2 to any escape artist checks or other attempts to break the grapple.

Range: Melee

Throw

Prerequisites: BAB +3.

Description: This is a standard throwing maneuver taught by just about any fighting style. There is a very large selection of types of throws to choose from, all of which get the job done.

Action: Grappling/Full Action/Reaction

Damage: This technique has a few different uses. It can be used as part of a normal grapple action to throw an opponent, or it can be used as a reaction to an attack. When used as a reaction the character uses the opponent's momentum against them. The character must make a Reflex save equal to the targets attack roll. If they make the check they can attempt to grab the target and move in such a way that either their own momentum renders them prone, or the character is behind the target with their arm twisted behind them. This simple use can negate a targets other attacks for that round, either use works, although if the person is prone they will have to get up. This is best used to surprise a surprise attacker who thought the character didn't know that they were there.

Range: Melee

Energy Techniques

Energy techniques can represent a plethora of different types of attacks. This doesn't count any special techniques that the character may know. First I will cover the rules for a character to do up what you can consider normal energy attacks, then special techniques.

Normal energy attacks are energy attacks that a character can use at a moments notice. This doesn't mean that the character will be able to do up a kamehameha anytime they want. Rapid fire energy blasts, or single handed energy wave are the more common types of normal energy blasts that characters use. As you know by now, (as I mentioned it earlier), there are 2 statuses for a character and their energy blasts, Familiar and Unfamiliar. Initially a character will only know how to do their Special Techniques. However once their power level has become high enough they are able to apply their energy in more convenient ways. Once a characters power level has reached the 300 point peak and they will generally know at least 1 special technique; they can start to use energy attacks with out having to develop a special technique.

All of these energy blasts do only 1d6 points of damage. They can have a variety of effects applied to them also, not to mention they can be of any type. Below are the 5 different types of energy attacks that a character can use. The cost to use an energy attack 1 point of energy per die of damage.

- ⌚ **Wave:** This is a beam like attack often fired from 1 hand or both hands. It often has more power in it, but is not always the most accurate of attacks. However this is often countered by adding the homing effect to it. Energy Waves are limited to what effects they can have applied to them. They can have Homing, Bending, Area Effect, and Delay effects added to them. A character must decide what effects it will have before it is fire. Some fighters with lots of energy apply all of these to an energy wave when it is fired. These can be used to counter other energy waves, and blasts. Also energy waves can make use of the Continuous fire rules.
- ⌚ **Blast:** An Energy blast is a quick blast of energy in the form of a small ball of energy that is fired along with several others, generally using the rapid fire effect, but not always. These are generally faster to use than energy waves, and characters can often fire off several energy blasts at once compared to a single energy wave (1 per action). Energy blasts however often lack the power of other energy attacks for their quicker use. Damage type is reduced to 1d4's rather than 1d6's. Effects that are commonly applied to these are Homing, Area Effect, Delay, and Rapid Fire effects. A character can use this to counter other energy blasts, but it can not counter energy waves.

- ⌚ **Beam:** An energy beam is a very accurate attack that travels in a straight line, and can often be used to sweep an area. Essentially where ever you point or look, your beam goes. Beams often have a Deadly and/or Piercing effects on them to bypass deflections and damage reduction. Although this is more of a cinematic thing than anything else. Effects that are commonly applied to these are Deadly effect, Piercing, and Sweep effects. A beam can be used to counter an energy wave, but not blasts. Its actual range is doubled. Also energy beams can make use of the Continuous fire rules.
- ⌚ **Melee:** Melee energy techniques often have the character using their energy to create an energy beam in the form of a blade, or they pump it into their fists to improve the damage they can do when fighting unarmed, or funnel their energy through a weapon (usually a magic weapon). One way or another, the character has to use their energy to make their melee attacks deadlier. When used a character must choose how to apply their energy, they are allowed to only use so much at once. An energy weapon has slashing and piercing melee effects on it, and can even have the deadly effect added onto it. A character that enhances their melee attacks does not appear any different, although if they add an effect their hand or foot often glows. When wielding a weapon a character can focus their energy through it, but it can only handle so much energy focused through it without shattering once it hits something. A physical weapon can only have an amount of energy equal to its modifier or 100 if it has none.
- ⌚ **Blade:** Blade energy attacks are essentially the Destructo Disks that Krillin employs. Their unique enough to warrant their own type. Some individuals often throw several of these at once, or they may have a blade like attack that isn't disk shaped, and may be more like a lance to spear a target. Blades make use of the Deadly effect extensively, however they often have poor range, but can often kill targets in a single strike. Effects that are commonly applied to these are Bending, Homing, Delay, Deadly, and Piercing. A blade's damage is often more potent than other types of normal energy attacks, even special techniques; its dice type increases to 1d8's rather than 1d6's. This type of attack automatically has the Deadly effect in it and as such has a minimum power range. Its actual range is reduced in half.

Most energy attacks are considered full round actions, especially special techniques. With Blasts you get a number of attacks equal to your number of actions. Melee is wholly dependent upon your melee actions. A character can use up to 2 energy Waves in a round (1 for each hand). Blades are full round actions, as are Beams. A character must first learn at least 1 Special Technique before they may start using the above "Basic" energy techniques. Characters do have a Power range for these, but it is just one rating for all of them. Essentially when the character can start using these techniques they automatically can create any basic type of technique, but their damage will be less than that of a Special Technique, and their Power range will, or should be less as well.

A character starts off Unfamiliar with applying their energy in these ways, but they do quickly become familiar with it. (Reduce the DC for the check by 1 for each time they practice with these normal techniques. The check is made for each Type of technique; this provides a -5 to the DC when familiarizing themselves with a special technique that is very similar to a normal one, like the Destructo Disk.)

All energy attacks, regardless of being a normal energy attack, or a special technique, has an energy limit. This is the limit of energy a character can put into the energy attack in a single round. Initially a character has a limit that is equal to their Wisdom x2 (rounded to the nearest whole tenth place [25=30, 23=20]). This is for all normal energy attacks, and can not be specialized like it is with special techniques. As the character gains experience points and/or CAPs, they can increase this amount by 10 points at a time. This number is what's known as the techniques power range.

It is the maximum amount of energy that the character knows how to place into the attack at a time. The character still has to contend with the Focus Energy skill in order to create the technique. While a

character may know how to put 200 points of energy into an energy wave, they may not be able to focus their energy enough to allow themselves to do that yet. Normal energy attacks have no minimum energy in them. By default a character can not just fire a blade type with out the deadly effect, it has a minimum power range in order to use. Others do not have these problems. As such a character will generally fire off an energy wave rather than a blade type when being attacked.

EXAMPLE: Krillin is training up at Kami's lookout. He's gotten a lot stronger and wants to try using his energy in such away that he could create an attack that the Saiyans may not be able to block. Krillin decides to create a disk shaped energy attack. The Energy Disk is a blade type attack, Krillin thinks that if he focuses his energy to form a disk, it will be harder to block. Krillin draws in mater to make it deadly to the touch, and allowing it to cut through practically anything in its path. Krillin has a Wisdom score of 16. At this time he has a maximum power range of 30. This means that at his maximum at this point, he can only put up to 30 points of energy into the attack, including what ever effect he has in it.

Special Techniques

Special techniques work just like normal energy techniques only they are deadlier, using 1d8's for damage rather than 1d6's. Additionally special techniques often do not include attacks that harm, some may deal with altering materials to create types of clothing, or some applications can be telekinetic. Some types may require you to have a certain power level as well. In order for a character to gain a Special Technique they must select the Special Technique advanced feat. The above listings for each type are still used as it is shown, but as a Special Technique it has the following changes:

- Ⓟ **Wave:** This can have the Rapid Fire effect added to it, but if done its effective range is cut in half.
- Ⓟ **Blast:** This is not a common special technique. Its use is unchanged.
- Ⓟ **Beam:** This can have the bending effect added to it; its range however is like that of a normal energy wave.
- Ⓟ **Melee:** This is unchanged in its use as well. As a Special Technique it often is a type of attack that is made. It does have a power range like any other special technique, with physical swords its range is still proportionate to its modifier, or 100 if it has none (+100 for every +1 bonus to it.)
- Ⓟ **Blade:** This is unchanged as well, however its dice type increases to 1d10. Also it takes 1 round to generate and can be thrown during the next round (unless the character has boosted their actions to have at least 8 actions at which point they get the equivalent of 2 full round actions that can be made in a single round.) As you can see the attack is very deadly but takes a bit of time to generate.

You start things off as if you were creating a normal energy attack. Now, give it a name. The attack has a minimum energy range equal to the characters Wisdom score x1.5. Its maximum range is equal to the characters Wisdom Score x5. (Round things off to the nearest tenth place, 42 = 40, 75 = 80.)

So back to Krillin, he decides that he wants this disk to be a special attack and takes the time to develop it into one. Its minimum energy range is $22=20$, while its maximum is 80. The minimum energy would not translate out to 20d8 points of damage, rather it is 20 just a flat 20 points which counts for the initial 1d8 of damage, each die of damage after that costs the normal 1 point of energy per die of damage but the dice are now d8's (or another type of dice).

Effects are things that can be added in at any time to an energy attack. Some, namely the blade type, require that at least 1 effect be factored into its minimum energy range. Effects cost additional energy points depending on the effect to be used. Below are the different effects that are available. Also note that some effects are exclusive to Special Techniques as they change the entirety of the attack.

Name	Description
Homing	You can re-role your attack 1 time for every 20 points of additional energy that is in the attack. The attack tracks the target allowing you to perform other actions. (If you have 200 points of energy in an attack and only 80 of this is for homing that means that if you miss your first roll to hit you get 4 more chances to try and hit your targets. That in effect gives you 4 rounds to hit the person with that energy attack. See the combat section on rules for attacking with energy attacks.)
Bending	You can cause the direction in which your energy attack is traveling to change, up to a 90 degree angle. This allows you to shoot around obstacles, or to have an energy attack track a target that you can see. Essentially for 5 ki you gain a +1 to hit and can alter an attacks direction (only once) at any time after it is fired. So if you have an attack with 200 energy in it and 50 of that is for bending that means that you are at a +10 to hit, and can change the direction of the energy blast 10 times.
Area Effect	With out this effect and energy attack only affects a single target. The attack affects a 10ft area per 5 points of energy spent in the attack.
Delay	It takes 2 points of energy to delay an attack for 1 round. A delayed attack does not go off in the round it is created, but after a specific time. So if you have 8 points of energy directed to the Delay Effect, then you have an attack that is delayed for 4 rounds. This can allow you to create an attack, have it sit in one place while you move to a different position to ready a different attack. These are often used as a type of diversion, or to set up an opponent for a much larger attack.
Rapid Fire	For 10 points of energy you can fire at an additional target (with blast type you fire off an additional number of shots for each action). This can allow a full round action attack to effect multiple targets with only 1 roll to hit, and with out an area effect. This is generally ment for targets that are spaced out over an area, or if you want to land multiple shots on a single target. Range is cut in half, and the max power range is reduced by 25%.
Deadly Effect	1 point of energy negates up to 5 points in a persons deflection. The attacks max power range is reduced by 15%. Range is reduced.
Piercing Effect	This attack is specifically ment to negate hardness ratings and damage reduction. Every 2 points of energy negates 1 point of Hardness or DR. (This is not additional energy put in.) The attacks max power range is reduced by 15%. Range is reduced.
Slashing (Melee Only)	A melee attack with this effect is capable of cutting a person, and objects. (Some things, being or objects, are immune to this type of damage.)
Piercing (Melee Only)	A melee attack with this effect is capable of piercing a person, and objects. (Some things, being or objects, are immune to this type of damage.)
Sweep	This attack is slightly different than an area effecting attack. The character chooses 1 point at which their attack begins. It then moves to another point where it finishes. As an example, of the user is in 1 square, and they use a technique with this, they can move the beam back and forth, each movement counting as an action, but it hits anything that happens to be in its path when its moving. Also the angle at which it is fired determines how targets are affected. If fired straight ahead, anything in front of it is affected. If fired from an angle, only things that are directly in front of the beam fired from that angle are hit. The attacks max power range is reduced by 25%.
Healing	In order to gain this ability a character must first be a Namek, (or of another race to which healing is a common trait and skill), second the character must be good, and kind. Third they must have a power level of 5,000. To heal a character spends 10 points of energy to restore 1d8 HP plus an additional number of HP equal to the characters normal level. To resort energy to a character you spend 20 points to restore to the person an 10 points of energy. In 1 round a character can spend up to half their Power Up rating in energy to restore HP and/or energy to a person. A character does not need to power up to restore energy to a person, they draw out as much energy as they wish to use for that round. Restoring a person to full health can take several rounds to accomplish. There is no power range for this.
Awaken Sleeping Power	This is a very unique ability only known to a few individuals, mostly venerable aged Nameks. This unusual power uses no energy, but it is capable of drastically increasing a person's power level exponentially. However not every one has sleeping power. In order to determine if a person does, roll percentiles. If you roll under 25% then you have sleeping power. Some individuals my have greater potential than others. Races with a racial bonus to their Constitution, or Wisdom, have better chances than most. For every +1 modifier in the ability score that the character has they can increase their chances by 2%.

	So if Gohan has a Constitution of 20, he has a +5 modifier, he also has a racial bonus to his Constitution. As such his roll needs to be under 35% for him to have sleeping powers. There is no power range for this.
Mouth Blast	This is another unusual technique that is fired from the mouth, rather than from the hands or eyes. It is not very accurate, and is ment for close up attacks. Its power range is increased by 15%. However for every 5ft away form the user the target is, the user is at a -2 to hit. The attack's damage is in part heat damage so for rule purposes treat half of any damage done as heat damage.
Control Material	This is the ability to control, and manipulate materials. By using your energy you can alter the state of existing materials or you can manipulate mater to create now new things. The material to be manipulated can not be part of an existing structure where multiple materials make it up. You can control and manipulate only 1 type of material at a time. Your Wisdom score modifier +1 determines how many yards of material you can manipulate at once. The complexity of the material also determines how much energy must be spent to alter it (bending, reworking, or creating). (You can not create magical items, but you can create masterwork items. You can not create complex items like computers, or guns.) Creating objects from ambient mater in the air, and form around themselves. Objects and tasks complexity is broken down into 3 groups: Simple, Mundane, and Complex. A simple object/task would be creating a spoon, or clothing, or wrapping a target up with metal bars. Mundane objects/tasks would include creating weapons, weighted clothing, tools, or creating bars around a target, or taking an existing object and altering it into something else like turning a sword into a silvery ball of metal. Complex objects/tasks would include creating master work weapons, armor, altering large amounts of material in some way, like turning a ton of steel into a statue, or one very big sword. When ever a character wishes to manipulate material, they need to make an Intelligence check (Or a Craft check if they wish to specialize in making a particular item such as weighted clothing, or weaponsmithing). The DC for the check is dependent upon the task (Simple, Mundane, Complex). Simple tasks have a DC of 15, Mundane have a DC of 20, and Complex tasks have a DC of 25. The cost in energy is proportionate to the cost in materials to make it. If the character is creating an object from ambient mater (or from out of nothing so to speak) then the energy point cost doubles. Creating something is a full round action. There is no power range for this.
Telekinesis	This is a fairly simple technique for a person to learn. It can be used to levitate objects and people around the character, but not the character themselves. Lifting objects requires concentration, and energy. Characters with high power levels find it easier to lift objects than others with lower power levels. The Telekinesis technique comes automatically to anyone who has a power level of 500+. They also have to spend 5 CAP's. Lifting an object is dependent upon how much it weights. 2 points of energy allows a character to lift 15 lbs, or for 100 points of energy you can lift 1 ton. A concentration check is only needed to maintain a telekinetic grip on the object, especially when being attacked. To determine the DC for a Concentration check, take the objects weight, and divide it by 2 if it is in the lbs, or divide it by 10 if it's in the tons. The character can also spend an additional 5 points of energy to lessen the DC of the check by 2 points. The number of objects that can be levitated is dependent upon how much energy they have devoted. If the character can lift 20 tons it does not have to be one massive stone, it can be several smaller stones that all together weight 20 tons. The GM should randomly decide how many objects are levitated to equal the amount of weight the character wishes to levitate. Range is limited to line of sight. There is no power range for this.
Ki Force Attack	This is limited to characters with a power level over 20,000. This is not a form of telekinesis. The character uses their energy to shove a person back. It does not do damage but does allow you attempt to knock back you opponent. This ignores deflections and damage reduction. You do not need to power up to use this (you still loose energy), but you are limited in how much energy you can use. You are limited to only 200 points of energy. There is no roll to hit, you need only see your target, (you can either gesture or just look at them). Damage rolled determines how many yards a target is move back. Targets do get to make a Fort save (vs. the amount of damage in the attack, +10). What they roll negates some, or all of what ever is rolled. What ever is not negated represents how many yards the target is knocked back. If a 1 is rolled on their check (regardless of their Fortitude bonus, they are knocked form the air and fall to the ground if they are flying, [see rules for falling from flight], or the are thrown back by the maximum number of yards,

	which can cause the person to collide with structures resulting in damage, [see rules for knock back & obstacles].) Example: You use a Ki Force attack. You spend 40 points of energy and do 8d6 damage (although it's not really damage). You roll your 8d6 and get 26, you add 10 to that and get a total of 36. The target of the attack now makes a Fort Save (+15). They roll a 13, and have a total of 28. The attack only forces them back 8 yards. (For the sake of simplicity, since a character occupies a normal 5/5ft area, [or a 1inch square if using miniatures], assume that 1 yard will move a person back 5ft [1 square]. In this case the target of the attack would be moved back 40ft, or 8 squares.) There is no power range for this.
Blinding Flash	The blinding flash is not really an attack. It is an area effecting burst of light that goes off directly in front of the person's hands. The flash of light is exceptionally bright capable of blinding a person temporarily. It's a hand trick to use to escape. The only defense to this is to: A) not look at the person using it, B) close your eyes, C) cover your eyes, D) be blind. The technique does not damage, 5 points of energy effects a 10ft/5ft area (length/width) directly in front of the character, and spreads out in a very wide cone shaped fashion. Anyone within the effected area gets to make a Reflex save to shield their eyes in time. (DC is determined with a base of 10, +2 points for every 5 points of energy in the blinding flash. If done as a surprise action, targets do not get to make a reflex save unless their Dexterity score is higher than the person using the attack.) The effects last only 1d6+1 rounds for each person affected by the attack. Also anyone who does not make the save has a 15% chance that they blinked the second the attack occurred. If they blink then they are not blinded, but still loose 1 round of actions. A character must have a power level above 150 before they can select this. There is no power range for this.
After Effect	This type of attack can represent many different forms and unusual types of attacks. This allows a character to shoot thorns, or electrocute someone, or fry them. In other words you can apply damage from a single attack to the same target for multiple rounds. Its look and name isn't all that important. You can easily call it Fuzzy Kitten Poison Paw strike, and have it poison a target when they are hit with it. The attack is not actual poison in this case though. Damage is rolled normally for the first round. In the next round you cut the damage in half that was rolled in the first round and apply this newly adjusted amount to the targets HP. This continues for a number of rounds equal to 1d6+1 rounds have gone by. However a targets Damage Reduction can reduce the effects of the attack even more. And a person's Deflection can block the attack as well. 10 points of energy will do 1d6 damage. (As part of a special technique use only d6's regardless.)
Immobilization	This is similar to how After Effect works. This is not so much a blast of energy that can damage a person, so much as a way of holding them in place. This can come in the form of webbing, a blast of thick ice, or energy rings to bind the character. The look and name of it is unimportant. The amount of energy in the attack determines how strong it is against a target who wishes to break free. 5 points of energy gives you a DC of 1. So every 5 points of energy increases this DC by 1 point. This does have a limit of having 400 points of energy in it. Targets get to make a Reflex save vs., the attackers roll to hit. If they make the save they avoid the attack, if they fail they then need to make either a Strength check to break free, or an Escape Artist check. There is no power range for this.
Burning Attack	The Burning Attack is a flashy but weak technique that is best used to distract an opponent and set them up for something bigger. This trick comes automatically to any fighter with a power level above 300. Essentially the entire attack is a bluff. It's sort of like using the Hide Power skill in reverse. You make your opponent think that the attack has more energy in it than it does. When a character uses this they make a Hide Power check, this amount will be added in front of whatever amount of energy is really in the attack. So if you roll a 23, and the attack has only 10 points of energy in it, then you're in effect trying to make the attack appear as if it has 240 points of energy in it. The target of the ruse gets to make a Sense Power check, or a Sense Motive check. With a Sense Power check the characters DC is equal to the attackers Hide Power skill roll they made for the attack when it was fired. If they fail their sense check, then they believe that the attack is as powerful as it looks. You then get to make a sneak attack against the target at your highest BAB. Even if they would normally retain their Dex bonus, they loose it for these conditions. If they made their check they are not caught off guard at all, or distracted. The ruse fails as they know that that energy attack looks big and nasty but it pack little or no punch at all.
Teleportation	This is used to travel vast distances in the blink of an eye. A character must first be able to either focus on a source of ki in the area, such as a friend, or they must have been there

	themselves. The character travels there instantly with out the worry of getting stuck in a hillside, or a building. The character first needs to make a Sense Power check if teleporting to a friend/acquaintances location, or they need to see it, or they make a Concentration check in the place of a Sense Power check to teleport to a location. The DC is based upon how far they have to go. If teleporting line of site then the check doesn't mater. Take the distance in miles, and divide it by 150. (Divide by 200 if its feat.) Cost wise, it will run you 20 points of energy per 6 miles traveled. Teleporting line of sight or with in 6 miles of any distance will only run you 20 points of energy, no more, and no less. However the cost doubles for each additional person who is teleported with you. They must be touching at lest one other person who is touching you. As such if you have a line of people holding hands, all you have to do is touch 1 person then you can teleport the entire group. Also individuals with power levels above 100 are easier to sense, the DC is reduced by 1 for every 100 points in a characters power level (but not lower than 10). Miles to Feet: 1 mile = 5280 ft. (Miles to Kilometers: 0.6 miles = 1 kilometer, use this if you prefer to use kilometers over miles in which case to determine the DC divide the amount by 100.) Teleporting is either a move action, or attack action.
Multiple Image	This power allows the character to create multiple exact clones of them selves. These clones move and fight just like the original, however they can not use any techniques unless the original person gives the clone an additional amount of energy so that they can use energy techniques. Clones have the exact same fighting stats as the character does at the time of their creation, including boosted ability scores and such. It takes 100 points of energy to create 1 clone; the clone remains active for 1 round. (You can choose to create 1 clone that can remain active longer, just add 100 points to increase its duration by 1 round. Creating 1 clone that will last 4 rounds will run you 400 points of energy. Or you can create 4 clones that last only 1 round for that same 400 points of energy.) The clones have ½ of the originals HP, and they can not create deflections. The also have no Damage Reduction or any Resistances. Loss of all HP, or more than half in a single attack will destroy the clone.

Generally in the anime, range is not really a factor for an energy blast. You could easily fire a shot from the planet that can reach the moon. However, most people like the idea of an energy attack having a listed range. So if you really want it to have a fixed range, take the amount of energy in it and multiply that by 50. This is the number of feet in range the attack has. So if an energy wave has 2,000 points of energy in it then it would have a range of 100,000 feet, or miles if you prefer. This would mean that 1 point of energy gives a range of 50ft or 50 miles depending how you run things. However adding range to energy attacks doesn't make much sense especially considering that Master Roshi's Kamehameha could blow up the moon which is about 240,000 miles away in space. If anything apply range to only normal energy attacks and not special's, they should have no range unless desired.

Where a missed energy blast goes to is not something you are suppose to worry about unless you want a bit more realism in your games. One way of handling this is that when a character breaks their focus on the energy attack, its energy dissipates automatically, unless it is delayed, or homing. As such its goes about on its course until its time expires at which point its energy either dissipates, or it explodes. So in game terms if Gohan fires a blast of energy at Cell, and Cell avoids it and initiates melee combat with Gohan, Gohan obviously is not going to keep focusing on the energy blast, even a little bit. So once his attention is diverted from the energy attack, it dissipates harmlessly, or explodes not to far away.

However the range of the energy attack is not generally the thing that worries's a character the most; it's their ability to avoid it. All energy attacks (ranged ones that is), allow for a Reflex save for Half Damage. This save is not necessarily dependently upon the persons roll to hit with it. Even if an attack hits a target always gets to make a saving throw to try and avoid the blast. The DC is dependent upon how much energy is in it, as well as the effect. Area effecting attacks are harder to avoid over ones that target the individual. Every 10 points of energy in an attack increases the Reflex check DC by 1, (has a base of 10.)

A character who has a Deflection up still makes a reflex save, but if they can't make the check they generally don't have anything to worry about as their Deflection handles the damage. Distance also impacts the saving throw. The closer you are to the attacker the harder it is to dodge the attack, but the further away you are the easier it is to dodge. So for every 5ft away a character is from the attacker the DC of the attack loses 2 points from it.

Now to get back on track. You need to know how to integrate effects. There are 2 ways of doing this with your special attacks.

- ⌚ First there is an Integrated Effect. Effects that are integrated have their base cost added into the attacks minimum power range and its maximum (before it is rounded off).
- ⌚ Then there are Open Effects, these are effects that can be added into the attack at anytime but do not affect the powers minimum power range because the PC does not have to use the effect. In this regard the effect is only added onto the powers Max power range (before it is rounded off).

Ok, time to get back to Krillin. Krillin has a minimum Power Range of 22.5, and a Max of 75 (not rounded yet). He adds in the Deadly, and Piercing effects to it along with the Bending and Homing effects which he can add in any time he wants, but he wants the Deadly and Piercing effects to be the mainstay of this attack. So with the 2 primary effects that he wants as a part of it, it has a minimum Power Range of 25.5, and a max of 103. Now you round off, so Krillin at a minimum must put in 30 points of energy to do an initial 1d8 points of Deadly & Piercing damage. But his integrated effects have some disadvantages.

- ⌚ Reduced Range: if anything this will give the attack a range when most attacks have an unlimited range. Take the number of points of energy that will be in the attack in the attack. For each point you will have a range of 10 feet. So if your attack has 50 points of energy in it you would have a range of 500ft. Each time an effect has Reduced range you subtract 2ft from the 10 ft per point of energy in the attack, at a minimum the attack would have 1ft per point of energy. This applies only once when the attack is added into the special attack, it is not added in each time you pay extra points for increasing the benefits of the effect. So with the Deadly effect you wish to negate up to 100 points of deflection with your attack, that's 20 points of energy that is added in, the attacks range would only be 10ft per point of energy in the attack.
- ⌚ Reduced Power Range: Some effects reduce the max power range of a power. The percentage is sometimes different but you use the highest percentage as a base, (if there are multiple effects with the same percentage you need only to use 1 of them. Each other one there after adds 5% regardless of how high it is. So Deadly and Piercing effects have a -15% to the characters max power range. In all you would reduce the PC's max power range by 20%. This, like range is applied only once.

With these things in mind we again go back to Krillin. His Minimum Power Range is 30, and his max so far is 100. We now reduce his max by 20%; that is we will be reducing it by 20 points, so it will have a Max Power Range of 80. Krillin will have to do some training to be able to increase his max Power Range to a level that he is happy with.

Alright, to make things easier on you guys here are a few well known techniques that are seen in DBZ.

Name	Description
Goku's Kamehameha	<u>Type:</u> Wave; <u>Damage Dice:</u> 1d10's; <u>Effects:</u> Can have Area, Homing, Continuous and Bending effects added in at any time he desires. <u>Minimum Power Range:</u> 20; <u>Maximum Power Range:</u> 2,000. The legendary kamehameha wave is Goku's primary energy attack. Goku often uses the Bending effect to avoid hurting innocent people with it. Its power range increases as Goku uses the Kaioken attack, or turns Super Saiyan. Goku cups both hands at stomach level (both are separated though), and to the side, fingers pointing in the same direction. Goku then chants the name as he puts power into the attack, then thrusts both hands out in front of him as he finishes it, a

	brilliantly blue/white beam of energy erupts from his hands.
Krillin's Destructo Disk	<u>Type:</u> Blade; <u>Damage Dice:</u> 1d10's; <u>Effects:</u> Has the Deadly & Piercing effect as part of it, it can have the Homing and Bending effects added in at any time. <u>Minimum Power Range:</u> 30, <u>Maximum Power Range:</u> 700 (870 with un-factored -20%). Penalties: -20% from max power range (700, already factored & rounded up.) An extremely deadly attack. Krillin holds 1 hand over his head and focuses power to create a disk of yellow/white energy that spins in place like a saw. (Has the hum of one as well) Krillin then throws it at his intended target once it's done forming.
Piccolo's Special Beam Cannon	<u>Type:</u> Beam; <u>Damage Dice:</u> 1d8's; <u>Effects:</u> It has the Deadly, & Piercing effects as part of it. <u>Minimum Power Range:</u> 30, <u>Maximum Power Range:</u> 1500. Penalties: -20% from max power range (already factored.) This is Piccolo's deadliest attack. It is capable of putting a hole in a mountain and can punch through 2 Saiyans. Piccolo creates it by placing 2 fingers to his forehead and focuses his energy into his fingers, he then points at his target yelling the attacks name, where upon a corkscrew beam of energy is fired. Initially Piccolo took a lot of time to develop its power range beyond what he could handle on its own on purpose. (He would need 5 minutes to gather energy directly into the attack.) Later as Piccolo's power level grew, he could use it more quickly.

These examples should help you to figure out how to make Special Techniques. Normal techniques look similar to this, but they have no special names, they do not have integrated effects, and their max power range is generally lower than the characters special techniques. Goku for example can create a destructo disk as well, but his version is not specialized like Krillin's. His disk is smaller than Krillin's, but no less as deadly. It also doesn't take him as long to make his.

Continuous Fire

This is a unique effect that applies only to certain energy techniques, primarily energy waves. When a character hits with a technique that makes use of this effect they can continue to apply damage to a target equal to half of the damage in the initial power with out having to re-role the hit. It can only be maintained for a number of rounds equal to the characters Wisdom Modifier +1d6 rounds. The character does need for fork out additional energy each round. So if Goku hits Majin Buu with a 2,000 point energy wave he can keep up the pressure in the next round by spending another 1,000 points of energy. This is mainly something to use if you roll a really high roll to hit, and they have a high deflection, this allows you too keep up the pressure and eventually break though the deflection. However each round the target gets to make their normal Reflex save, if they make the save they then can move out of the way of the blast requiring a new attack roll. If they fail they can move

Racial Powers Explored

These are similar to techniques, but they are racial specific and are generally free for any character of a particular race to use with out spending CAP's. Namekkian warriors have the ability to alter their size. Saiyans, upon seeing a full moon, transform into a giant ape like creature with a long tail, red eyes, a long snout, and pointed ears. Frieza's race (which has never been revealed) has the ability to evolve into new forms as they meet new challenges, they can also survive in virtually any condition or atmosphere (or lack there of). Not all races have special powers like these. Below I'll go over some very specific powers that the races in DBZ have. This is primarily the Saiyan's Oozaru form, and the Namekkian's ability to increase their size and stretch their limbs out to unusual lengths.

The Oozaru Form

This is a power that has made the Saiyans so deadly. A Saiyan's tail has certain glands in it that act to evolve a Saiyan into this colossal form. When a Saiyan see's a full moon (this can even be another planet that is in a state of being a "full moon") they begin to under go a drastic transformation. This is due to a

unique type of light that is produced called Byatzu light. In the Space of a few seconds the quickly grow it become a Colossal sized, ape like creature with brown fur, a long snout, red eyes, and a tail. Generally, most Saiyans are unable to control their actions in this form, although a few have evolved beyond this. When a Saiyan transforms they are like a wild animal, and it takes a great deal of effort, or some very specific actions to get the person to focus their mind enough to attack 1 target.

Example: Gohan turns into his Oozaru form. He immediately goes on a rampage crushing anything around. However the voice of his father, Goku, cuts through the animalistic haze allowing him to focus on something, crushing Vegeta. Generally only a person who is close to the character is able to do this, when its done the character is allowed to make a Will Save (DC 25). If they make the save they can fight in a more focused fashion, directing their attacks against 1 target or just calming down.

The check can be made once a round. If unable to make a check, the character is like a berserk wild animal, they attack anything that moves and smash anything around them, and they often direct the vast majority of their attention against anyone they really don't like who happens to be near by. In this form the character can not use complex decision making skills. Their Power Level and Power up all increase by a multiple of 5x. Their Strength & Constitution increase by 40 points, they gain a +10 to Listen checks, DR +10. They can also fire a wave of energy from their mouths, it is a wave type energy attack with only an area effect in it, it does 1d8's for damage, and has a max power range equal to the character's adjusted Constitution score, times their over all level (including Power Level ECL adjustments) [by the way, ECL in this game means Equivalent Character Level], +100. Additionally a character who's base Power level is not above 500 can not fire energy waves from their mouths.

Also the character gains a +4 to their Unarmed Damage roles. While in the form no techniques can be used except for boosting ones ability scores, which the character does innately while in this form. The form itself can be held as long as the moon is visible in the sky, the character also has to be looking directly at it for them to transform. If a full moon is out but they do not look at it (even indirectly) they will not transform. They will revert back to normal if the moon disappears from the sky (one way or another), if its day time (unless the moon is clearly visible during the day), or if the character's tail is cut off. Killing the character while in this form will also revert them back to normal.

Availability: This Power is automatically available to all Saiyans and Half Saiyans who have been born with tails. Those born with out tails can never gain the Oozaru form.

The Super Oozaru Form

This is the Super Saiyan Oozaru form. In this form the persons fur turns yellow and not brown. The person retains all of the stat bonus for being in the Oozaru form, but with these changes. First the characters Power Up and Power Level are multiplied by 10 not 5. The bonuses to ability scores and skills are all doubled. The Super Oozaru form is automatically gained when a character's power level is above 5,000,000, or when in their Oozaru form, their power level exceeds 5,000,000 at which point everything is readjusted (the bonuses for being a Super Oozaru do not stack with that of the normal Oozaru form.)

That's not all however. The Super Oozaru form is a stepping stone to becoming a Super Saiyan 4. When a character, in their normal form, is capable of turning Super Saiyan, and they turn into a Super Oozaru, they automatically go through the Power Level increases for all of the Super Saiyan levels that they have obtained. So when Goku turns into a Super Oozaru it is initially in his normal form. As he transforms into the Super Oozaru form he automatically goes through all of the Super Saiyan Power Level/Power Up increases and rounding things off with the Super Oozaru's power increases. Once a character has become a Super Saiyan 4, they will never transform into an Oozaru again, they have evolved beyond it.

Availability: This Power is automatically available to all Saiyans and Half Saiyans who have been born with tails and have a Power Level that is greater than 5,000,000.

Increase Size

Once a Namek has fused with another Namek they can increase their size by 1 stage, although this is dependent upon how many Nameks are absorbed. The Namek needs only fuse with 1 other Namekkian to increase their size by 1 stage (Medium to Large). They need to fuse with 3 more Nameks to increase their size by 1 more stage (Medium to Large to Huge). They then need to fuse with yet 5 more Nameks to increase their size by another stage (Medium to Large to Huge to Gargantuan). After that they need to fuse with 7 more Nameks to increase their size to its max (Medium to Large to Huge to Gargantuan to Colossal). Increasing ones size or decreasing it is a full round action. Additionally the character's Strength and Constitution increase with their size (the bonuses stack), they also gain other bonuses:

- ⌚ Large- +2 to Strength & Constitution, +1 to DR, +1d6 to Unarmed Damage, +4 to Listen Checks.
- ⌚ Huge- +4 to Strength & Constitution (total of +6), +2 to DR, +1d6 to Unarmed Damage, +4 to Listen Checks.
- ⌚ Gargantuan- +6 to Strength & Constitution (+12 total), +3 to DR, +d6 to Unarmed Damage, +4 to Listen Checks.
- ⌚ Colossal- +8 to Strength & Constitution (+20 total), +4 to DR, +1d6 to Unarmed Damage, +4 to Listen Checks.

Increasing ones size however requires the expenditure of 100 points of energy per round to do so for each size. So to go from Medium size to Colossal would require you to have fused with a total of 16 Nameks, and to spend 400 points of energy. The Super Namekkian tyrant, Lord Slug, is fighting Goku. Goku has just gained a massive increase in power, and is trouncing Lord Slug. Pulling out all the stops, Lord Slug decides to make things much harder on Goku by increasing his size to its maximum. Lord Slug now has a +20 to his Strength and Constitution, and a +10 to his DR, +16 to Listen checks, and lastly a +4d6 to any unarmed damage he deals. All this coupled with his high power level is enough to give Goku a bad day.

A Namek who is able to increase their size is often referred to as a Super Namek. A down side to increasing ones size is that the Namek's already sensitive hearing increases as well. High pitched sounds such as whistling will cause them extreme pain. If a character whistles or emits some other high pitched noise while the Namek is in an increased size they take a number of subdual damage points equal to their current Listen skill bonus for the increased size, this by passes DR automatically. The Namek however can rip their ears off to avoid this; after all they can grow them back.

Availability: This power is only available to Namekkian warriors who have gained the Namekkian Fusion feat at least once. After that they must gain the advanced feat an additionally number of times as listed above in order to increase their size by another stage.

Snake Strike

This is a Namekkian technique that allows them to extend their arms out to incredible lengths. By spending 10 points of energy a Namek can extend a limb out by 5ft. Essentially this technique allows them to make ranged unarmed attacks. Additionally they can grab an opponent from afar and drag them in, or hold onto them from a safe distance allowing for ranged grapple checks. When grappling a Namek can even try to wrap up an opponent in their arms. The Namek with this technique gains a +4 to any grapple checks, and as a standard action can attempt to wrap up an opponent in their arms. Opponents that are wrapped up can only break free by making a Strength check, opposed by the Nameks own check. An extended limb can remain extended for a number of rounds equal to the Nameks Wisdom Score Modifier, +4 (no lower than 4 rounds however). This is one of Piccolo's favorite techniques as it often catches his opponents off guard.

Availability: This technique is only available to Namekkian Warriors.

Healing Touch

This is a power that only a few beings have. This power allows the person to restore health and energy to a person who is injured or lacking in energy. The only draw back is that you can't use it on yourself. This technique is common for Namekkian scholars who are often pacifistic and do not really learn to fight, even though they are capable of learning techniques and such. To heal some one you need to spend 5 points of energy to heal a person 1d6 points of HP. To heal and restore energy the character needs to spend 20 points of energy to restore 1d6 points of HP and 6 points of energy.

Availability: This power can be gained if a character spends 50 CAPs, they may also only know a number of combative techniques (energy & physical) equal to their Wisdom modifier +4 (if their Wisdom modifier increases, so does the number of combative techniques they can know).

Awaken Sleeping Powers

There are few beings in the universe with this power. It is generally only known to the Namekkian elders, primarily their leader, who ever it may be at the time. This power allows the person to increase another's power level exponentially by awakening dormant energy with in a person. This power is reserved for NPC's but may be given to a PC as long as the GM allows it. However not every one has sleeping powers, the amount is also not as high as it would be in others. A character has a 25% chance of having sleeping power. This percentage is enhanced by characters with high Charisma Scores. A character may add their Charisma Score to this base percentage as long as it is over 12. Additionally if a character's Wisdom score is above 14, they may add it to the amount as well. Lastly, Saiyans and Namekkians may add 15% and 10% (respectively) to the amount. (GM's if your player is playing a fantasy race character or one of their own creations has them add 5-10% to the amount.) Once this is all determined, roll percentiles. If you get under the amount then the character has sleeping power, but if it's over the amount then they have none. This is a one time only check. If a character does not make the check then they will never have sleeping power; if they make the check they can only have their sleeping power awakened once. After you have determined if a character does have sleeping power roll 1d4 on the chart below to determine what sort of increase in power the character gains.

1d4 Roll	1	2	3	4
Power Level & Power Up Multiplier	1.5	2	3	4

As you may have already guessed the Multiplier listed in the chart determines what sort of an increase your character receives. Gohan for example is determined to have an enormous amount of sleeping power with in him. He initially has a power level of about 5,000 when he meets Guru, he comes away with an increased Power Level of 20,000. Additionally while it can be used on others you can not use this on yourself. Finally there is no cost in energy to use this power.

Availability: NPC only, unless your GM allows this to be used by PC's. Again this is primarily found amongst Namekkian elders, primarily their leader. How ever it is more than possible that other races may have learned to use this power.

A Note on Evasion and Improved Evasion

Evasion and improved evasion work a bit different with ki powers. Evasion allows characters to make a Reflex saving throw for ½ damage if they succeed and 3/4th damage if they fail. Improved evasion allows the person to make a reflex save for 1/4th damage if they succeed and ½ damage if they fail the check. Other wise it works they work the same. This is only because ki powers like energy waves, and beams are far different and more powerful than spells like Fireball and cone of cold. A 100 point energy blast could decimate a small town, while a 10d6 Fireball would only kill a few dozen people at best.

Chapter 7

Combat

Least to say that combat in DBZ is on an epic and cosmic scale, depending on when it takes place. Combat is pretty much that same as it is in d20 Modern. Only with DBZ the characters can have more actions and can do more damage. So start off I'll first cover the combat applications of super speed. After that I'll move on to super strength, and powers.



Fusion Majin Buu tries to show Super Gohan, one of his many special Techniques.

Speed and Defense

Speed plays a big part in a characters defense. When a character is moving at mach speeds, it stands to reason that you aren't going to be able to hit them unless you boost your ability to move at those speeds yourself. When 2 characters are moving at super speeds they effectively cancel out each others bonuses to their Defense. At least you would think that. When 2 characters are moving at the same speed or are within 1 speed class of each other, they lose any bonuses although they retain their Reflex bonus but it is reduced by $\frac{1}{2}$. So if 2 characters are moving and fighting at mach 4, they both have a combat speed/movement of +40, and a +10 to their Reflex saves. But if one character is moving at a mach speed of 2, while the other is moving at 4 then the person moving at mach 4 retains his full bonuses, the person moving at the lower speeds also retains their speed bonuses, although its of course not as effective against this person.

A person is never denied their speed bonus unless they are bound. The person can still fly if bound and will retain their speed bonus only when moving, but lose it if they are held in 1 place. Super Speed movement in combat is a little redundant but necessary. In combat, a character can move at any speed stages, as they are not moving at those speeds for prolonged periods of time. If they are flying for prolonged periods of time they can only fly at mach 4. If they wish to fly faster than mach 4 out of combat they may do so but need to generate a blast field (a form of deflection) which costs 25 points of energy per mach level of flight (in combat this is not necessary).

This is why when characters are flying they often have this aura like field around them as if they had just powered up. They are moving only a short distance, fighting, then moving again. In the anime you are often seeing characters hopping around all over the place when fighting. Movement in the series is redundant. You can automatically move up to your opponent and attack, as well as them moving out of the way. So the ruling for this is that when in melee combat you can move and attack, or just move at any time so long as you are able to fly, and as long as you are not struck. Confusing I know so I'll give an example.

So here is an example. 2 characters, Goku and Raditz, are moving at mach 4. They have a speed of 400 each. In a single round, both can move up to 400 spaces at any time. However a movement is negated if hit. So Goku moves 20 spaces to attack Raditz ($400-20=380$). Raditz is being attacked by Goku and as such

wants to move out of the way, Goku gets his attack roll first before Raditz gets his free movement. Goku misses completely. Raditz decides to move behind Goku which is only 22 spaces ($70-22=48$), and counter attacks, flooring Goku with a single hit. When characters are moving like this you alternate attacks between the two. Rather than Goku getting to spend all of his attacks at once, he gets 1 attack, then Raditz does, then Goku gets one, then Raditz does. It's a balanced way of dealing with things.

Also the character with the most number of attacks gets to continue pummeling their opponent even after they have used up all of their attacks. So if Goku had 4 actions and Raditz had 6 actions, Raditz would get to make 2 more actions after both he and Goku got to use 4 of their actions. And with in that round each can move at any time, forcing their opponent to move up to them which as everyone knows constitutes an attack of opportunity for entering into a threatened area. This is a ploy used a lot in the series, to move away from your opponent forcing them to follow you.

Super Strength and Damage

As one would think, super strength does increase the amount of damage you can deal. Essentially super strength provides a bonus to damage in addition to that of your strength, and normal unarmed damage. This bonus however is applied to any melee attacks, including those made with weapons. The character gains super strength in 1 of 4 ways. First they take the advanced feat, second they have the ability to transform, like into a Super Saiyan. Third they can increase their size, and forth they can boot their strength to incredible levels. Taking the advanced feat allows you to lift objects as if you were 1 size larger than you are. Being able to increase your size, or already being of a large size or bigger confers then benefits of super strength due to your size, although taking the actual feat makes you even stronger. Transforming further increases ones effective size for lifting objects.

At any time a character can make use of any one of these options to gain a bonus to damage, the benefits stack to get your over all bonus to damage. The number of dice stack, but super strength does alter the dice type as well, this does not happen with boosted strength which increases the Strength Bonus gained, although the altered dice type effects all dice rolled. Simply use the chart below to figure it out.

Super Strength (Increased Size)	Bonus Damage
Large size: x1	2d4
Huge size: x2	2d6
Gargantuan size: x4	2d8
Colossal size: x8	2d10
*Enormous size: x16	2d12

*Not an actual size, but listed for heck of it...or you might want to use it.

This all is included with any bonus damage from feats. So if you can do $1d10+10+3d6$ damage normally, then with boosted strength, and Super Strength & Super Saiyan 1, you could do $1d10+19+5d6$. Figuring the average damage for all that would be about 39 points of damage. Not too shabby, then there is the possibility that you get a critical hit, which will let you do about 44 points of damage on average. (Max damage would be 38 and 59 points of damage respectively.)

Super Speed and Damage

There is also another way of doing tremendous amounts of damage to a target in a single attack. Characters moving at super speeds, when performing a charge attack, can deal an immense amount of damage, but it's a double edged sword. Not only do you deal a lot of damage against the target, but you take damage your self. The character makes a charge attack as normal, but they are instead moving at superior speeds. Your speed determines your bonus to damage. Bonuses from super strength, per the rules above are not applied here as speed is the factor and not strength. Also distance is a factor as well, as it allows you to build up momentum, allowing you to do even more damage.

The speed you're moving at determines the dice type for damage, as well as an additional amount of dice. The distance from you to the target stands to further enhance the number of dice in the attack. All this is a bonus to your normal unarmed damage, or weapon damage if wielding one.

Your mach level first acts as a multiplier to any damage dealt, Mach 1 adds +15 to damage dealt. Second for every 10ft of distance between you and your target you do +1d6 points of damage. So if there is 80ft between you and your target, and you fly in on them at mach 7, and you hit, you'll do an amount of damage equal to your normal unarmed attack damage, (not counting Super Strength), +8d6x7+15 points of damage. But there are some circumstances revolving around when this happens. First if you are attacking with a weapon, it must make a save against breaking if you miss the attack, you take no damage, but you can loose your weapon if you miss the attack. Additionally if you miss your target you may pass right by them and end up plowing right into the side of a hill. Targets of these charge attacks may make a Reflex save, if hit, to reduce the damage taken. The DC for this is equal to the attackers attack roll, -10. If they make the save then the damage multiplier for speed is ignored. This extra damage is only applicable if the character is moving at a mach speed and not their normal speed.

Damage is only dealt upon impact. You take damage yourself if you attack your opponent with an unarmed attack of some sort, like a flying head butt. Damage from this type of attack is generally much less than that dealt to ones opponent. A character moving at normal speeds and attacking unarmed takes no damage normally, but when they attack at high speeds they will suffer some damage from the extra force that they have built up for their attack. For every Mach level the character is charging at, they take 1d6 points of damage if they connect with their intended target. If the character misses their target they continue on past the target for an amount of spaced equal to half the distance to the target initially. If there is a structure in the way the character plows right into it doing damage to the structure and themselves. The damage from such a collision is equal to the amount of damage that would have been dealt to the target, minus the multiplier; the structure takes the same damage. With some characters this is negligible do to their high Damage Reduction ratings.

There is also another type of charging attack that a character can perform. This type of charging attack is called a "Ballistic Charge Attack". This requires the character to grab their opponent and then fly them into the ground. It can be done in the air or on the ground as long as you have something to fly the target into. First you need to make a successful grapple attack. If you make the attack you may immediately make a charge attack into a structure, or the ground. Every 30ft to the structure or ground allows the target to make a Strength check or Escape Artist check to break free (per normal rules). If they make this check before colliding with the structure or ground they take no damage, however there is a chance that they escape too late and still take damage.

The chance of this happening is proportionate to the distance to the intended structure/ground. If you are going to plow an opponent into a cliff that is 100ft away, they get to make their normal checks to escape, they get only 3 checks though. At 100ft away they have a very good chance that they will not take

damage if they escape right away from the grapple when it is first initiated. But after traveling 30ft their chances drop by 30%, they now have a 70% chance of not taking damage if they escape.

If the character escapes at this point you roll percentiles, if they get under 70% on their roll they take no damage and stop their momentum in time. But if they fail the check, it's like they panic and can stop their momentum in time. Damage is reduced by an amount equal to the percentage though. So if your 100ft away and taking your opponent into a cliff at mach 5, the total extra damage you would deal would be $10d6 \times 5 + 15$. But they escape from you at 70ft to the target, but they fail the percentage roll and are essentially dazed and turned around, but are able to slow themselves enough to reduce the damage dealt. In this case you roll your damage normally, (Example [average rolls]: $1d20 + 12str, +2d6feat, +10d6 \times 5 + 15 = 193$ points of damage), after that you take the amount of damage and subtract the percentage from it, in this case its 70%, (Example: $193 - 70\%[135.1] = 57.9$), round down the final amount if needed. So in the end the target of this attack takes only 57 points of damage compared to the massive amount of damage they would have received had they not escaped.

The instigator of this attack however takes no damage if the person escapes from the grapple, or if they collide with the object. Also a character can be thrown into a structure. The rules above are used again, only the target of the grapple does not need to make an escape check, except at when first grappled. After a target is grappled, the attacker can then chuck their opponent into a structure or the ground. The target of this attack may make a Reflex check every 20ft to try and stop their flight. The DC of this check is equal to the attacker's Strength score (including if its been boosted). The Super Strength advanced feat, along with it being of large sizes, adds a +2 to this DC for each level of Super Strength. So if SS2 Goku has an adjusted Strength of 70 and chucks SS2 Vegeta into a cliff, Vegeta has to make a check against a DC of 74.

The effects of super speed are not applied to this damage unless the character spends 1 round spinning their opponent around to build up momentum, the best one can do is 1 mach level per round spent doing this. However each round the opponent gets to make an attempt to escape the grapple. The increase in speed does adjust the DC of the check more by adding 5 to it for each mach level hit. So if Goku is able to spin Vegeta to mach 1 the DC of 74 increases to 79, and if he can hit mach 2, then it increases to 84 and so on.

Knock-back

When a character is hit with tremendous force they are often knocked back several feet or they are knocked from the air. This happens a lot in DBZ, especially the later parts of the series. There are only a few conditions for a character/opponent to suffer knock-back conditions. First if the character is attacked with a full round attack that scores a critical hit, they are automatically knocked from the air and fall to the ground, taking fall damage if they hit. Another way is to be hit with an attack that exceeds the characters DR, by double its rating. This will also knock the character from the air. Energy attacks can do this as well, but the damage done must meet the requirements above for beating a character's DR rating.

With the either way, if a character is hit with a critical attack or the damage dealt exceeds their DR, they are knocked from the air. A character who is knocked from the air can make a Reflex save to stop their fall. This save is equal to $\frac{1}{2}$ the damage dealt. If they make the save they are able to stop their fall about half way from the ground. They are allowed to make this check every 50ft of distance from the ground. A character who is 600ft up in the air and fighting, gets to make the check 12 times. Also the higher the character is in the air the easier it is for them to stop. If they fail a save, they can try again.

Spring Attack & Flying

By the time a character learns how to fly they should very well have the Spring Attack feat. However if for some purpose they do not have the feat, before they learn how to fly, then they are able to act as if they have the feat as long as they are flying, even if they are less than an inch off the ground.

Flying

A character who is flying is able to fly with much more agility and finesse than they would with a jet pack or a vehicle. For a character, flying is as easy as breathing once they learn how to. The character can hover, stop on a dime, and perform complex maneuvers with ease. There are no skill checks or anything for a character flying, for them it's like walking. With vehicles there are often specific maneuvers that they can do that require skill checks to do them, like turning a tight corner, or doing a U-Turn at 90mph. Characters in this game don't need to worry about that, they have precision with their flying powers and can change direction at will, like a person on the ground. This may however require the character to make a Tumble check.

Since flying is like walking for the character but only has more directions of travel to choose from, then like when moving on the ground you sometimes need to make a Tumble check to avoid things. All the rules governing when a Tumble check is applied are applied to a flying character as well. Also depending on the situation, GM's should give either a +2 bonus to checks per mach level, or increase the DC by 2 per mach level. This is situational and is left up to the GM's discretion on when to apply it.

Powering Up & Transformations

As mentioned earlier on, the act of Powering Up is a full round action that can be combined with the act of transforming. A character that performs both of these actions loses their movement for the round, but can move during the next round. A character with boosted actions that exceed 4 normal actions, can still attack for that round, but may not move. A character does not have to transform when powering up, but they must power up first before they can transform. Transforming does count as a full round action if done separate from powering up. But the character can move during either round.

Example 1: Vegeta has powered up once already to get to Goku and save him from Android 19's energy draining attack. Since Vegeta has already powered up he can transform into a Super Saiyan at his leisure. Since Vegeta likes making an entrance, and no one knows he is a Super Saiyan he decides that this is the perfect time to show off his new power. After knocking Android 19 away from Goku, Vegeta takes a free action to gloat and start a dialog. Android 19 gets up then he and 20 also engage in the dialog as it adds to what Vegeta's player wishes to do to show off Vegeta's new power. Vegeta then turns Super Saiyan and moves up to Android 19. In the next round Vegeta shows off just how powerful he is.

Example 2: Goku returns to Earth and meets Trunks. Right off the bat Trunks challenges Goku to a sparing match. Goku spends his first round powering up and transforming all at once, as does Trunks. Neither of them can move for that round. In the next round Trunks goes on the offensive and puts Goku's Super Saiyan powers to the test.

Blowing Stuff UP (Planets)

Yes, the part that you want. Blowing things up that are a lot bigger than a breadbox. Now destroying objects that are larger than a vehicle such as a building or a moon is normally an incredible undertaking. However in DBZ blowing up planets is often the mainstay of every conflict. No in BESM d20 there is a set of rules for blowing up buildings as well as planetoids. (Its in chapter 11, Equipment.) However I'm going to deviate a bit for those rules, although I'll be basing my rules loosely after those.

In order to destroy any structure or land mass (like a mountain), an energy attack must be an area affecting attack. The size of the target determines who big of an area needs to be affected in order for any real damage to be done. The next hurdle to deal with is the structures Hardness or Damage Reduction. Damage has to exceed this rating in order to do sufficient damage to it to destroy or topple a structure. HP is used but becomes redundant with incredibly massive things, namely planetoids.

The table below out lines the area that needs to be affected in order to affect the structure, land mass or planetoid. Then there will be an estimated Hardness/Damage Reduction of the structure, land mass or planetoid, as well as HP (when applicable), and an example of it.

Determining the objects estimated size and Hardness/DR is easy. Everything up to Colossal is pretty much already easy to cover. However with things even bigger than that you need to add 10 to its Hardness/DR for every estimated size ranking above that. The BESM d20 book has listed that an office building is essentially double the size of a colossal structure (24-25 floors). The average skyscraper is even bigger than this, at least twice as big (50-60 floors). So it would be colossal x4. Destroying a structure is much easier than destroying a land mass or planetoid as they are not hollow...usually. (HP for a structure is equal to 3x its hardness, +10 for each size above Medium, if it is larger than colossal then add 20 to the amount for each multiplier starting at x2 and above [x3=+40, x4=+60].)

Example Structure	Size	Hardness (DR)	HP
Porto-Potty	Medium	4	12
Storage Shed	Large	6	28
3 Bedroom House	Huge	15	65
Small City Building/mansion (3-4 floors)	Gargantuan	32	126
Average City Building (12-15 floors)	Colossal	50	190
Corporate Building/Large City Building (20-25 Floors)	Colossal x2	60	240
Skyscraper (40-50+ floors)	Colossal x4	80	340

Destroying planetoids and land masses is, as I already mentioned, harder than a building. Buildings and such are of course hollow and planetoids and land masses are not. In my previous write up I found my original write up for planetoids and land masses inadequate. Its common sense that if you launch an energy blast with the strength of a missile that it will not only leave a decent sized crater, but could very well obliterate what ever it hits.

Planetoids and land masses could obviously take lots of damage to obliterate. So in order to destroy one of these it's kind of a bit of common sense and GM's call. Below are some idea's as to what you could base things off of for land masses.

Example Landmass	Size	Hardness (DR)	HP
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Meteor/Hill/Cliff (100 yard diameter/tall)	Colossal x2	90	60
Small Asteriod/Mountain (1mile diameter/tall)	Colossal x6	270	180
Medium Asteriod/Mountain (10miles diameter/tall/long)	Colossal x16	720	480
Big Asteroid/Mountain Range (100miles radius/long)	Colossal x160	7,200	4,800

Planetoids require something else. Generally a good rule for this is that it should either take all of the PC's energy to do so, or a decent portion of it. The blast has to be able to affect an area to start. The area has to affect 1 mile as well, but this is case dependent. An attack that can destroy the core of the planet need only be able to borrow that far under ground first where it detonates. This is how Master Roshi in part destroyed the moon. The PC generally needs to be able to do 500 to 3,000+ points of damage to a planets core to either destabilize it or cause an immediate chain reaction that will make the planet blow up after a few seconds rather than minutes. To destroy the planet with an area effecting attack it needs to be able to affect an area several miles wide. Generally a 100 mile area will do the trick. The amount of damage is about the same as going for the core. In the end planetoid destruction should be left as a plot device to further the story.

Max Power Ratings

Just a short thing on this subject. There is something to keep in mind with Max power rating as well. This pertains to character's who transform. When a character transforms they can generally do even more damage with their special techniques than before. What ever the increase in power level, it is also used on all of the characters special techniques max energy ratings. So Goku's 2000 max rating for the Kamehameha wave would increase to 4,000 when he turns Super Saiyan 1. (The Kaioken attack does not do this as it is not an actual transformation, but something of a lesser one.)

Damage Reduction

Damage Reduction plays a big part in things. There are essentially 2 types of Damage Reduction in DBZ: Physical and Energy. Damage Reduction or DR deals with physical damage dealt by unarmed attacks, bullets, blades and such. A characters DR may not exceed the max amount of Unarmed Damage the PC can deal with a single normal attack divided by 2 (this amount includes the PC's Strength Bonus to damage). So if a PC has a Str of 35 and can do 1d10+12 +7d6 Damage wit a single attack you would have a Max of 64 points of damage. Divide that by 2 and you have a Max possible DR rating of 32. This helps to ensure that both PC's and enemies do take damage from strong attacks while weaker ones don't do a thing.

Energy Damage Reduction or ER (Energy Resistance) is broken up into the various different types of energy. These types include Fire/Heat, Ice/Cold, Gravity, Sonic, Acid, and Ki (with other possible types as well). In DBZ, Ki replaces the all around Energy subtype. For purposes of applying ER, energy weapons like lasers and plasma cannons which do energy damage are blocked by ER's that are Ki based. If desired have it written as "Ki/Energy". The energy blasts fired by the characters and villains are ki based attacks. There is really no limit to how high a characters ER defense can be. This type of defense compliments a characters Deflection. If hit by an energy attack that does more than their Deflection their ER picks off some more. So if the PC's Deflection shaves off 600 points off of a 800 point energy blast they still have another 200 points coming at them. If they have a high ER rating it could save them from taking a tremendous amount of damage. If they have an ER rating of 150 it would shave off that amount leaving 50 points of damage to hit them, and/or if they make a reflex save it could be reduced even further.

Chapter 8

GM Section



Dark Shen Ron is the eternal dragon summoned by the Dark Star Dragon balls, the first dragon balls created by Kami when he first came to Earth. They are the most powerful dragon balls in existence, they grant only one wish, and will destroy the planet that the wish was made unless they are returned to the planet with in 1 year's time.

This is an enhancement to the rules found in the d20 Modern player's handbook. As you undoubtedly know by know that you will need away of governing characters Power Levels and character levels, along with those of enemies encountered. Generally ECL means Encounter Level, but with these rules it means Equivalent Character Level. This is what a character gains by having a high power level. Now the rules for d20 Modern have characters generally limited in level to level 20, although this is up to the GM. This is however how I limit things. This helps keep characters grounded to some degree when interacting with normal people. It also puts a limit on their normal skills and abilities with all of their super human ones off to one side.

This is done to set the basis of the characters level of normality and how they advance in life in general. Take Goku for example. Goku has spent most of his life in the wild and fighting. As such his 20 levels are focused in the Strong, Fast, and Tough classes first, with all the rest in Martial Artist. This shows that Goku is geared toward fighting; as such he lacks social skills and knowledge skills. Because of this Goku isn't all that good with interacting with people, although his high Charisma makes up for this. Now we have Gohan, Gohan has grown up fighting, but he has also been forced into going to school and studying almost as hard as he fights. Because of this Gohan grows to have levels in Strong and Tough hero classes but has levels in the Intelligent hero class followed by levels as a Martial Artist.

Now the characters all have the ability to spend their energy to enhance their abilities to Super Human and even god like levels. This energy grows with time and training. The chart below out lines the ECL adjustments for characters with Power Levels. I decided that it would be best to set some base numbers and then have further ECL adjustments happen based upon those progressions. Essentially for every 50 points in the characters Power level they gain 1 ECL adjustment. However this changes as the Character's power level hits certain peaks. After 1,000 points the characters ECL adjustment is at every 500 points. At 10,000 points it goes up to 5,000. At 100,000 it goes up to 50,000 and so on. The chart below shows the progression

Power Level	ECL	Power Level	ECL
100	+2	10,000	+40
200	+4	50,000	+50
300	+6	100,000	+60
400	+8	500,000	+70
500	+10	1,000,000	+80
600	+12	5,000,000	+90
700	+14	10,000,000	+100
800	+16	50,000,000	+110
900	+18	100,000,000	+120
1,000	+20	500,000,000	+130
5,000	+30	1,000,000,000	+140

(Just as a note, some folks didn't care for the original progression so I changed it.)

In addition to one's power level the addition of advanced feats also increases one's ECL. Essentially every 2 advanced feats a character has increase their ECL by 1. The Super Saiyan advanced feats however each count as an ECL advancement of proportionate to the Super Saiyan level. So a Super Saiyan 1 has an ECL adjustment of +1, an Advanced Super Saiyan has a +1 also, while a Super Saiyan 2 has a +2 ECL adjustment. Any type of transformation does this as well. Some enemies have a unique transformation power called "Stage Evolution". This works differently than a Super Saiyan's transformation and has an ECL adjustment equal to the maximum number of transformations the character has. It takes 3 bonus feats (through spending CAP's) to increase the characters ECL by 1.

Character Advancement

Gaining Xp from battles is pretty much done the same however characters gain Xp in a more ways that just fighting enemies. You'll notice that in the Game Mastering section of the d20 Modern book that there is a table for determining experience points earned for an encounter. However DBZ goes well beyond these limits. So to adjust for this we need to come up with a way for characters to earn XP from fighting an opponent with an over all Level of 100+. Doing this is simple.

- ⌚ First take the opponents base classes, (Hero classes & Advanced classes). Now find the average Base class levels for the PC's, and then find the Xp normally earned like you normally would.
- ⌚ Next take the villains ECL adjustment and multiply the Xp amount by this.
- ⌚ Lastly take the number of characters involved in the fight, and divide the amount of Xp by this. (Thus if the total amount is 100,000xp and 4 PCs were in the fight they would each get 25,000.)

Then of course there is the character's knack for training. Training happens are 3 different levels: Physical Training, Energy Training, Sparring and Gravity Training. Most normal humans do Physical Training. Characters like Mr. Satan may have a rather impressive power level for a normal human, but they lack knowledge in how to train to control ones energy and to improve upon it. His daughter, Videl bridges the gap here and learns this, just enough of it though to make her a formidable fighter beyond her father, but not even near Gohan and the other's power levels.

They have increased their power levels through training. Mr. Satan only knows a few things about enhancing his own strength and speed; however he attributes this to adrenalin rather than any special knowledge of how to use energy to increase strength. He is generally limited in its how he applies this energy. Videl has a bit broader of an understanding of things, and because of Gohan, she can use energy to many ways that Gohan and the others can, except to deflect energy attacks and fire them off. Remember to round things up if necessary. These forms of training are generally not done separately, and are often done together to maximize one's time.

- ⌚ **Physical Training:** Physical training is done to improve upon a characters physical stats and abilities, namely their Ability scores, HP, and Physical Skills. A character has 3 levels of training under this category: Warm Up, Heavy, and Intense. Warm Up is in fact normal human level of training. This is what many professional athletes do, however the Z-Fighters and your characters are going to be above this, at least eventually. Warm Up has characters gaining their over all level in Xp per year, advancement is slow. Heavy Training is further above this, Xp gained is gauged in months and not years. Characters earn their over all level in XP per month. Lastly there is Intense Training. This is cram training where you are training practically non stop, except to eat and sleep. This form of training has the character gaining their over all level in Xp each week of training. No Z-Fighter

ever trains at Warm Up level unless their retired (like what Yamcha & Chiaotzu eventually do, followed soon after by Tien). When a character decides to train, roll 1d2 (1 for Heavy, 2 for Intense), this is done per for each month that the characters train.

- ⌚ **Energy Training:** This is similar to Physical Training but is done with the characters energy, it is done to improve the characters Power Level/Power Up, improve a technique's Max Power limit, or to develop or learn a new technique. The character often meditates for periods of time, and will use their various techniques repeatedly. A character has 3 levels of training under this category: Reflective, Combative, and Meditation. Reflective is an all purpose training that incorporates meditating and using one's powers off and on. It is a more relaxed form of energy training, Xp is gained per year so advancement is slow with this. Combative is when one uses their powers in a combative fashion, not necessarily fighting anyone so much as pushing them selves hard and using up as much energy as they can by going all out. It's a excellent way to gain Xp quickly, Xp is gained each week of training. Meditation is an effective, but slow way to increase one's powers. Rather than actually using them, the character enters a deep meditation, where they focus their energy in different ways to increase their powers. Xp is gained over the course of months rather than weeks. It's slow but effective. Like the physical training, characters earn their over all level in XP with each type of training.
- ⌚ **Sparing:** Sparing has you fighting a comrade, but not to kill. This is an even better way of gaining Xp, and is more effective. Xp gained is as per normal rules, but the amount is divided by 2.
- ⌚ **Gravity Training:** This is a much more complicated form of training, and much more difficult. First I'll explain few things, Humans and any other humanoid race have a limit of 6-10 gravities; that is most normal humans can only withstand a maximum of 6x the Earth's normal gravity while those who can control their energy can with stand up to 10x the Earth's gravity. Namekkians can with stand 50 gravities, and Saiyans have no known limit. Each race can only increase the level of gravity they train under by a certain amount as well. Humans and humanoid beings can only increase their gravities by 2 per week up to their maximum. Namekkians can increase gravities at a rate of 5 per week. Saiyans increase gravities at a rate of 10 per week. Now a single gravity acts as a multiplier to the previous amount, 2 gravities equals 2x Earths gravity or an increase of 1 level of gravity like from 2x Earths gravity to 3x Earth's gravity.

Now the gravity level makes it hard to move around under those conditions. A character's Strength and Dexterity are reduced by 2 per gravity level. Speed is reduced by 5 per gravity level. The characters BAB is reduced by 2 per level as well. If a character's strength is reduced to 0 they are flattened and can not move. If a character's Strength is reduced by $\frac{1}{2}$ of its maximum the character is encumbered and suffers all penalties for being encumbered. Through out the week the character must make a Strength check against the amount their Strength was reduced, +10. When a character makes the check they have gotten used to the gravity and can go up a level. From then on training at the level of gravity they are use to is no longer a hindrance, the character makes 1 strength check when first exposed to the level, this is with their full strength score, vs. the amount it would have been reduced by if they make it they are not bothered by it and can move about normally, if they fail the check they are dazed for 1d4+2 rounds while they get use to the gravity again.

A character who decides to train under gravity automatically uses the training rules for the above training types, with weekly Xp calculated. The character's gravity level increase acts as a multiplier for any Xp earned. The character does not have to increase the level of gravity by this amount though, this is the maximum safe amount that these races can with stand. They can increase it much more slowly or jump right to their maximum if they feel that they can take it. For Example, when all of the Z-Fighter's died, except Goku, Gohan, and Krillin, they were already strong enough that they could jump right to 10x earth's gravity with only minor hindrance for a while.

In this case where a character is training under heavy gravity well above what they should start training at; they take 1d6 points of damage for each level of gravity. The character makes their normal strength checks and such for each week as if they were training under normal conditions, but as they get use to the gravity, the amount of damage they take each week is reduced by 1d6. (True it would be each day but this simplifies matters.) So if Tien trains at King Kai's Planet, he is automatically exposed to 10x Earth's gravity. Tien is already pretty strong, so the gravity doesn't effect him as badly as the others. Tien has a Strength of (lets say) 34, at 10x Earth's gravity, Tien's Strength is reduced by 20 points. He still has a Strength score of 14 though. For the first week of training, Tien makes a Strength check against a DC of 12, he easily makes this and can ignore 2x Earth's gravity. His Strength score goes up to 16. The next week he has a DC of 4x Earth's, so his DC of 14 this time around, since he is human and his gravities increase by 2. As you can see, he slowly adapts at this rate.

Saiyans and Nameks are a bit different. They can get use to gravity as a slower rate, much like a human/humanoid to make it easier to beat the DC's however this all happens with in the course of a week. If they fail even one of these checks, then it carries over into the next week. So if Goku is having a hard time at 10x Earths gravity he makes 10 Strength checks for that week to simplify things. His strength is reduced by 20, from its normal 28. Goku is really hard pressed to move about under this gravity. He has a DC of 30 to beat normally, and is at a -1 to his checks. And adding even more insult to injury, he is wearing weighted clothing, his strength score is even further reduced by 3 points (see the Equipment section for further details).

So he now has a Strength score of 5, and is at a -3 to his strength checks. Since he has to take his time here his strength checks are all broken down and spaced out making it a bit easier on him, His first check is against a DC of 12, then against 14 and so on (using the minimum human rules for this.) It takes Goku along time to build his strength back up to a point where he no longer is bothered by the gravity. Gravity training is done with out the use of ones boosting powers. If a character boosts their strength with heir energy it does allow them to move about more freely, but it completely cancels out the effects of the training and denies the character their multiplier to their experience points for that week.

Spending XP

XP is spent mainly for class advancement like normal, but once you hit the Class level limit of 20 you gotta do something with any more XP coming in. Now CAPs may be used prominently, but some GM's may still want to give out XP in addition to CAPs. So here are some rules on how to spend characters XP.

- ⌚ Power Level Increase: Increasing the characters Power Level (and subsequently power up) is one of the major parts of any DBZ game. When a characters power level is below 1,000 points it will cost them 150xp to increase it by 10 points. Once their power level has reached 1,000 points it will cost them 250xp to increase it by 20 points. Now these costs are fixed. If a character has a Power Level of 1,200 it will cost them 250xp to increase it by 20 points. They can not choose to spend 150xp to just increase it by 10 point, they must spend the 250xp. Below is a chart outlining the XP cost as it depends upon how high the character's power level is. Also once a character's power level has reached 20,000 or more they may round up their power level to the nearest hundred spot, thus if they have a Power Level of 20,080 you would spend you normal 900xp to increase it by 100points you would then round it off in the characters favor. Thus 20,180 would become 20,200 instead. This adjustment of rounding the characters power level off happens again when the character starts to

gain +1,000 increase to their power level thus the hundreds spot is rounded off to the characters favor. This sort of adjustment happens again with 10,000 and 100,000 and so on.

Power Level	XP Cost	Increase	Power Level	XP Cost	Increase
990 or Less	150xp	+10	40,000,000 to 49,999,000	6,000xp	+7,000
1,000 to 4,990	250xp	+20	50,000,000 to 59,990,000	8,000xp	+10,000
5,000 to 9,990	500xp	+40	60,000,000 to 79,990,000	10,000xp	+12,000
10,000 to 19,990	750xp	+60	80,000,000 to 99,990,000	13,000xp	+14,000
20,000 to 49,900	900xp	+100	100,000,000 to 299,990,000	16,000xp	+17,000
50,000 to 99,900	1,100xp	+200	300,000,000 to 499,990,000	20,000xp	+20,000
100,000 to 499,900	1,350xp	+300	500,000,000 to 699,999,000	30,000xp	+30,000
500,000 to 999,900	1,650xp	+500	600,000,000 to 799,999,000	40,000xp	+50,000
1,000,000 to 9,999,900	1,800xp	+800	800,000,000 to 999,999,000	50,000xp	+80,000
10,000,000 to 19,999,000	2,200xp	+1,000	1,000,000,000 to 2,999,900,000	60,000xp	+100,000
20,000,000 to 29,999,000	2,800xp	+2,000	3,000,000,000 to 4,999,900,000	80,000xp	+120,000
30,000,000 to 39,999,000	4,000xp	+5,000	5,000,000,000 or more	100,000xp	+150,000

Note though that should a game reach a stage where the character(s) normal power level reaches a huge number in the billions (excluding increases from transformations) they should be retired, or the game should be coming to an end with those characters.

- ⌚ Spending XP for Feats is another option. The Cost in XP to gain a feat varies. It will run the character 100xp multiplied by the characters class level. Thus with a class level 20 character it would run them 2,000xp per additional feat they wish to gain. It's the same for Advanced Feats.
- ⌚ Characters can also increase their Skill points by spending XP. This however can only be done after a character's Class Level has reached 20. It will cost the character 3,000xp for 1 levels worth of Skill points. The amount of skill points gained is equal to the characters Intelligence bonus plus 1d4+1 points for 1 levels worth of skill points. So if a character is a level 24 Character to gain 1 levels worth of Skill they would spend 3,000xp. But if they needed 4 levels worth of Skill points as they are level 24 it would run them 12,000xp total. On the bright side the characters Skill Point and Cross Class Skill point maximum does increase based upon the Characters Over all Skill Level. Thus the level 24 character is not restricted to putting only 23 ranks into a class skill even though they are level 24. If you have the D&D book: Epic Levels, or the DM's handbook for the 3.5 Edition it has out lined Epic level progression for Skill max Ranks.
- ⌚ Increasing Saving Throws is another wanted thing. The character gets a +1 increase to all of their saving throws every other ECL. However it costs XP to purchase the increase. It will run the Character 50xp multiplied by the bonus they want and by their current total Character level to gain a +1 bonus to all their Saving throws. First though this can only be done every 3 levels, and the bonus must not exceed that gained through this, so a level 26 character could have up to a max of a +2 to their saving throws from this. Second it's a good idea to keep up on this with your character as the Cost to bring the characters Saving Throws up to par can get very spendy. So if your character is a level 38 character who hasn't purchased any Saving Throw advancements with XP yet it will run them 11,400xp to gain a +6 to their saves bring them up to par.
- ⌚ Then there is increasing the Characters Base Attack Bonus. This can only be increased by 1 point every 2 ECL's thus there is again a limit to how much can be purchased. Increasing the BAB costs 500xp times the number of points being purchased.

About CAPs

Now your probably also asking what about CAP's? CAP's are essentially instant XP that can be spent. They are rewards that are earned in addition to XP, or normal class level advancement. A rule to

keep in mind for CAPs is that if there is a substantial increase in the bonus gained through XP purchase, namely with increasing the characters level, it will also adjust the bonus gained by spending a CAP. Thus normally 1 CAP will increase a characters power level by 10 points. But if they already have a high power level above 1,000 the bonus from the CAP would be adjusted accordingly. Thus rather than a +10 it would be a +20 as long as their Power Level is above 1,000.

Sharing Energy

It's a well known fact that at several points in DBZ and in the movies that the characters often give their energy to one character or another, generally it's to Goku. Anyone can do this, even if they can't use energy. A person must first of their own free will, wish to give a person their energy. This is done many times with the Spirit Bomb. A person has the option of giving all of their energy or a percentage. This is done through either physical contact with the recipient or by raising ones hand into the air. If a person gives all of their energy they are left with only 5% of their energy, so they in fact do not actually give all of their energy. This was a tactic used by Goku and the others when they faced the Legendary Super Saiyan, Broly. Everyone knew that not a single one of them had enough power alone to fight this monster. Goku had the highest power level of all of them, and he was the most driven of them.

Each one of them gave Goku their power, with Vegeta eventually doing the same, putting Goku's power beyond that of Broly. In game terms it looks sort of like this: Broly has a Power Level of about 75,000,000. Goku has a Power Level of 25,000,000; Gohan has a Power Level of 16,000,000; Trunks has a Power Level of 19,000,000; Piccolo has a Power Level of 20,000,000; and lastly Vegeta has a Power Level of 24,000,000. Goku has power donated from Trunks, Gohan and Piccolo. Each have only powered up once. Goku has about 20,000,000 points of energy already at his disposal. Gohan gives Goku 12,160,000 points of energy first. Goku's Power Level has temporarily jumped from 20,000,000 to 32,160,000. Then Piccolo joins in, as does Trunks. Each gives Goku 15,200,000 & 14,440,000 respectively.

Goku's power level climbs to 61,800,000. Finally Vegeta gives in and gives Goku his energy. Vegeta give 18,240,000 points of energy. So Goku's new temporary Power Level is 80,040,000. He has enough power at his disposal to put him 5,040,000 points above Broly, which more than makes a difference in this fight. Goku's power up of course adjusts with each increase. And he powers up each time, so his final power up thanks to Vegeta, allows him to draw out enough energy to beat everything Broly has, and Goku proves this with a single punch that shatters Broly. He then has just enough energy left to teleport everyone still on the planet to the Space Ship Krillin, Roshi and Oolong were in.

Energy gained in this fashion is a last ditch thing, everyone giving energy is instantly fatigued for the rest of the day. The person who is absorbing the energy can use this energy until they relax and power down. So once Goku got everyone to the space ship, he relaxed and powered down from his Super Saiyan form, as such he automatically lost all of the absorbed energy except for what ever amount was his own. Also anyone capable of creating the Spirit Bomb can choose to absorb the energy from the Spirit Bomb rather than lobbing it at a target. Again Goku does this with Super Android 13.

Massive Damage Threshold

In DBZ, characters show to have a better than average ratings with this. While normal people and thugs often have less than adequate ratings. So when a character starts gaining Damage Reduction, or already has it, they may apply their DR rating to their Massive Damage Threshold rating as well. Aside from this the rules are still the same. This way if a character is shot in the head it won't be as lethal as one

would think it to be. This happened often when Goku, and Krillin were kids and training with Master Roshi, while Launch was living with them also. Most of Frieza's low minions don't have this as they can't even control their energy.

Money

Money in DBZ is a little different than in the normal World, but not by much. Money in DBZ is called Zenny. The principle of economics is the same, but can easily be handled like how you handle Gold and Silver in D&D. Most DBZ characters gain their wealth by participating in Martial Arts tournaments. Some have jobs aside from this; like Yamcha is a sports star. However you want to handle this will work just fine.

Counter Blasts & Power Struggles

This is one of the more intense aspects of DBZ. You can use almost any type of energy attack except for Blade and Melee types of energy attacks as well as any unique energy techniques.

Counter Blast

When the character is the subject of an energy attack, (Wave, Beam, Blade [ranged versions only] or Blast types), they can counter the attack with an energy blast of their own. And in some cases of this a power struggle can ensue. First in order to counter an energy attack you need to be at least 10ft away from your opponent in some way. Being closer than this does not give you time to react although you can perform a counter blast if you are not the subject of an attack but wish to interrupt one before it lands. For example: Piccolo is under some sort of mind control, he is about to fire an energy wave at point blank range at Gohan, Goku see's Piccolo powering up the attack and quickly moves in to deflect Piccolo's energy wave with one of his own.

When a character is the subject of an Energy attack, they may attempt to perform an energy attack of their own to counter it. The character forgoes their Normal Reflex save, although if they have a deflection up they still retain it. The character must declare their intentions when their opponent decides to launch an energy attack at them. Upon doing this you are allowed to make a single counter attack blast of any type so long as it matches your opponents. This if they are firing an energy wave at you, you would counter with the same type of attack, although with ranged blade attacks, any type works to counter them. You make your normal roll to hit.

Your distance from the target also provides a penalty to this roll. If within 10ft of your opponent you are at a -8 to your attack roll. The penalty drops by 2 points for every 10 feet beyond this you are. So if you are 30ft away, you are at a -4 to your attack roll. If your attack roll fails to hit then you fail to launch a counter blast in time to stop your opponents attack, just hope your deflection holds out.

If you hit with your attack and it has at least 100+ points of energy in it than your opponents then their attack is countered and knocked away. If you have at least 500+ points of energy in the attack than your opponent does in their then you reflect their attack. When this happens, your attack, plus half of the energy from their attack flies right back at them. A character that performs a counter blast loses their movement action for the next round.

Power Struggle

A power struggle comes into play when 2 energy blasts of similar strength connect when performing a Counter Blast. When this happens the two characters begin to add more energy into their attacks each round, as they vie in a contest of wills. The greatest power struggle seen to date is the fight between SS2 Gohan and Cell. Each opponent in the round after the first one in which the Power Struggle originates gets to make opposing Will checks. When one person wins the will check they get to add the amount of their Will check plus an additional amount of energy equal to their over all level. The loser of the check only gets to add an amount of energy equal to their over all level.

When the amount of energy in one persons attack exceeds the others by at least 500 points then their attack passes by and connects with the other person, (plus half of the other person's energy). However there is something else to keep in mind: Saiyan Rage. If a Saiyan Character enters into a Saiyan rage during a Power Struggle, they gain a bonus to any of their Will checks that they make under these conditions equal to their Charisma score.

There is really no limit to the length of time a Power Struggle can be maintained, its more up to the combatants than anything. Power Struggles are very intense and it's easy under these conditions for a Saiyan to enter into a rage. When 2 Saiyans are fighting each other, it's easy for both to enter into a Saiyan rage, with the victor often being the one with the greater power, and strongest will. Such a fight occurred between Goku and Vegeta in their first meeting. In the end Goku won due to his ability to vastly increase his power level by transforming with the Kaioken attack.

Transformations are permissible during a Power Struggle, as is powering up. These actions negate any Will checks for that round on both sides. That is when Goku transformed with the Kaioken x4, he negated his Will check and Vegeta's Will check for that round. Neither could add more energy to the attack until the start of the next round.

Recovering HP

In DBZ the characters generally recover from their injuries rather quickly. However some injuries they aren't able to. As a rule, some attacks are lethal including unarmed attacks, but there are different levels of severity, and there are different levels of recovery. The super powerful characters of DBZ are able to recover from their beatings and injuries faster than any normal person, while a normal person may need months in a hospital to recover.

HP can go fast in battle so recovering it some how is a big thing. First let's look at the types of injuries a character has to deal with.

- 🕒 Cuts: These of course vary in severity. A cut requires special healing often natural or with some aid like a senzu bean or medical treatment, or regeneration. Damage dealt by weapon that slash or in some way cut the character can not be recovered on the battle field, they require treatment. This reduces the amount of HP the character has at their disposal in a fight. If they character is hit by an attack that will cut them, like from a sword or a destructo disk the damage dealt by it will not be recovered When the character is allowed to recover HP (explained later).
- 🕒 Puncture Wounds: Same as cuts, they need special treatment.
- 🕒 Breaks: depending on the type of break a character can try to set their own limb and continue to fight, but if a bone is broken (rather than being dislocated) then the best a character can hope for is immobilizing it other wise they can't use it for the rest of the fight. The damage dealt from a break can not be recovered in a battle.

- ⌚ **Beatings:** This isn't just from fists and feet, blunt weapons are included. This is the damage that the hero's of DBZ seem to recover from quickly.
- ⌚ **Energy:** Energy Damage can be recovered as well. Some types can't be recovered from though. Acid and Heat/Fire based damage is difficult for the character to recover from. The duration is half that of normal.

A character recovers HP every 4 rounds. This amount is equal to the Characters Constitution Score Modifier plus the characters over all Level. So a Level 43 character with a Con bonus of +7 would recover 50 HP every 4 rounds. Be sure to keep track of the type of damage taken separately. So if Trunks is attacked in 1 round by a combo of punches and sword swipes you would track the damage from punches separate from those dealt by the sword attacks.

Doing Damage With Weapons

As a rule a characters DR is generally good against anything, well not quite. Slashing and Piercing attacks are a different story. A Characters DR is effective at certain levels, all depending on who is attacking them. A normal gun man will find their bullets bouncing off the chest of someone like Gohan or even Videl (eventually). But if Cell were flicking/throwing bullets at them it would be a different matter, or if someone were firing an advanced high tech weapon like a rail gun at them. Beings with obvious super human strength (including having the feat) are able to reduce the effectiveness of a characters DR when wielding a melee weapon. The attacker (hero or villain) may apply their strength bonus against the defenders DR rating when wielding a weapon. If their score is equal to or exceeds the persons DR rating then their DR is effectively reduced by 1/4th its normal amount against the attack.

With ranged weapon they need to be thrown weapons for this rule to apply. Guns and such are too low tech and lack any power to really bypass the characters DR unless they normally do, do a lot of damage. A tank round or missile is something that a DBZ character would have to contend with, but their speed and Deflection ability allows them to either catch the projectile, dodge it, or survive the blast.

Yes damage from a missile can be blocked by a characters Deflection. In all technicality it's damage is energy based in its explosion. A Deflection easily deals with this.

Characters wielding weapons though are generally rare in DBZ as they can often be broken or taken away rather easily. Even exceptionally strong and dense weapons like Trunk's sword, Tapion's Sword, or even the Z-Sword can be broken. In the case of the Z-Sword, Gohan was using it to try and cut through the densest metal in the entire universe. Gohan and Supreme Kai both felt that the sword was powerful enough to cut through the metal block. They were wrong. Gohan's strength was high, and the special nature of the sword would have probably allowed it to cut through most any type of substance with out so much as dinging the blade, but when up against a substance whose density or in this case its DR far exceeded the maximum possible damage Gohan could have done, the sword broke. Basically Gohan rolled damage normally, but since the DR for the object was more than double the maximum amount of damage Gohan could have done, the damage is then applied to the sword instead, and it is further increased by the object which gets to do an additional amount of damage to the weapon equal to 1/6th its DR rating.

Thus with Gohan he hits the black metal block as it flies at him with the sword and rolls damage, it's of course not enough even scratch the block. The Sword itself has a very high DR rating of its own, but coupled with the damage from Gohan swinging it, and its "resistance damage", along with damage from its momentum, (having been thrown at Gohan), the total damage done exceeds the Z-Sword's own DR rating enough to destroy it, thus breaking the sword.

This rule need not just apply to objects by characters as well. Trunks attacks Super Android 13 with his sword. Super Andriod 13 is a monster with an exceptionally high DR rating. Turnks's own Strength works against him in this regard and the sword breaks.

- ⌚ With Objects its DR must be greater than half of the maximum amount of damage that the attack can do in order for the weapon to be broken. The weapon still gets to apply its DR against the damage to resist being broken.
- ⌚ With Enemies their DR need first meet the Maximum amount of damage that can be done, second the defender may apply their Strength bonus and Constitution Bonus to this total amount. If this exceeds the amount of damage by more than half the weapon takes the damage instead. The weapon still gets to apply its DR against the damage to resist being broken.

Chapter 9

Items & Equipment

The items in DBZ are essentially the same as those found in the d20 Modern PHB. Many items have a unique feature, the ability to be capsulized to be more portable. However getting a capsulized item is not a cheap thing, even though they are common placed.

You can only get certain things capsulized, some things are too small for this process and others are too large. For example you can get a capsulized trunk to carry water in but you couldn't get a sports bottle to be capsulized. Vehicles and even small homes are often able to be capsulized. Master Roshi's home is what's known as a capsule home. At the push of a hidden button, Roshi can turn his small island home into a small portable form allowing him to up and move at a moments notice. Many vehicles are put into capsule form to avoid having vehicles cluttering up places. Additionally many vehicles come in either 1 of 2 types, land vehicles like we have now a days, or air vehicles, which fly much like a helicopter, but are safer.

Any items that are capsulized are products of Capsule Corp. Capsule Corp is the only corporation on the face of the planet capable of making capsule items (a closely guarded secret known only to the Brief's family.) However the corporation also makes more than just Capsule items, (capsule items are only produced at the companies main headquarters by Dr. Briefs himself.) The corporation is known for making robots, as well as every day appliances.



Capsule Corporation is the primary supplier of just about everything in DBZ short of food. Their technology is second to none, and can take a house and turn it into small portable capsule, thus the name Capsule Corp.

Getting your Capsulized Items

This is an easy thing to do depending on how you wish to work money in your game. If you're using the rules outlined in the d20 Modern book, then it's a simple thing.

Storage Items

- ⌚ Small: Small storage items include things the size of a back pack to things the size of a child's toy box. A cooler that one would take on camping trips is one such storage item. Items of this size have a Purchase DC increase of +2.
- ⌚ Medium: Medium storage items include things the size of a hope chest, or trunk, to a normal refrigerator. The purchase DC for items of this sized to be capsulized is +4.
- ⌚ Large: This is generally the limit to storage item size with out it becoming a structure. Items of this size include some types of refrigerators, trailers, garbage bins, and anything that occupies an entire 5ft area or 5ft by 10ft area. The Purchase DC for things of this size is +6.
- ⌚ Anything larger than large has a Purchase DC increase of +2 to the previous amount.

Structures & Vehicles

- ⌚ In the d20 Book listed under "Life Styles" in the "Equipment" section, there is a table out lining the Purchase DC for different types of housing. To get Capsulized versions of each of these types o housing, go down the list and add a cumulative +5 to the Purchase DC of each. So if you want a home the size of a Small Condo to be capsulized it would have an over all Purchase DC of 33. While if you wanted one the size of a Large Condo it would have a Purchase DC of 40.
- ⌚ Most capsule homes, not to mention most homes in general in DBZ are round in shape and have plenty of windows. Additionally anything that is put into a home that is capsulized remains there when the home is returned to its original stated. Nothing is damaged or anything.
- ⌚ A small note. Any character with a Capsule home should have insurance for it. Capsule Corp. would obviously offer such a thing for their products. Capsules are scanned and everything in the home is accounted for when the policy is drawn up. Yamcha often forgets to get insurance for anything he gets, which intern eventually ends up getting damaged or destroyed at some point.
- ⌚ Vehicles are handled in the same way as structures. Generally any vehicle that is a capsule vehicle is an air vehicle. Although land vehicles are common, they are slowly becoming less main stream except to transport goods. The Purchase DC for vehicles is +5 for motorcycles, and a +10 for all cars, trucks, and water vehicles (essentially anything classified as a "Civilian Vehicle"). Air vehicles automatically have the capsulization feature as they are produced only by Capsule Corp. Additionally all air vehicles are capable of hovering.

Air Vehicles

Name	Crew	Pass	Cargo	Init	Maneu.	Top Speed	Defense	Hardness (DR)	HP	Size	Purchase DC	Restrict
Air Car	1	3	150lbs	-2	-1	398 (39)	10	5	34	H	32	Lic (+1)
Air Car (Sport)	1	1-3	100lbs	-2	+1	540 (54)	10	5	34	H	40	Lic (+1)
Air Bus	1	12	5 tons	-4	-4	248 (24)	8	5	50	G	37	Lic (+1)
Jet Bike	1	1	---	+1	+3	555 (55)	12	5	18	M	30	Lic (+1)
Jet-copter	1	1	250lbs	-4	-4	600 (60)	7	5	28	G	42	Res (+2)

Air Car: This is essentially a normal family car. It holds a total of 4 people including the driver.

Air Car (Sport): This is a sports car. It's sleeker and faster than normal air cars. Many police air cars are of this type so they can keep up with other air sport cars.

Air Bus: Although it is not really a bus, it is a general term used to describe it. It has seating for 6 people including the driver, and has a large section for hauling things in as well as carrying additional passengers if needed. Bulma uses this to carry the Z-Fighters around in at times, specifically during the Android saga and the Imperfect Cell saga.

Jet Bike: This is a flying motorcycle. It has incredible acceleration and handling. These are often used in races and are popular amongst younger people.

Jet-Copter: This is designed for long distance flying at high speeds. These are in fact not true helicopters, but they have a very similar body design. They are only available for use to certain individuals due to their high speed, and are often only available to diplomats, military, and the rich. Military versions often have weapons mounted on the hull, plus they have better armor (more HP).

Note that in DBZ, most vehicles generally have a bubble canopy and have something of a 50's-60's sci-fi look to them. They look as they do for practical reasons however, mainly because of they need to hover and fly is taken into account for their design along with stability.

Technology Levels

The world of DBZ boasts advanced technology not seen on our world. This does not mean that the same level of technology exists on other worlds. In some cases, technology is unheard of, while in others it is incredibly advanced. A cultures level of technology plays a part for characters who craft items. Technology levels are not governed to an entire planet, but can be. In some cases one region of a planet is not as advanced as another. And I yet other cases only certain groups or organizations have access to high levels of Technology. Technology levels of areas or planets in general provide an adjustment to any craft or repair checks made by a character.

However in some cases it provides a penalty. This is all in relation to the level of technology that the character is used to dealing with. Bulma is used to being around all of the advanced technology that Capsule Corp has. As such her Tech Level is advanced because of this. When she comes into contact with Frieza's technology, she is able to adapt to it quickly enough since it's at a level equal to Capsule Corps, but since its alien technology she has a hard time figuring things out.

Earth of this setting has advanced technology. Frieza's organization has advanced technology as well. Namek has no technology; however they are still very advanced in their technology which is organic in nature. The chart below out lines the bonuses and penalties for encountering technology below ones abilities or above them. Alien technology automatically provides a -2 penalty to dealing with it.

Tech Type	No Tech	Very Low Tech	Low Tech	High Tech	Advanced Tech	Very High Tech	Futuristic Tech
No Technology	+0	-2	-4	-8	-16	-32	-64
Very Low Tech	+2	+0	-2	-4	-8	-16	-32
Low Tech	+4	+2	+0	-2	-4	-8	-16
High Tech	+8	+4	+2	+0	-2	-4	-8
Advanced Tech	+16	+8	+4	+2	+0	-2	-4
Very High Tech	+32	+16	+8	+4	+2	+0	-2
Futuristic Tech	+64	+32	+16	+8	+4	+2	+0

A person's Tech Level is based upon the characters Knowledge (Technology) skill's total bonus, or the level of technology of a planet. The chart below should help you with this. Although this does not

mean that the person's level of understanding of technology is on par with everyone else's. Thus when a character's tech level is not at a level with that of what's on the planet they are judged upon their understanding of that technology in comparison to everyone else. Here is an example: Bulma's Tech level is Advanced. Her level of understanding is beyond that of most normal beings; however her tech level is right even with the level of technology of the planet.

Gohan is an exceptionally bright person, however his understanding of technology is not on par with Bulma's, his tech level is Low. Earth is a High Technology planet, with diverse spacing of level of technology based upon the region. For Gohan's region of the planet, it is a Very Low Tech region, so his understanding is above that, but below that of the planets level. Gohan's understanding of the planet's technology is average for most people.

Skill Bonus	Tech Level	Understanding
+0	No Technology	Moronic
+5	Very Low Tech	Below Average
+10	Low Tech	Average
+20	High Tech	Above Average
+30	Advanced Tech	Genius
+40	Very High Tech	Great Genius
+50	Futuristic Tech	Super Genius

Determining a persons level of understanding is simple. Take the planets over all tech level and see where the person's personal tech level falls. The number of spaces between the two determines the adjustments made. If there are no spaced between them then the characters personal tech level determines their level of understanding. But every space between their personal tech level and the planets over all tech level, if it's greater than the persons, provides a penalty. Here is another example for you. When Goku was a kid he had no understanding of technology, he had no tech level, his understanding was moronic. (A TV bewildered him.) However with time, Goku's understanding of technology grew. Goku's tech level eventually gets to Very Low, even though the planet is High. There is 1 space between Goku's tech level and the planets tech level. Goku's understanding of technology is still moronic, as the space lowers his understanding by 1.

The levels of understanding is not necessarily a bad thing so much as it shows how well you understand technology in general. Almost everyone in the DBZ universe has the Knowledge (Technology) skill, and it can be used untrained, and they all have at least 1-5 ranks in it. This skill plays a big part in understanding all of the technology around them. Characters like Bulma, Vegeta, Trunks, and Gohan tend to have a better than average understanding of the planets technology.

And if this is way to complicated for you, then just cut out the rule from your game. I add it only to try and help you to show diversity of technology in your games, which DBZ tends to sport.

Advanced & Alien Technology

At some point in time your going to want to throw out Frieza and his goons, or villains no par with Frieza's organization. The items listed below are ment to be used by Frieza and his thugs, however this does not mean that the characters can not get their hands on the equipment themselves or have someone in their group make equivalent of them. Bulma eventually does this with the Friezaian body armor that Vegeta sports on a regular basis. In addition to this there are the various other little pieces of equipment that the

characters have, like Goku's gravity training space ship, the dragon radar, Bulma's interstellar communications equipment, Vegeta's gravity training room, and Gohan's Great Saiyaman watch.

Note that I will also provide info as to the Craft Skill's associated with the item. I will try to cover as many technological items and vehicles as I can, but don't get angry just because I don't cover on in particular.

Scouter

The Scouter is an item that is common to everyone in Frieza's organization. This allows anyone using it to scan the surface power level of anyone that can be seen through its eye piece. The scouter is a small item that fits over the left ear, and has a lens that covers the left eye. It has a single button on its side which allows it to save scanned power levels of individuals, as well as track their whereabouts. The scouter essentially provides its user with the Sense Power skill, with 10 ranks in it (can be more if desired, but never greater than 20 ranks). However it is easily fooled by a Hide Power check and will automatically not pick up on any hidden power. So if a character has a power level of 8,000 and they hide their power level, reducing it to 5,000 the scouter will only pick up on the 5,000 and not the rest of that hidden energy. The Scouter is an Electronic item and requires a Craft (Electronic) check. Its technology level is advanced; as such it is an advanced item. The item is not for sale, and is issued as standard equipment for all of Frieza's men.



Wrist Blasters

Not one of the more deadlier things a character will face, these weapons are given out to all of Frieza's men with very low power levels, generally those who are unable to fly or control their energy. These weapons are often connected to scouters to help regulate the amount of energy needed to attack with. These weapons have an equivalent Power level of about 300-500, with a proportionate power up rating. It fires a burst of energy, or a single beam (its only 2 settings). It has no effects however. The weapon automatically powers up each time the trigger is pulled, the energy fired in the attack is regulated either by adjusting controls on the weapon (a standard action), or by pressing a button on the scouter if it is connected to one (free action). As a full round action the character can choose to perform a charged shot, which will deplete all of the energy in the weapon, this



allows it to use its entire power level for damage, but if it misses then the weapon is spent of its ammo. The weapon has an internal power supply that can recharge on its own or be put on a charger. On its own it regains energy at a rate equal to its power up per hour. Using a charger it regains all its energy in an hour. These are generally worn on the right wrist allowing a person to easily use their scouter, but if worn in the left wrist then using the scouter to switch between setting is no longer a free action but a standard action. Making this item require the use of the Craft (Electronics) skill, and the Craft (Mechanical) skill. This item is made with advanced technology, as such it is an advanced item. Creating one of these requires 2 separate skill checks. These weapons are not for sale.

Type: Beam/Blast; Damage Dice: 1d6's/1d4's; Effects: None. Minimum Power Range: 5, Maximum Power Range: Equal to Power Up. Power Level: Roll 3d10, and multiply the number by 10, +200.

Frieza's Armor

This is the most basic style of body armor that Frieza provides his forces. There are in fact 2 types of armor available, the Battle Armor and the Fighting Jacket. The Battle Armor provides protection to the torso, shoulders and groin. The Fighting Jacket protects the entire body. The type of armor that Napa is seen wearing is Battle Armor, as is Vegeta initially. Different types of body suits are worn under this armor. Some are nothing more than Speedo's, while others are like wetsuits and cover the torso, upper arms and legs. Then there is the full body suit. These have not real function except as being apart of the uniform. They are form fitting and 1 size will stretch to fit anyone of any size. (Think of Mr. Fantastic's costume from the Fantastic 4 comics produced by Marvel comics.) The Fighting Jacket is nothing more than a vest; however its appearance is moot do to its level of protection.

All battle armor styles have an internal Deflection that is always on. Its handy to have when you are the subject of a sneak attack and don't have time to raise a Deflection of your own. (Note though that the armor's Deflection and the character's Deflection do not stack, but is still usable. You subtract energy from one before you go to the next. In addition to its defenses against energy attacks, the armor also provides a degree of protection against physical attacks. The armor does not encumber a person in anyway, nor does it hinder their movements, although battle armor does to a degree. Bulma eventually starts making Fighting Jackets for the Z-Fighters after spending some time looking over the armor that Vegeta, Krillin, and Gohan had. Each type of armor can only take so much punishment before it is rendered useless. Each armor type has its own HP rating, damage is subtracted from this first before it is taken from the character. When an armor's HP is reduced to "0" it is useless even though the character could still be wearing most of it. When armor is essentially destroyed its DR, Defense bonus, and Deflection are lost. Gloves and boots are also standard issue and come in a couple of different designs.



Name	Internal Deflection	Defense Bonus	DR	Armor Penalty	Weight	HP
Battle Armor	400	+4	6	-2	1 lb	40
Fighting Jacket	800	+2	8	-0	½ lb	20

Weighted Clothing

This is one of the Z-fighters favorite ways of training, particularly Piccolo, and Goku's. Weighted clothing is equal to about 4/5th the characters weight (or 70%). Goku is first seen in DBZ wearing a total of 120lbs. Goku is about 5'10" to 5' 11" and weighs about 175-180lbs. The weight must be within 5lbs of this limit. So if Goku weighs 175lbs, and you figure that 70% of his body weight is 122.5lbs. So Goku's weights are well within this limit. A character must wear weighted clothing for about 1 year religiously before they gain any real benefits. While wearing the weighted clothing the character's power level is reduced by 35%, and however after wearing the clothing for a year the character's other stats are normal. However before that a character's speed is reduced by 1/2, and their Strength & Dexterity is reduced by 4.

After 1 year of wearing this heavy clothing, the character's stats increase by slightly when it is removed. The character's Strength, and Dexterity increase by 2 points, and the characters Speed increases by 10 points. Additionally the characters power level returns to normal. Weighted clothing becomes useless for a character once their Strength score has gone above 30, or they gain the Super Strength advanced feat. At which point the weight is insignificant enough that their bodies hardly notice it. Weighted clothing on the other hand does act as a form of body armor or the character, but its not much. The character gains a +1 Defense bonus when wearing weighted clothing. Weighted Clothing is available to be purchased, although it generally needs to be specially made for the person. It has a Purchase DC of 12.

C.C. Space Suits

Eventually your characters are going to head out into space, and lets face it, anything can happen which may have them floating in space. So it's a good idea that if they have a Spaceship, that they should also have Space suits. Capsule Corp Space Suits are the best you can get. The suits provide a person with a near unlimited air supply (through a oxygen storage cell and recycling system). They are sturdy, and can double for diving suits if needed. Additionally they have magnets on the feet allowing a person to walk about on their ship or on a metallic structure without floating away. Lastly, anyone who can use their energy can still do so without fear of firing of an energy blast that ends up burning up the persons gloves. The suit is easy to use, and does not hinder a person's movements by much. This is much lighter and durable than conventional space suits.

Name	Defense Bonus	Non. Prof. Bous	DR	Dex Penalty	Speed Penalty	Weight	Purchase DC
C.C. Space Suit	+5	+2	3	-4	-10	20 lbs	23

C.C. Spaceship

Capsule Corp of course has space ships. In the past these ships were only more advanced than the ones we have, but after Dr. Briefs had a chance to analyze and study Kame's spaceship, as well as the Saiyan's space pods (what was left of Napa's and Goku's old one), Dr. Briefs came up with some new technology that became the staple for the Z-fighters space ship. These space ships are capable of being outfitted for anyone's needs including gravity training of up to 100 times Earth's normal gravity. These ships often have only 2 compartments. There is the main hold which is large enough to allow a character to move about freely in and train, although they have to be careful not to blow a hole in the wall, although the ship does have a force field system, it isn't as strong as some of the energy blasts a character might fire off. (This force field is not exterior and interior when increased gravity is being used. The shield essentially generates a 1000 point deflection.) The second area is living quarters. This area is located beneath the main level. (The ship occupies 50ft/50ft area, and is like a giant ball with rockets on it.) The ship can easily hold a large number of people in it although it may not reach escape velocity because of this. Speed is a redundant thing as these ships can reach new star systems in a matter of days rather than years and centuries. These things are not for sale however...beside, think about just how expensive it would be to buy one of these.

Name	Crew	Pass	Cargo	Init	Maneu.	Top Speed	Defense	Hardness (DR)	HP	Size
C.C. Spaceship	1	N/A	40tons	-8	-8	N/A	4	30	100	C

Saiyan Space Pod

These things are designed to carry a single Saiyan (or 2 if needed), to any destination they desire. These small baseball looking ships are capable of traveling between star systems in a matter of days. They generate an energy shield around the outer hull to protect the ship from debris; it also allows it to fly right through small asteroids with out harm to the ship itself. The ship's shields generate a 500 point deflection when active, the energy also transfers into damage dealt as well form collisions. In addition to this it has an almost unlimited air supply, and a rejuvenation system. This system automatically stabilizes the occupant's vital signs, and slows their respiratory and circulatory functions to stop bleeding. It then accelerates the bodies own recover by only a little (regains HP as if aided.) The rejuvenation system also puts the occupant into a stat of suspended animation to a degree. The space pods are very easy to use, so easy in fact that a Saiyan with an IQ equal to ground beef could operate one. The ships often have a remote control that will call the ship to the Saiyan's exact location.



Name	Crew	Pass	Cargo	Init	Maneu.	Top Speed	Defense	Hardness (DR)	HP	Size
Space Pod	1	N/A	None	+0	+3	N/A	10	5	25	M

Bionics, Cybernetics, & Robotics

In DBZ, bionics and cybernetics often work in tandem with organics and in some cases mimic organics perfectly. First things first, I'll cover the 3 main area's for you.

- ⌚ Bionics: Bionics are not quite actual cybernetic enhancements. Bionics are used to replace limbs with realistic technological versions. These are often grafted to a person's skeletal system and boast equal or greater strength than that normally found in a real limb; that is in some cases. A person with a Bionic can easily move about in the world with out drawing attention to them selves. Sometimes these limbs have hidden weapons or are outfitted to allow a person to use their energy. In some advanced cases, a person is artificially given the ability to wield energy similar to that of the Z-Fighters. In these cases the person's body is made up of both biological material and technological material. Androids 17 & 18 are like this. They are both humans who have undergone heavy bionic reconstruction. They are in fact not true Androids, but are in fact enhanced humans.
- ⌚ Cybernetics: Cybernetic replacements are obviously mechanical in nature and generally boast greater strength and capabilities than a bionic replacement. They are generally attached to a person in much the same was as bionic replacements are. In some cases, cybernetics' allow a person to wield levels of energy that they could not before. A person, whose body is more machine than flesh is called a cyborg. Frieza underwent heavy cybernetic reconstruction after getting cut in half by his own energy disk, and after surviving the destruction of Planet Namek. Dr. Gero is also a cyborg, whoever the only thing biological in his body is his brain.
- ⌚ Robot: A robot is a completely technological construct. Robots have no biological parts. Robots often boast incredible strength and durability. Highly advanced models are classified as androids due to their resemblance (passing or exact) to humans or humanoids.

Bionics and Cybernetics are replacements for when a character loses a limb or section of their body. They allow the character to live a fairly normal life or a completely normal one. How advanced these things are, is based upon the level of technology available. The level of technology essentially sets how complicated and intricately made a cybernetic, bionic, or robotic thing is.

- ⌚ No Technology: There are no cybernetics, bionic or robotics in this area. The best a person can hope for is a crudely made metal hook. Bionic's & robotics are not possible.
- ⌚ Very Low Technology: Wooden or plastic limbs that resemble real ones to a degree. They have limited motion with wires and crude joints. They are held on with straps and are easily removed. They are uncomfortable as well. Strength is less than that of the original limb. Bionic's & robotics are not possible.
- ⌚ Low Technology: Plastic limbs that resemble real ones. These limbs have a better range of motion but still operate via wires. They often have a better appearance and sometimes have mechanical hands that are able to simulate a normal hand's actions to a degree. Strength is still less than that of the original. Some bionics are possible, but are limited to pacemakers, and certain other medical implants to help regulate a body's functions. Small robots are possible but are often nothing more than toys, or are complex enough to perform simple jobs (often radio controlled like a police robot.)
- ⌚ High Technology: Limbs are a bit more realistic and come close to mimicking a person's original strength. They are capable of greater range of motion, and come very close to mimicking a normal limb's range of motion and dexterity. Bionics are more complex and include some types of implants like artificial eyes, hearts, ears and so on. They come very close to mimicking the originals' capabilities but are not perfect. Robotics are more practical, and are used in a variety of industries, some are small and vacuum floors, while others may be a bit more complex and are used in the military for various purposes. Robots have a limited degree of AI and can only do as they are commanded.
- ⌚ Advanced Technology: Limbs are capable of fully mimicking a the original limb in every way including beings who are unusually strong and fast, although there are still limits to what the limb can handle. Bionic's are used to mimic many of a body's functions should the original organic one fail for any reason (with the exception of the brain). They are often as good as the originals, although in some cases they are even better. Robots are very complex and have a greater range of AI, allowing them to make complex decisions and in some cases to mimic human emotions. Robots are often human like in appearance but can be equally very robotic like in appearance. Robotic-cybernetics are also common. They are stronger than normal cybernetic limbs, but they are obviously robotic in appearance.
- ⌚ Very High Technology: Limbs can be made to boast incredible strength and durability beyond that of a normal limb, they also can allow a person to use energy. Bionics are capable of mimicking practically any of a body's normal functions. Some bionics can allow a person who does not know how to use energy to be able to mimic the ability. Robots are very complex and can easily pass for human. They have better AI and can make their own decisions. They can also be made to be able to mimic a person's ability to use energy.
- ⌚ Futuristic Technology: Everything is incredibly high tech. Techno-organics are possible as is biotechnology. Cell is an example of a being made up with biotechnology, while Meta-Cooler is a being made with techno-organics.

The tech level at which a cybernetic, bionic or robotic thing is made, determines its ability score bonuses (if any), or its level of AI in the case of some robots.

Cybernetics & Bionics

Tech Level	Bonuses
No Technology	None, there is no real technology present to construct an artificial limb or perform the surgery needed to

	implant bionic parts/pieces.
Very Low Tech	Strength and/or Dexterity remain reduced to what every the are when the limb was lost. They regain the use of some of their skills but are at a -8 to dealing with anything that requires any amount of manual dexterity.
Low Tech	Strength and/or Dexterity are raised by 2 points, but this should still be less than the amount of points lost in either one (at least 2 points less). The person is at a -4 when using any skills that require manual dexterity and/or feats of strength. Bionic replacements are limited to certain medical things like pacemakers, these provide a +2 to bonus to any appropriate applications (like Fort saves).
High Tech	Strength and/or Dexterity are raised by 4 points, but should still be less than the amount of points lost in either case (at least 1-2 points less). The person is at a -2 when using any skills that require manual dexterity and/or feats of strength. Bionic replacement's are more complex, and just better all around, provides a +4 bonus to any appropriate applications.
Advanced Tech	Strength and/or Dexterity scores are returned to normal, even if the individual has greater than normal strength (Limited to 30 however). Bionics are equally advanced and completely restores a persons original biological processes (as if they had never lost anything, +2 bonus to any and all applicable checks). Robotic-Cybernetics' are also possible, Strength is improved and the person gains an increase in DR.
Very High Tech	Strength and/or Dexterity scores are far greater than normal, or they completely restore a beings exceptionally high scores (scores above 30). Bionics are far greater than before and now provide a +4 bonus to any applicable checks.
Futuristic Tech	You possibly have a limb or other various body parts replaced with techno-organic or biotech parts. They perfectly mimic the original, but are much more efficient and durable. They are capable of repairing themselves quickly, and need no maintenance.

Robotics

Tech Level	Description
No Technology	None Possible.
Very Low Tech	None Possible.
Low Tech	Not very complex, often nothing more than children's toys. Robots that are actually commonly used in society often fit into these 3 categories and have the following statistics (none are capable of acting in an independent fashion): ⌚ Industrial: Stats are rolled like a Human's. They however have no Constitution score. May select 1 Industrial mecha traits. ⌚ Domestic: Stats are rolled like a Human's. They however have no Constitution score. May select 1 Domestic mecha traits. ⌚ Military/Law Enforcement: Stats are rolled like a Human's. They however have no Constitution score. May select 1 Military/Law Enforcement traits. These robots are generally of Small to Large Size, and Techie characters can construct these robots. All of these robots are remote controlled. (See the construction modifiers below for details on construction of a robot.)
High Tech	These Robots are much more complex and are capable of acting independently from an operator, but they still require the input of instructions to follow, other wise they will just finish their last task and then wait for their next set of instructions. ⌚ Industrial: Stats are rolled like a Human's. They however have no Constitution score. May select 2 Industrial mecha traits. ⌚ Domestic: Stats are rolled like a Human's. They however have no Constitution score. May select 2 Domestic mecha traits. ⌚ Military/Law Enforcement: Stats are rolled like a Human's. They however have no Constitution score. May select 2 Military/Law Enforcement traits. These robots are generally of Small to Large Size, and Techie characters can construct these robots. These robots do not need to be remote controlled. They often require orders in order to perform their functions. For example, if you tell the robot to clean the floor, it sets out to clean the floor as best it can. The robots lack any real intelligence and are not very perceptive nor are they charismatic. They do as they are told and put themselves away when their done.
Advanced Tech	Advanced Robots are capable of making complex decisions, and do not necessarily need input from a person to do a job. If they see a dirty floor, they clean it, not waiting for an order. ⌚ Industrial: Stats are rolled like a Human's. They however have no Constitution score. May

	select 4 Industrial mecha traits. ⌚ Domestic: Stats are rolled like a Human's. They however have no Constitution score. May select 3 Domestic mecha traits. ⌚ Military/Law Enforcement: Stats are rolled like a Human's. They however have no Constitution score. May select 4 Military/Law Enforcement traits. These robots are generally of Small to Large Size, and Techie characters can construct these robots. Bulma's home has several of these types of robots in it. They do as they are told, and are capable of taking actions on their own. They are perceptive and can emulate emotions to a surprising degree. Android 8 (or Eighter as he is called) is an advanced type robot. His tech level is not as high as that of Androids 13-20. This tech level essentially covers all of Dr. Gero's Androids 1-12. These robots often have some sort of feature that makes them recognizable as robots, like bolts in the neck or a mechanized voice, or their abnormally large.
Very High Tech	Very High Tech robots are the epitome of robotic technology, at least for this time and era. Robots are very human like and can simulate as many emotions as a human can. They are also capable of independent thought, although they still must follow their basic programming. ⌚ Industrial: Stats are rolled like a Human's. They however have no Constitution score. May select 5 Industrial mecha traits. ⌚ Domestic: Stats are rolled like a Human's. They however have no Constitution score. May select 4 Domestic mecha traits. ⌚ Military/Law Enforcement: Stats are rolled like a Human's. They however have no Constitution score. May select 8 Military/Law Enforcement traits. These robots are generally of Small to Large Size, and Techie characters can construct these robots. Androids 13-16 and 19 are all very high tech robots created by Dr. Gero. These robots are exceptionally human like and are often constructed to resemble humans in almost every way. They can easily pass for human on the streets.
Futuristic Tech	A Futuristic robot is essentially a robot from at least 10 years in the future. Futuristic tech levels are still on par with those above, but they often have more resources to draw upon, and are much more advanced than the other tech levels of the past. Futuristic robots have their normal tech level, plus the classification of "Futuristic" with it. All robots that are futuristic gain an additional 2 mecha traits.

Mecha Traits & Flaws

These are things that all mech, or robots have. Robotic-cybernetics also allows the selection of these, but to a limited degree. Cybernetic and Bionics on the other hand do not. Traits improve upon the robots capabilities, such as increased intelligence, strength, energy scanning, and unlimited power. On the other hand, flaws add weaknesses to the robot. A robots tech level also restricts what they can have. Some tech levels automatically give robots flaws. The list of Traits and Flaws are available below. Mecha traits can not be purchased with CAP's or XP. However some traits can be further enhanced by spending CAP's and XP. This is generally with more advanced robots. If a flaw has a tech level listed with it, it automatically gains that flaw. Traits and Flaws will mention how they impact each of the 3 types of robots. (And just to let you know, Dr. Gero's Androids are considered military robots.)

All Robots automatically start off as Medium sized things. They also all initially have a DR of 5. Also all industrial and military/law enforcement robots automatically are able to lift things as if they were 1 size class bigger than they are (as if the had the Super Strength advanced feat.).

Robotic Flaws

Name	Tech Level	Description
Limited Mobility	Low Tech	The robots ability to move about is limited in some way. <u>Industrial:</u> Robots of this time are often limited to travel along rails on the ground and ceiling. Some cases have the robot stationed in 1 place, where they can not move from. <u>Domestic:</u> These robots are often confined to travel with in a certain area, such as ones home, or place of business. The robot can not leave this area. Some cases have the robot stationed in 1 place, where they can not move

		from. <u>Military/Law Enforcement:</u> These robots combine the 2 aspects of industrial and domestic robots depending on the area of the base. Some cases have the robot stationed in 1 place, where they can not move from.
No AI	Low Tech	No robot is capable of independent action. They often have a series of programs and functions which they perform to the letter. They are capable of being radio operated by a person aside from being able to take programmable instructions. With out any instruction or someone controlling them, they do nothing at all. Robots with this have no Intelligence, Wisdom or Charisma scores, Skills, or Feats. It can only perform skills that are programmed into it, the level of skill which the robots performs is proportionate to the programmer's use of that skill. The robot also must be able to perform that skill, other wise they can not act.
Specific Function/Job	Low Tech & High Tech	The robot is designed to do a specific job. <u>Industrial:</u> These robots are built so that they can build things. Often found in factories, these robots are part of a group, each with a specific task. Some are welders, others hold parts together, and some are capable of doing multiple jobs at once. Factory robots are all made to use the Craft skill; that is particular aspects of it. Dock worker robots are designed to lift and carry heavy materials although they are found in more places than just ship docks. They have a +10 to Strength, and 3d10 more HP, along with a DR of +2. Their Dex is reduced by 5, and Speed to 15ft. <u>Domestic:</u> These robots are generally limited to cleaning and performing other house hold chores. Some can prepare food and drinks. In a restaurant type setting the robot performs the same duties as well as taking orders for food and drinks. These robots are perceptive to a degree. They retain their Wisdom score, but at a -4. <u>Military/Law Enforcement:</u> These robots are often designed to perform specific tasks. The are generally equipped with a camera, and small claws for manipulating things. Some robots are equipped for bomb disposal purposes, others are used for exploring hazardous places. And some are outfitted to be able to use weapons. Depending on the job, the robot automatically gains either the Careful Handler trait, or the Weapon Use trait.
Small Sized	-----	The robot's size is small sized. Its Strength and Dexterity are reduced by 1d4+1 points. It's HP is also reduced by 50%. This also limits any weapons that can be carried on or in it to either 1 medium weapon or 2 small ones.
Piloted	-----	The robot first must be of large size or bigger. The robot requires a pilot in order to be operated. This is common for many military robots and heavy lifting robots. The robot is piloted like a vehicle, only it is capable of combat using its stats. Robots are generally piloted like a tank, although they are a bit simpler to operate. The pilot uses their Piloting skill for all skill checks when in a robot.
Limited Power	-----	The robot's power supply is limited in some way. Some require an external power supply via a plug, or they use fuel, or they absorb energy some how. The robot gains something akin to a Power Level, called Power Supply. If the robot is plugged into a charger it's supply of power is unlimited, until its unplugged, at which point it loses power. To start some Robots have an internal Power Supply of 3d6x3 points (+15 per size above medium). They lose power at a rate of 5 points per action (and movement, not including flying), (20 per minute on average, +5 per size above medium). However so long as they have a constant source of power they can remain active indefinitely. Battery Powered Robots often have a certain number of points in their batteries from which the robots drains energy. Since there are multiple battier types, the number of point of power they provide is proportionate to how long they last. Tiny batteries used in toys (AAA to 9volts) are not usable as they along can not provide enough energy. However Batteries used in large camping flashlights, car batteries and other such batteries can provide longer lasting power. ⌚ Small Batteries: 1 hour of power, or 300 points of energy.

		⌚ Medium Batteries: 2 hours of power, or 600 points of energy. ⌚ Large Batteries: 3 hours of power, or 900 points of energy. ⌚ Huge Batteries: 4 hours of power, 1,200 points of energy. The robots size impacts not only the size of the battery it can use, but its drain on that battery (Battery sizes are limited though). The sizes listed are proportionate to the size of the robot. However if it uses a smaller battery then divide its time/power by the number of sizes it is below the robots size. So if a Colossal robot was using a Huge battery it could remain active for about 120 minutes, or 2 hours. It drains power at a rate of 25 points per action though. When gaining this you need to decide of the robot will have an internal/rechargeable, external, or battery power supply. Alternatively the GM may wish to come up with an alternative power governing system, like allowing the character to simulate exactly how a human powers up and recovers with out loosing total power (so they can keep moving even if they use all their energy.)
Weak Body	-----	The Robot's physical structure is weaker than most other robots, but it is much lighter, and can move faster. The robots HP& DR is reduced by 50%, (no lower than 1). Speed is up by 5 points , and it's dexterity is up by 2 points.
Limited AI	High Tech	The robot is capable of making some decisions on its own, but is limited to a degree that it still requires instructions to follow, other wise it will complete its task and do nothing else unless it has several tasks to complete, but once they are all done the robot will wander around, or perform any other task it wishes to until issued a new order. The Robot's Intelligence, Wisdom, and Charisma Scores have a limit of 10 each. They may not exceed this. The robot can not gain feats, but does get 10 skill points to put into skills that pertain to its function/job.
Glitch	-----	The robot has some sort of glitch or problem that causes it to act odd on occasions. This glitch may cause the robot to suddenly sing folk songs, or it may cause it to go berserk. Glitches are fairly unimportant in the long run, and act to add a bit of humor or personality to a robotic character. This is GM controlled thing as well. A glitch can be almost anything you want it to be, with in reason. A glitch is a hindrance of sorts for a machine, and is not ment to be very helpful, if ever. If you want to have a glitch for your robot, discuss it with your GM as to what will cause the glitch and what will return things to normal. If it provides a bonus or a penalty then it also must be discussed.
Robotic Appearance	-----	The robots appearance is still that of a machine, so much so that they can not pass for human regardless of what they do. This can be due to abnormal size of limbs, the fact that it has only 1 "eye", or something else. The charisma of the Robot is limited to 10; its Charisma related skills are all considered to be cross class skills. (Only available for these tech levels: Advanced Tech, Very High Tech, & Futuristic Tech.)
Gentle	-----	The robot is unusually gentle and hate's fighting and hurting things. This is often not what it was intended for. The robot, regardless of its tech level (only available for these tech levels: Advanced Tech, Very High Tech, & Futuristic Tech) refuses to participate in combat. This does not mean that the robot is not capable of fighting or defending itself. It gains a +4 to its Charisma, (regardless of limitations already imposed), but it suffers a -4 when in combat. However if it is fighting to defend itself, or for a cause that is in line with what it believes is right then it may ignore this penalty. Android 16 is an unusually gentle robot. He refuses to participate in any combat, but when Cell is awakened this changes as he knows just what Cell is. Android 16 loves nature, and admires life in general. Cell is a parasite that lives off these things, and destroys them. Android 16 is easily motivated to fight to save these things from Cell, as such he is able to ignore his penalties when fighting Cell.

Unlike flaws, the tech level listing for traits denotes that a robot must be of that level in order to select it. (With flaws the tech level listing denotes that any robots of that level automatically have those

flaws.) Flaws allow a robot to select additional traits, its on a 1 for 1 basis, although some traits count as more than 1 selection. With automatic flaws there are no additional traits gained.

Robotic Traits

Name	Tech Level	Description
Durable	-----	The robot's outer structure is tougher than that of others. This can be due to armor plating, tempering, rare alloys and so on. The robot's DR is increases by 5 points per selection.
Scanners	-----	The robot is equipped with specialized scanning equipment which allows it to scan for certain things. 1 type of scanner is a radar while another type of scanner is an infrared scanner. The robot uses its scanning equipment by making a Use Computer check, (DC varies and depends on what is being scanned.)
Greater Strength	-----	The robot boasts incredible physical strength. The robot gains an additional 5 points to their strength score per selection. Limited to Industrial and Military/Law Enforcement robots.
Greater Speed	-----	The robot is capable of moving with astonishing speed. The Robot's base speed is increased by 10 points per selection.
Greater Reactions	-----	The robots ability to react and respond is greater than other robots. The robots reflexes are increased by 5 points per selection.
Increased Size	-----	The robot is bigger than medium size. Each size increase provides the following bonuses and penalties. ⌚ Large: +1 Strength, -1 Defense, +1d12 HP, DR +2 ⌚ Huge: +2 Strength, -2 Defense, +2d12 HP, DR +4 ⌚ Gargantuan: +4 Strength, -4 Defense, +4d12 HP, DR +8 ⌚ Colossal: +8 Strength, -8 Defense, +8d12 HP, DR +16 Each selection of this increases the robots size by 1.
Emulation AI	High Tech, Advanced Tech, Very High Tech, & Futuristic Tech	The Robot is capable of learning and growing mentally like a human can. As such the robot can select hero class levels and advanced class levels. However they require 20% more Xp in order to increase their levels in the class(s). The Robot must have an INT score of at least 10.
Absorb Energy	Advanced Tech, Very High Tech, & Futuristic Tech	The robot is out fitted to absorb energy in some way. It must be decided upon creation as to what type of energy it can absorb. The list is as follows: Electricity, Ki, Sun Light, Moon Light, etc. The robot essentially gains a Power Level equal to the amount of energy absorbed, although they have do have a limit as to just how much energy they can absorb. If they have a Power level of 10,000,000 then they can absorb up to 10,000,000 points of energy. They also have a Power Up rating which determines how much of that energy they can draw upon at once. This is determined in the usual fashion. Unfortunately the robot's normal actions still eat up energy (unless a cybernetically enhanced). Robots that can absorb ki, absorb energy from living characters. They can do this by either blocking an energy blast (Standard reflex save, but rather than dodging they can choose to absorb the energy.) Or they can attempt to grapple their target. If they make a successful grapple they may begin absorbing the persons energy at a rate equal to their Power Up rating divided by 3. This is per round that the grapple is maintained. Should the character loose all of their energy in this way they need to make an save for Massive Damage. If they make the save they loose half of their remaining HP, if they fail they are reduced to 0 HP, but are not quite dead yet. Alternatively a robot that absorbs electricity can absorb the energy of any other robots including ones that absorb ki (as it is converted into a usable form of energy for the robot.) This counts as 3 selections.
Unlimited Energy	Very High Tech, & Futuristic Tech	The robot is out fitted with a perpetually regenerating power supply. This effectively gives them an unlimited source of energy. This power source type provides the robot with a Power Up rating, but no Power Level. They

		automatically have enough energy to perform every day functions and can go with out sleeping or eating if desired. Their power up rating allows the robot to perform a range of functions and actions beyond that of most other machines. While they do have an unlimited supply of power, there is only so much that they can draw upon at a time and there is a maximum limit of energy that their capacitors can handle. This amount is equal to the characters Power Up x5. The robots Power Up does not increase like how a normal human's does and as such it requires the robot to undergo upgrades. Aside from that the robot's Power Up is determined by first creating a Power Level, and then dividing the amount by 5. The robot can never exceed this limit. Example: Android 18 has a power up of 6,000,000. She can power up 5 times giving her a power level of 30,000,000. Normally this is the max for any normal character, and once they use up this energy they need to rest. If Android 18 uses up 8,000,000 points from her max of 30,000,000 she can power up again restoring 6,000,000 points of energy, and again after that bringing her to her max again. This counts as 6 selections. The Limited Power Flaw may not be taken with this, nor can this be selected if they already have the flaw.
Apply Energy	Advanced Tech, Very High Tech, & Futuristic Tech	Prerequisite: Must have either the Absorb Energy, or Unlimited Energy traits, or must have an equivalent power level above 100. The robot is capable of developing techniques and using energy like how a human can. They can use it to fly with out the aid of thruster, they can fire off energy waves, and can even raise a deflection.
Techno-Organic	Futuristic Tech	A robot with this is made out of living metal. The robot's body is capable of regenerating itself, and is highly resistant to damage. Meta-Cooler is an example of a character who has a techno-organic body. The character gains the following alterations to any robotics that they have: ⌚ +15 Strength ⌚ +10 Damage Reduction ⌚ +10 Defense (Natural) ⌚ Integrated Deflection: Always has a deflection raised to stop energy attacks with 4d6x100 points of energy in them. ⌚ Regeneration: Can instantly regenerate any part of its body that has been removed as a full round action, it also costs 100 points of energy. Regains HP at a rate of 5 per round. Should it take an amount of damage equal to 3x its Damage reduction, the body shatters and can not regenerate. ⌚ If the robot does not have a Power level/Power up they have one now, however it is not infinite, and is limited. The robot automatically gains the Limited Power flaw, The robots ability to draw on energy is like that of a human, or they are given only so much power before they require a recharge form an external power source. This counts as 6 selections. (This coupled with the Apply Energy trait allows the robot to be like Meta-Cooler.)
Biotech	Futuristic Tech	This is exactly like Techno-organic but is the complete opposite. This is what Cell is, an organic robot of sorts. The Robot is completely organic, but often does not resemble a human in the traditional sense. The robot has at least 1 feature that sets it apart from any normal human, although they can pass for normal even with this. For some this can be pointed elf like ears, odd eye, hair or skin color, or an additional appendage like a tail. In either case Biotech robots gain the following alterations: ⌚ +10 Strength ⌚ +10 Dexterity ⌚ +5 Damage Reduction ⌚ +5 Defense (Natural) ⌚ Power Level and Power Up ratings like that of a normal human. ⌚ Regeneration: 5 HP per round. Regrows lost limbs and body parts at

		a rate of 1 inch per minute. It can regenerate as long as 70% of its body is intact. This counts as 6 selections. (Cell is a very unique type of robot, as such Player Characters that are modeled after him should not be as powerful as he is.)
Scouter	Advanced Tech, Very High Tech, & Futuristic Tech	The Robot gains the benefits of being able to sense and read Power Levels, however this is as if they have an inbuilt Scouter. The robots ability to sense/read power levels has a ranking of 10-40 points depending on how intricate their scanners are. (Roll 3d10, take the number gained from that and add 10 to it to get your listing.)

Additional Notes

Unlimited Energy: This along with the Absorb Energy trait can allow a robot to exceed their energy limitation. Essentially the robot gains an additional power supply that they can draw from, this adjusts their Power Up as well [the robots Power Up rating is multiplied by 1.5]. So if Android 17, has a Power Up of 6,000,000 then he has an equivalent Power Level of 30,000,000. Now if he gains the Absorb Energy trait he can now absorb additional energy allowing him to have an actual power level. Now 30,000,000 of that is energy that he will never lose [this is his base], he needs only power up again after he's used some. Now if Goku fires off a 2,000 point energy blast, and Android 17 absorbs it, then his power level increases to 30,002,000. He has an additional 2,000 point of energy he can use as he sees fit. He can also power up by 9,000,000 points allowing him to draw on power much more quickly, although he is still limited to the base of 30,000,000 unless he has absorbed a vast amount of energy as is.

Cybernetics and Bionics again stand to enhance specific aspects of a normal human or alien character. Below is a chart outlining what can be selected. Remember that cybernetics replace missing body parts while bionic's are enhancements upon a character's existing physical capabilities. Before a selection can be made a character must gain the advanced feat: Use Cybernetics/Bionics.

Use Cybernetics/Bionics

You are able to select Cybernetic and/or Bionic enhancements.

Prerequisite: In order to select Cybernetics you must be missing at least 1 limb or a portion of your body. With Bionics you need only be alive to gain them and willing (or unwilling in some cases) to have intricate and invasive surgery done.

Benefit: Once selected you may select Cybernetics and/or Bionics. If the character is capable of using energy it can be enhanced or in some cases hindered, or impossible to use all together with out becoming a Full Cyborg. Selecting this feat once allows a character to gain either cybernetic enhancements, or 2 Bionic ones, or they may gain 1 robotic trait (from a specific list) regardless of cost. Selecting a robotic trait automatically reduced the number of Bionics a character can have, although Cybernetics are still gain able. The number of Cybernetic enhancements is dependent upon how much damage is done to the body. A Full Cyborg is a character who has lost more than 80% of their body. A character can be reduced to nothing but a brain and be a full cyborg, however if they lose that last bit then it's good by to the character.

Special: This can be selected multiple time for bionics and gaining robotic traits, each time allowing an additional 2 bionic selections or 1 robotic trait. A person can have no more than 8 bionic enhancements or 4 robotic traits. This is selected only an additional time with cybernetics if the character desires a limb capable of doing more than its original, like having a weapon built into it. Once a character has replaced at least all limbs, and their torso they are considered a Full Cyborg. Their head can be replaced also, but not the brain. A full cyborg is essentially a military grade robot, but with out any AI, but if the head is damaged significantly then the character can die instantly, even if the damage would normally not be enough to do so.

Cybernetic Replacements

Name	Description
Limbs	Replacing a missing are is common. Below are the different versions available depending on their tech

	level. ⌚ Very Low Tech: The limb's crafted at this level are not very sophisticated and are often very crude in how they look. The character essentially gains a hook for a hand, or a peg leg. If they are missing the entire arm, they can not get it replaced. The character can only "grasp" large objects with their hook, and they are at a -6 to any attempts made to do so. This is on top of any other penalties that they may have. ⌚ Low Tech: Strength and/or dexterity are restored by at least 1-2 points from what they were reduced by with the loss of the limb. (10% restoration of mobility.) The limb entire limb can be replaced now with one that moves via wires and responds to certain muscle movements. Hands can be claws or semi-realistic looking hands, feet and legs are the same in some ways although they are not good for running or moving quickly with. The person however still has no tactile sensations, and is at a -4 to any actions performed with the limb, on top of any penalties they currently have. The character is capable of writing with the replacement, but does not have fine motor control with it and can not perform complex and/or delicate activities, such as disarming a bomb, or repairing a computer. ⌚ High Tech: These replacement limbs are more mechanical in nature and restores a characters Strength and/or Dexterity by at least 4 points (a 50% restoration of mobility). The character can return to some semblance of a life they once had. Hands open and close like a normal one, and legs are more dependable allowing a person to move quickly and even run with them. The character still does not have any tactile sensations in the limb, although they are at only a -2 to performing intricate activities and actions. ⌚ Advanced Tech: The character's ability scores are fully restored and they are capable of acting as how they once did before they lost the limb. They suffer no penalties to actions either. The character also has some tactile sensations restored, but they are dull, and not what they once were. To this end a character will know if someone is touching them or if they have been hit in the limb, but not how hard nor will they register any pain form a hit to the limb. Characters with exceptionally high ability scores (30+) still retain a penalty and reduced ability score, (Strength and/or Dexterity are restored by 6 points, 75% restoration of original mobility, they still suffer a -2 to performing intricate activities and actions.) ⌚ Very High Tech: The character's ability to use their cybernetic limb is above what they could normally do. The character is slightly stronger or faster than they once were (+2 to Strength and/or Dexterity. +5 to the character's speed as well if it's a leg. Additionally if the character had an exceptionally high ability score (30+) it is fully restored as well now. Tactile sensation is all but fully restored although pain is still not felt in the same way it once was, that is they don't feel pain but will know discomfort if a cybernetic limb is hacked off or pierced. ⌚ Futuristic Tech: The character's limb can be replaced with a completely organic one (a clone/genetically engineered replacement). This perfectly mimics the original limb. Techno-organic replacements are possible as well. If these ones are cut off they need only be held to the stump for a round and they will be reattached. They regenerate any damage dealt to them (1 per round to that limb only), and are exactly like a normal organic limb, but do boast greater Strength and/or Dexterity (+4 regardless of already having a high ability score, +10 to speed if a leg.)
Torso	When a character's torso has to be replaced their arms and legs are automatically replaced as well, however this is only I severe cases. It is possible for a torso to be damaged, and gain some minor repairs to it. Such a thing would include artificial rib cage, plates and possibly replacement of a person's entire digestive system or respiratory system. Cybernetic enhancements to the torso are automatically categorized as Advanced Technology and/or greater than this. There are different levels of severity for the Torso: ⌚ Minor: This would involve heavy reconstruction of bone work with metal plates, or replacements, some organs are removed as well and replaced with highly efficient artificial ones. (These replacements all work like the originals, and provide a +1 bonus to Fort saves.) The character also gains a DR of 2. ⌚ Major: Major replacements involve replacing the bones making up the torso with a metal casing, many organs are also replaced, most systems are replaced, like the entire digestive system (which is more efficient now and cuts down on wasted nutrients.) (These replacements all work like the originals, possibly better, and provide a +2 bonus to Fort saves.) The character also gains a DR of 4. ⌚ Severe: This requires total replacement of the Torso, and due to this the arms and legs are also replaced. The brain and head are left largely intact, but the had can pre replaced as well leaving only the brain. The character no longer has a Constitution score, but they do not tire, their body

	requires energy to function, and is for any purposes a robotic body. The brain or head is all that is left that is organic. The body can appear more machine or can appear as how it once did (covered in synthetic flesh). If attacked and a critical hit is rolled, the attacker can choose to specifically target the head. Instead of doing additional damage the character makes their normal damage roll for the head. If this damage is greater than 10 (including DR reduction) then the head is severed from the body, although the brain is not destroyed, but can be if desired. With this specific case create a Robot Character, but base the physical ability scores and mental scores off that of the character's original body, although the physical scores are going to be higher than that of the originals. (Not including Constitution.)
Weapon / Equipment System	This is restricted to a degree based on the tech level. The artificial limb has a built in weapon of some sort. Weapons of Very Low to High technology would have weapons that use solid round ammunition, (a shotgun could be built into the arm, or a machine gun into a leg). With these types, ammunition is either internal or external. Internal ammunition requires 1 hour to 30 minutes to reload, but the fact that the limb is a weapon is concealed (+4 to disguise & Bluff checks). External ammunition has a clip that sticks out of the limb making it obvious as to what the limb actually is. Although the size of the clip denotes how obvious it is or whether or not it is kept in the limb. (The rules for loading/reloading a weapon apply to this type.) Now weapons of Advanced to Futuristic levels are energy based and work along the same principles of the Wrist Blaster, although it usually boasts a greater amount of energy or allows the person to be able to focus their energy through it, thus allowing them to use techniques with that limb again. If they take the Robot Trait: Apply Energy, then they can use the limb for this purpose. Normally a person can not channel ki through an artificial limb or item unless it is built to allow for this to be done. So if an adult Gohan from a future Earth gains a cybernetic arm to replace the one he lost to Androids 17 & 18, he would have to make sure that it has the Robot Trait: Apply Energy, so that he can focus his energy through it. An alternative to ranged weapons of course is melee weapons. The tech level also applies here. Very Low and low tech versions have external weapons only. However High tech and up can have weapons that extend and retract into the limb. In some cases the weapon is nothing more than a dagger, but advanced versions can have a long sword pop out of the back of a person's arm, it just folds up and retracts back in when not in use. This is also yet another GM controlled thing. Lastly, just like melee weapons, the person can instead have tools that they have in their limb. This can allow a person to have a built in computer into an arm, and the fingers turn into different plugs so they can hack other computer systems and so on. Again whatever you want is up to the GM.
Enhanced Bio Systems	Some of your natural body's functions have been cyber-enhanced, in that there is a visible change in your appearance to denote a cybernetic enhancement. You may have a rage metal plate on one side of your face with a glowing red eye that allows you to see in infrared, or you have this. Or maybe you have a metal plate grafted to your chest, on which is a vent that allows you to breathe, but it also can filter out any known allergen gas, and air born toxin. Sure you're starting to look a little like Darth Vader, but at least things like nerve gas can't bother. The exact nature and extent of your enhancements should be discussed with the GM. Optic enhancements allow for up to 2 different features to be used (Night vision, Infrared, targeting system, etc.) Any other biological enhancements can only have 1-2 different features depending on the complexity of what is wanted, like an NBC filter would be a single feature. Only Advanced tech levels and up can have these. Each tech level above advanced allows for 1 more feature to be added as the technology used shrinks to allow for more enhancements and to be less conspicuous

Selecting Cybernetic parts is more under the control of the GM than the player. Let's say that the player wants to make a character similar to Android 20, Dr. Gero. The GM has already decided that the game is going to be high powered, in that characters will start with very high power levels, somewhere in the ranges of 5,000,000, and 20,000,000. With power levels this high, the GM decides to allow the character to be a full cyborg who's body was made with Very High technology. The Player now sits down and creates a military grade, Very High tech robot body. The player first rolls up his ability scores as normal, then adjusts the physical scores based on his Robotic body. He then picks his Traits and Flaws and is done. The GM decided to force his character to have the Limited Power flaw. In this the GM decides to have it that his energy is regulated like a humans, he can power up about 5x a day, and must rest for 1 hour

to regain his power up rating in energy. To this end even if he uses up all his energy, his body will still function (reserve power cell), but he can not use any techniques. And since he is pretty much a robot he doesn't need to worry about enhancing his optical abilities or getting an NPC filter put into his chest. He can get robotic traits now to fill in things he may have wanted like built in scanners.

Bionics are much more diverse than Cybernetics. They are internal enhancements to a person and are generally never obvious. A bionically enhanced arm has the person's original arm taken and given artificial muscles, and skeletal re-enforcement. The outer skin and bones are generally all still there. Specific organs can be replaced, like the heart, or a lung, with out any outward change in appearance. Below is the list of different bionic enhancements that a person can get. Some may require constant monitoring or maintenance, although this is generally only with low tech levels.

Name	Description
Sub-dermal Armor	Available to only Advanced to Futuristic Tech levels. The person has a mesh weave of surgical composite materials to make the persons skin denser and capable of resisting damage. The strength of the armor is dependent upon the tech level in which it is grafted to the person. The armor also repairs itself as the person heals from damage. The armor is not made from any metallic alloys but is akin to taking a rhino's hide and putting it underneath a person's skin. Once in place, this can not be changed. ⌚ Advanced Tech: The person gains a DR of 5 and a +2 to their Defense. Has an auto-deflection of 100 (automatically blocks energy attacks with 150 points of energy in them or less). ⌚ Very High Tech: The person gains a DR of 10 and a +4 to their Defense. Has an auto-deflection of 300 (automatically blocks energy attacks with 300 points of energy in them or less). ⌚ Futuristic Tech: The person gains a DR of 15 and a +6 to their Defense. Has an auto-deflection of 600 (automatically blocks energy attacks with 600 points of energy in them or less).
Enhanced Strength	Available to only Advanced to Futuristic Tech levels. The person's strength is enhanced in some way; this is generally through replacing muscle groups with artificial muscles which are denser than normal ones. Additionally the skeleton has to be re-enforced with different polymers to allow for the support of incredible weights. Once in place, this can not be changed. ⌚ Advanced Tech: The person gains a DR 1, and a +4 to strength. ⌚ Very High Tech: The person gains a DR 2, and a +8 to strength. ⌚ Futuristic Tech: The person gains a DR 3, and a +16 to strength.
Enhanced Speed	Available to only Advanced to Futuristic Tech levels. The persons ability to move quickly, (running, dodging, etc) is enhanced through the application of artificial muscles. Once in place, this can not be changed. ⌚ Advanced Tech: The person gains a +5 to Speed, and a +2 to Dexterity. ⌚ Very High Tech: The person gains a +10 to Speed, and a +4 to Dexterity. ⌚ Futuristic Tech: The person gains a +15 to Speed, and a +8 to Dexterity.
Enhanced Reactions	Available to only Advanced to Futuristic Tech levels. The person is able to react with super human quickness allowing them to side step energy blasts and gun shots. Once in place, this can not be changed. ⌚ Advanced Tech: The person gains a +2 to their Reflex saves. ⌚ Very High Tech: The person gains a +4 to their Reflex saves. ⌚ Futuristic Tech: The person gains a +8 to their Reflex saves.
Medical Enhancement	This essentially covers getting any type of medical item that needs to be placed in the body to govern something. Such things include a pacemaker, artificial heart/lung/stomach. This generally covers the replacement of 1 specific organ or gaining something to regulate its activities. These exist in tech levels Low to Futuristic. This does not include gaining a donor organ which does not count as a Bionic enhancement. The tech level does determine how efficient the bionic enhancement works. This is generally something between a +2 to a +12 to what ever checks may be necessary (Fort saves).

The tech level at which a bionic enhancement can be gained is based upon the societies tech level and/or the person performing the operations tech level. Dr. Gero has a tech level of Very High tech, as such any thing he makes is generally going to be at this level. All of his later Androids (13-20) are of this tech level. Specifically Androids 17 & 18. They are both bionically enhanced humans. Their bionics are at very high tech, and they have a few robotic traits as well, such as an unlimited power supply, apply energy ability, and an internal scouter.

When a character gains bionics it can be 1 thing at a time or all at once, it depends on what the GM allows. Once a bionic system is in place it can not be taken out and replaced, however medical bionics can be removed and replaced. The Damage Reduction for Sub-Dermal Armor and the one gained from Enhanced Strength do stack. When a character gains bionics the GM must come up with a tech level for the person performing the surgery and one for the level of technology available to work with. Again since Dr. Gero has a tech level of Very High he also has equipment that is equally advanced since he makes everything himself.

To this end all of the components and artificial things put into the humans that were Androids 17 & 18 are at a Very High tech level. But If he were limited in his resources, like building an android at Capsule Corp and not his specially designed lab then the tech level of components put into his subjects would be reduced to what is on hand. (Although he could take time to enhance on these things bringing them up to his level, but that takes a lot of time.)

Now I know what some of you are thinking, “What about purchase checks for all this?” This is no different than buying computer components and the like. Simply put, if you really feel it is necessary to put a purchase check on cybernetics, bionics and robotics, base them off of those that a Techie would make to build a robot and go from there. Money isn’t something that is really dealt with in DBZ. Additionally the characters have always fallen back on rich Bulma for any specific technological needs. Take teen Gohan’s costume watch for example. Bulma built that thing in about 4 hours. And it can cloth a person in a costume based on the same materials as the Saiyan battle armors that she had made for the Z-Fighters during the Cell games.

Now Bulma just gives this thing to Gohan. No money down, now payment plan. And for something like this, if she sold it, it would be worth at least as much as one of those air cars! In some instances it’s a good idea to have the players have at least 1 contact who is supremely rich and can fund an activity for them, such as saving a friends life through cybernetic enhancing, or bionic enhancing a character to fight a particularly nasty enemy.

And if you’re still looking for mecha things then checkout d20 Mecha for all your mecha needs. Alternatively use the rules in BESM d20, and d20 Mecha to make your cybernetics and such if you do not care too much for these rules.

(While Cooler is an example of a Full Cyborg, Frieza is an example of a cybernetically enhanced being. Frieza’s lower torso, legs, tail, left arm and part of his face are all robotic enhancements rather than actual cybernetic ones. This was primarily done on purpose to make him more menacing and to attempt to increase his power level beyond his past limitations.)

CAP Cost

Each cybernetic and bionic enhancement/replacement does cost caps. It’s a flat 10 caps per enhancement/replacement (except for medical bionics). With robotic enhancements it costs an additional 5

CAP's. This is also has a unusual rule in that other characters can spend their own CAP's to gain these enhancements/replacements for you. In this sense the CAP's work like money.

So if Gohan (from Trunk's Future) wanted to get a Cybernetic arm he need only get the advanced feat. Bluma then can spend her own CAP's to construct for him a very high tech arm that would allow him to keep fighting the Androids.

Chapter 10

Advanced Games

There are times when a character is killed, or when human characters start falling to the wayside as the Saiyan and Namekian characters take the fore front in power. In games were characters either start with extremely high power levels or where a new PC is going to be joining into a group of already high powered PC's, you'll need to bring them up to the same level as everyone else or else their get killed right off the bat.

Starting

High Level

With an adventure that has characters starting at a high level you need to figure the characters base class level and power levels. In addition to this you also need to figure out how many CAP's they should have to gain their various abilities.

- ⌚ First have the Players roll up their characters as normal. Give them a base Class level of 5 to start.
- ⌚ Next determine an appropriate increase in class levels. This should be based loosely on the characters age. Children see only a +1d3 increase in their class levels.



Goku and Trunks get ready to face off against Cell. Trunks is a late comer in the game and gets to have a higher power level than most of the other characters.

Teenagers see a $+1d4+1$ increase in their class levels. Adults see a $+1d6+2$ increase in their class levels. And then any character over the age of 30 see's a $+2d4+3$ increase in their class levels.

- ⌚ After that you will need to figure out each characters power level. Have each player determine their character's power level as normal. Now have them divide their class level by 3 (round off decimals to the nearest whole number). Add that number as a number of zeroes to the end of the characters starting power level. So if a character has an initial power level of 150, and they are level 10, they would have a power level of 150,000.
- ⌚ Lastly there are the CAP's. This is easy to do. Take the characters class level, and multiply it by the number of numbers in the characters power level, then multiply that number by 2. So if a character is level 10 and has a power level of 30,000,000 then they would start with 120 CAPs.
- ⌚ Of course use any method you prefer the above are just suggestions.

New High Level Character

Death eventually comes for all characters at least once in DBZ (except for Gohan who lucks out). Or in some cases a player gets tired of their old character or maybe their old character is just being left behind by some of the more powerful characters. Its times like these that a player options to have a New character jump in. There are a couple of ways of doing this.

- ⌚ If creating a new character, the new character should be on par with the strongest character in the group, but not quit at that level. For example, when Trunks was introduced he was purposely more powerful than Frieza due in part to his history and the fact that Goku is the most powerful character in the group although he is not present at the moment. Goku's maximum power level of 20,000,000 as a Super Saiyan. Trunks's power level is not as high as Goku's, but enough that he can turn Super Saiyan and deal with Mecha-Frieza with ease. To figure the characters increase in power level take the most powerful character in the groups base power level and subtract 15% from it. This is the new characters starting power level. So Goku with his base power level of 10,000,000 would mean that Trunks would have a base power level of 8,500,000. It's high enough for him to turn Super Saiyan, and as a Super Saiyan he has a Power level of 17,000,000. He easily has enough power to deal with Frieza and his father (which were plot characters to introduce him and never anything more than that).
- ⌚ Out of game training is one way of vastly increasing a characters power level. This is something that should always be approved of first by the GM. The GM and the player(s) sit down and decide how much training will be done "off camera". In that this is training that does not take place during a normal game session or is just decided upon by all to have taken place. This speeds up the game allowing things to progress much more quickly. The GM and players determine how much time is spent training, how hard they train and if they train with anyone else. The GM then consults the rules for training and gaining experience. After which the GM awards any earned experience points and/or CAP's to characters. Having weaker characters train with more powerful characters is a way of building up a lot of experience quickly for that character. Gohan is a prime example of this. He starts with a low power level only in the upper thousands when his father returns to Earth. After his training with him and Piccolo for 3 years, Gohan is on the verge of turning Super Saiyan.
- ⌚ One other way, and a quick one at that is to take the number of zero's that make up the main villains power level (after the first coma) and add those to the end of the characters class level. So if the villain has a power level of 40,000,000 then you would add 6 zeroes to the end of the hero's class level. If the hero has a class level of 14, then they have a power level of 14,000,000.
- ⌚ Issuing CAP's can be a bit of a problem in some cases. So for Feats the character should start with an additional number of feats and advanced feats equal to their Over all level divided by 3. This gives them a decent number of feats with out going to overboard.

- ⌚ With Skills see the rules of XP spending in the GM section. Alternatively give the character a number of points equal to their over all level, plus their intelligence modifier multiplied by their Class Level. This should give them a lot of point, but hopefully not too much.
- ⌚ Characters should automatically be considered Familiar with all of their starting techniques, unless they wish to develop one in game or to start with one as unfamiliar.
- ⌚ For CAP's in general use the afore mentioned rules for "Starting High Level". These are spend on various other things like improving on Stats, BAB, Saving Throws and so on. The rules for their increases are outlined in the "Spending XP" Par in the GM section.

PLEASE NOTE

If some of the new rules and clarifications contrast something that is with in this document then it's possible that I may have missed deleting or altering something. Take the new ruling instead and use that unless you are satisfied with the old one. Hopefully the new rules and errata that were added will help your games out more. Also please do not ask me for DBZ characters from the series. I do not have them and do not intend on making them as I would have to do them up as they progress through the series rather than how they stand at its end. What I will do is give a brief over view of some of them.

Famous Faces

Simply put everyone has a different point of view on how these characters stats should be put down. So I'll leave that in the hands of the GM should they desire Goku or Vegeta to show up. All fighting characters are considered to have 20 Class levels with 10 of those being martial artist. Characters like Bulma though do not have martial artist but still have 20 class levels. With feats, skills and such use the afore mentioned rules for determining how many feats and what not they would start with. This is generally good enough.

GOKU: Singly the most powerful character of the series. Goku has levels in Strong, Tough, and Dedicated Hero Classes. Goku's Physical Stats are his highest, all of these stats are high and almost equal to each other. Goku's Mental stats are at about normal levels. Intelligence is low at about a 10 or 11. He has a decent Wisdom and a high Charisma. BAB for Goku is high, as is his saving throws, thus keeping them on par with his ECL advancement. His Power Level is generally the highest in the game, often dwarfing that of certain enemies and even main villains, at the least it comes close to equalling them. As a Super Saiyan 4 though he is virtually with out equal, even against the Dark Dragons which do come close to being his equals in many cases or in the case of Omega Shen Ron actually being his superior for a while. With techniques Goku knows an undetermined number of them including the Kamehameha, Solar Flare, Destructo Disk, Kaioken Attack & Super Kaioken, and Spirit Bomb. As a Super Saiyan 4 Goku's kamehameha has 2 versions, his normal one and his Ultimate Kamehameha which is 10x more powerful than his normal one.

BULMA: A Normal human with decent physical stats. She has a very high Intelligence, normal Wisdom, and a very high Charisma. Bulma has levels as a Smart, Dedicated (very few) and Charismatic Hero. She has levels in any advanced classes that are scientific in nature and include building things. Bulma is a normal human, but is extremely wealthy and has access to an incredible amount of technology. Bulma will also have a Special Advanced feat that allows her to by pass the Skill rank maximum for her Computer Use, Repair and 5 Craft Skills. If the GM should deem it appropriate PC's can gain this as well,

but it will run them 20 CAP's and it has a Prerequisite of an Intelligence Score of 20+, which Bulma exceeds.

OOLONG: Essentially treated as a normal human who just happens to be a pig. He is small sized. His physical and mental stats are fairly ordinary. He has levels as a Charismatic hero. Oolong is not very high leveled. He however makes up for this with his shape-shifting power. He can mimic anyone or distort their appearance. He can not mimic their powers or their voice (not well at least). His physical strength also remains the same regardless of the shape he takes. He can however have size to accommodate him to some degree. Oolong can change into a person, or object, even with moving parts like a motor-scooter. He can only remain in these forms for 5 minutes, after which he must wait 5 minutes before he can transform again. As soon as he transforms he can do so any number of times with in a 5 minute period after which he automatically reverts to his normal self. Oolong is essentially a normal human.

YAMCHA: Yamcha has levels in Strong and Fast hero classes. His Strength and Dexterity are his primary stats. Intelligence is decent, as is Wisdom. He has a fairly high Charisma score though. Yamcha's power level is the lowest of all the Z-Fighters, generally just under that of Krillin or Tien. By the time Majin Buu shows up Yamcha is less powerful than Tien, and Krillin is more powerful than either of them.

PUAR: Much like Oolong in terms of everything. Puar however is a bit higher level with levels in the Dedicated hero class. Puar does not have a time limit with her/his/it's (?) shape-shifting powers. Puar is smarter than Oolong and wiser as well.

MASTER ROSHI: Initially one of the most powerful human beings on the planet. Roshi's stats are evened out all over. He does however have a low Charisma (for being an old codger and a letch) and a very high Wisdom score. Roshi's Power Level is at about 360 or 400. He has levels as a Strong, Fast, and Tough hero. Roshi is no slouch in combat and is beyond that of any normal human (he could take Mr. Satan/Hercule). His combat skills and power level never increase in the series though because he is lazy and old.

KRILLIN: The shortest of the Z-Fighters. Krillin starts off slow being lower powered than the other Z-Fighters, eventually though he becomes the most powerful human on the planet, even more powerful than Tien although the two are probably closely matched. Krillin is small sized, a human dwarf, and has no nose. Krillin has fairly decent physical stats and mental stats as well. An average and well rounded character. With advancement though, Krillin's Dexterity and Strength take the forefront. Krillin has levels in Strong, Tough and Dedicated hero classes. Krillin essentially knows all of the same moves as Goku with the exception of a few.

PICCOLO: One of the few characters to come close to being the equal to any Saiyan. Piccolo's strength is the highest of any of the Z-Fighters at almost anytime (excluding transformation bonuses), his other stats are equally high, his mental stats are high with Charisma being the lowest of any of his scores. After he merges with Kami his Wisdom score drastically increases. Piccolo has Levels as a Strong, Fast and Dedicated hero. Piccolo has as many techniques as Goku.

TIEN: For a while he is the most powerful human in the series. However by the time Majin Buu shows up Krillin is a bit more powerful. Tien has levels as a Strong and Fast Hero. Tien also has some psychic powers. He is also a master of the Multi-Form technique creating clones of himself to do battle.

CHIAOTZU: A small human like Krillin, he is a powerful psychic and a skilled fighter. Chiaotzu hardly classifies as a Z-Fighter although he will give his all in a fight. He knows virtually all the same moves as Tien. He falls out of fighting very quickly after being revived by the dragon balls, after Frieza's first defeat by Goku. His power level though is easily higher than Master Roshi's coming in somewhere in the thousands, but still far less than that of anyone else. He has levels in the Fast, Dedicated, and Charismatic hero classes. His stats are similar to Krillins but a less, he does have a high Intelligence score and Wisdom score which are the mainstays for his psychic powers.

YAJIROBE: He's much like Master Roshi. As far as humans go he is fairly powerful with out knowing anything about using energy techniques. Yajirobe's power level is a bit higher than Roshi's but he never learns to use energy techniques. He is something of a samurai and has several techniques revolving around using his sword. His katana is exceptionally sharp and is very hard to break, a near equal to Future Trunks's sword. He has levels as a Fast and Tough hero. Advanced class wise he has a few levels as a martial artist but has other levels as some sort of swordsman, (if there is such a class, other wise any other fitting class should be used).

KORIN: The cat that lives at that top of Korin's Tower. Korin has some levels as a Fast & Dedicated Hero. He also has levels as a magic user of some sort as well as levels as a martial artist. Stat wise Korin is sort of like oolong, at least you would think that. His stats are pretty high all around with his Wisdom being his highest score. Korin is the only being who knows how to grow Senzu beans. For techniques his are magical based and are essentially spells although he probably could use ki attacks as well. Korin never really shows if he can, but it should be assumed he can. Korin can also fly. Power Level wise his is close to or over 500.

KAMI: The Guardian of Earth for some time up to the end of the Android saga. Kami's levels are like that of Piccolo's, however stat wise he is a bit weaker than Piccolo due to age. His wisdom however is possibly one of the highest scores in the series. Kami has a power level well above 3,000 and he does not need to power up, he draws out what energy he needs. Kami can also teleport using a refined version of Instant Transmission. Kami also can most likely use magic.

MR. POPO: Steward to the Guardian of the Earth, Mr. Popo is a genie. His powers and abilities are a mystery but he is a capable fighter when needed. He is not bound to a lamp like a real genie so its possible that Mr. Popo is bound to the Guardian of the Earth and is capable of passing on that power to another should a successor not be readily on hand. Stat Wise he should be well above that of any normal human, he has a high wisdom and charisma score. He can most likely use magic as well as ki attacks. Power Level wise his is possibly above 500 or just over 1,000. It's difficult to determine this as he is something of an enigma.

CHI CHI: At first she was a little warrior girl with a crush on Goku, later of course it turns out to be more than just a crush and the two are married. Chi Chi has levels as a Strong, Fast and Dedicated hero. She also has several levels as a martial artist. Chi Chi's stats are all higher than that of a normal human making her a formidable fighter, her Charisma is also high as she, like Bulma, is a very attractive woman. Her Power Level is probably close to 300 or so. She has knowledge of physical enhancing techniques but has never learned how to control energy so she can fly, create deflections, or shoot energy blasts.

OX KING: Chi Chi's father, he is a mountain of a man. Ox King has levels as a Strong and Tough hero with most of his levels in those. He has some levels as a Martial Artist. Ox King's Strength and Constitution are beyond that of most normal humans but are not overly super human, he also has a good Charisma score. Ox King is considered to be Large sized. Ox King was trained by Roshi and has

knowledge of physical fighting and enhancing techniques, but like Chi Chi can not use his energy beyond that. His power level is lower than that of Chi Chi's. Ox King generally wears armor and a horned helmet into battle along with a large battle ax.

The Dragon Ball Saga's

Characters made in this style of Saga's will never have power levels beyond 1,000. Generally the Highest a character should have for this level of adventure should be around 600. Games set under this level of a setting are generally introductions of the characters into the world. They are often above average human warriors or are at super human levels of power.

RADITZ: The first powerful alien being that the Z-Fighters face, he of course reveals Goku and Piccolo's origins. Raditz's stats should be like that of Goku's only with a lower Charisma. He has levels as a Strong and Tough Hero. Power level wise his is at about 1,200. It's about equal to the combined power levels of Piccolo and Goku.

SAIYAN GHOSTS: When the Z-Fighters were training they had to fight spectral Saiyans. These Saiyans were less powerful than Raditz and showed just what the everyday Saiyan had for power. Physical stats are generally high with low mental stats. Certain individuals of course had more varied stats. Class wise they generally had Levels as Strong and Tough heroes. Power Level wise they had power levels below 1,000, but above 500. The two that fought the Z-Fighters had power levels equal to 3 of them added together.

GREAT KING YAMA: This man dwarfs Ox King. King Yama is sort of like St. Peter in the realm of the dead. He dresses like an officer worker, as do the trolls & ogers that work for him. King Yama's power level is negligible. His strength is well above 100 and he has fairly high other stats. Class is redundant for him as well. King Yama also has the power to weaken anyone who stands before him, something he does to individuals who are particularly powerful and evil so he can keep them under control and send to hell. He of course is never ment to fight anyone but is assumed to be able to beat virtually anyone who stands before him and his desk. Out side of that it's doubtful he could beat certain individuals.

GOZ & MEZ: The two ogers in charge of caring for Hell (or Hfl). Goz is the strong one, but not too bright. Mez is uncannily fast and smart as well. Stat wise they are both about equal for each other With Goz having a higher Strength, and Mez having a higher intelligence and natural speed. Classes are not necessary, and their Power levels are both under 500.

PRINCESS SNAKE: She is pretty much like a normal human woman only with an exceptionally high Charisma score. She is capable of fusing with her house on Snake Way as well as her Snake Maidens to turn into Giant Snake. She can then breath fire and slither along the clouds that Snake Ways sits upon. (NOTE: Anyone who falls off Snake Way has to either fly quickly up or else they will be pulled down beneath the clouds to hell, which once there they can not pass back through the clouds. They have to find another way back up.)

KING KAI: Also known as North Kai. King Kai is an eccentric being who is powerful in his own right and has extensive knowledge of the martial arts and jokes & puns (generally bad ones). His planet is small but has uncannily high gravity. Training on his planet is like training for 1,000 years because of its gravity which is 10x that of Earths. Thus you gotta be really strong to be able to get used to the gravity there. King Kai's stats don't matter really. His power level is above 3,000 and he has no need to power up. King Kai

also knows how to use the Spirit Bomb as well as the Kaioken attack. He has an exceptionally high Wisdom and can sense virtually anything happening in the universe.

NAPA: General of the entire Saiyan army, Napa looks like Jesse Ventura. He is narrow minded and often complains if he can't destroy anything. Napa is a Strong and Tough hero. He has a high Strength and Constitution score. His Intelligence is exceptionally low below that of a common human but above that of a dog...but not by much. Napa is one of the most powerful Saiyans alive at the time of the Saiyan Saga and possibly before that. Only a few others are more powerful. Those included Vegeta, King Vegeta, and Bardock's team, as well as Bardock. Napa has a Power level of around 4,000 when he faces the Z-Fighters, his power level is easily almost triple or in some cases quadruple that of any of the Z-Fighters. Only Piccolo and Tien have power levels that are about half his level. Goku's normal power level beats Napa's by about 1,000 points when he shows up.

VEGETA: Of the remaining Saiyans, Vegeta at this time is the most powerful (excluding Broly) of the Saiyans, that is until he meets Goku. Vegeta has levels as a Strong and Fast hero. Vegeta's stats are almost an equal to Goku's only he is smarter than Goku and his Charisma score is a bit lower. At the time they face off for the first time Vegeta has a Power level of about 12,000. It explains why Goku had to go to a Kaioken x2. Vegeta's power jumps from there throughout the Namek and Frieza saga's ending at a power level in the millions. Eventually Vegeta hits Super Saiyan and surpasses Goku's power as a Super Saiyan, but only for a while. Vegeta only learns how to become a Super Saiyan 2 and eventually with the aid of a special Byatzu Light enhancing device built by Bulma he is able to transform into a Super Saiyan 4, bypassing Super Saiyan 3 which he never learns to change into. He only gets to stay as a SS4 for a while before he reverts back to normal.

GOHAN: Gohan is introduced the hard way into the life of being a Z-Fighter initially. His first battle sets his heart and he trains harder than almost anyone to become stronger. Eventually Gohan becomes one of the most powerful of all the Z-Fighters Surpassing his father and Vegeta by going Super Saiyan 2. Gohan's level of power is the highest of any of the other characters for a while as he never uses Fusion. Goku and Vegeta are the only ones who's power exceeds his. His physical stats are all high with his dexterity being his higher stat. He is the smartest of all the Z-Fighters having a high Intelligence score. His Wisdom is also very decent and he has a pretty high Charisma as well. He has levels as a Fast, Tough and Dedicated hero. His power level for a while is just above that of Krillin's until it eventually surpasses everyone's for a while. Come Majin Buu Gohan's power level remains the same as how it was when he defeated Cell as he was forced to study more rather than train. After he undergoes training with the Z-Sword his power level more than triples bringing him to a level of power slightly surpassing Evil Majin Buu. He keeps up his training a bit after this but his power level doesn't increase by much.

The Dragon Ball Z: Saiyan Saga's

Characters made for this level of a game never have power levels above 10,000. The only exception would be if any of them know the Kaioken. Generally though PC's should have power levels below 5,000 and be facing main villains with power levels equal to their own or higher (generally never more than 2 or 3 times higher than theirs).

DODORIA: The Fat pink spiky henchmen of Frieza. Although powerful he is easily tricked and eventually killed by Vegeta. Class wise he has levels as a Strong, Tough, and Fast hero. He has a surprisingly high Dexterity, with his other physical stats being as high as one would think. He is not too

bright nor is he very wise. His mental stats are rather low. He has/had a power level of around 20,000 before he was killed.

ZARBON: The other henchmen of Fireza he is easily more powerful than Dodoria. He is also incredibly fixated with his appearance. He is one of the few of Frieza's men who can transform and knows that Frieza can as well. Zarbon's transformation is into a Monster Form that doubles his power level. When Vegeta first faces him his power level is at about 30,000, high enough that Vegeta is able to give him a run for his money and could even beat him. But when he goes into his Monster form his power level doubles. Eventually Vegeta is able to surpass the power of his Monster form and kill Zarbon after learning about Frieza's trump card. He has levels as a Strong, Fast, Charismatic Hero. He has high decent physical stats as well as decent mental stats with his charisma being very high in his normal form. When he turns into a monster his physical stats double, as does his power level, however his charisma is reduced by about 3/4th its normal. He is also more violent in this form as well.

The Monster Form

This is a transformation open for non-human characters or humanoids.

Prerequisite: Must be a non-human character or humanoid. Saiyans, and Namekkians are not allowed to select this. Power Level: 20,000 needed.

Benefit: The character is able to transform into a monster like form. What this looks like is sort of dependent upon how the character normally looks. Often it is the opposite of what the character really looks like to a degree or is an even more grotesque version of themselves, but ultimately the monster appearance is up to the character. Power level is multiplied by 2, and Physical stats increase by 4 points. Speed is also increased by 20 points. The downside to this power is that it comes at a cost in Charisma. The characters Charisma score is reduced by 3/4th when in the monster form. This monster form need not be ugly, but can instead be frightening. For purposes of skills though the reduced Charisma score does not affect skill use, it mainly affects interaction with others often inciting revulsion or fear.

Special: This can only be selected once.

GULDO: The weakest of the Ginyu Force, he is still quite useful. He is however weaker than Gohan and Krillin on a one on one confrontation, and when he faced them he had to face both of them. He has levels as a Tough, and Dedicated hero, although his class levels are rather low. His physical stats are surprisingly high, but nothing above that of Gohan or Krillin. He has a decent Intelligence and a normal Wisdom, he has a low Charisma as well. His power level is below 40,000. His main power comes from his ability to slow or stop time. However to stop time he has to hold his breath. It runs him 10 points per round that time is stopped. He has a limit on how long it can be maintained based upon how long he can hold his breath. He also has a variation on this where he can freeze an opponent or opponent that he can see in place. He has to spend 100 points per round they are to be frozen. The target remains frozen exactly where they were, even if they were in the air. He can use other power and techniques while using these powers. His main problem though is that he is a coward when facing someone more powerful than him. Targets frozen with his second power get to make a Will Save against a DC equal his will save bonus, plus half his class level, plus 10.

RECOOME: He is the juggernaut of the Ginyu Force. Recoome a very strong and fast and he is also smart, but not too smart. His Strength is very high, higher than that of Vegeta's, greater than Piccolo's. His Dex and Con scores are decently high. His mental stats are at about normal levels. His speed is also unusually high. He has a power level above 60,000. He has levels as a Strong and Tough hero. Recoome meets his defeat at the hands of the vastly more powerful Goku, but is killed by Vegeta.

BURTER: As Recoome is the strongman, Burter is the speedster. His physical stats are high, and his mental stats are decent with his Charisma being nothing above an 11. His speed is incredibly high, we're

talking 100+ normally without the use of Flight to move at mach speeds, although he uses that as well. His Power level is a bit higher than Recoome's as well. He and Jeice are friends and have a couple of techniques that they use together. Like Recoome he is beaten by Goku, but killed by Vegeta.

JEICE: Jeice is kind of the all in one guy. His physical stats are fairly high, and his mental stats are decent as well, he also has a high Charisma. His power level is above that of Recoome but a bit less than that of Burter. Class wise he has levels as a Fast and Charismatic hero. Jeice is killed eventually by Vegeta.

CAPTAIN GINYU: Ginyu is the leader of the Ginyu force and is of course the most powerful of the group, that is until he faces off against Goku and has a mental break down. Ginyu proves to be a challenge for Goku in only one respect; he can switch bodies with anyone he fights. He damaged his real body and swapped with Goku leaving Goku's spirit and mind in his damaged body and he in Goku's the only downside to Ginyu's power is that he has to relearn how to use that person's energy, in that he has to learn how to really power up, otherwise he can only do a few things like flying and use physical abilities. Ginyu has levels as a Strong and Tough hero. His stats are fairly high, almost akin to Goku's. His mental stats are decently high as one would expect of a leader. His power level is only at 130,000 that's 30,000 less than Goku's. Changing Bodies requires only an expenditure of 1,000 points of energy, and he has the make a roll to hit with his attack like as if he were firing an energy blast. His opponent though suffers a -4 to any reflex saves and such to get out of the way. They also suffer a -8 to any checks to notice that this is not a normal energy blast, if they have seen it used before they do not suffer this problem. Ginyu can use this power in any body, but it has a verbal component to its use as it is partially magical in nature as the target gets no defense against it. If he gets stuck in a body where he is unable to speak he can not use the power. This happens when he gets stuck in a frog's body, once there he was trapped until Bulma used a device on him to allow him to talk again. He then gets trapped back in the same frog body after taking over Bulma's body. Ginyu's voice also follows him into whatever body he possesses.

Posing

This is an option for Bluff Checks. Its meant to lull and opponent into a false sense of security, which it does. Using this option is a full round action, and the person makes a Bluff check. This check is against the targets Wisdom score +10. If using on a large group, add up all of their Wisdom scores and divide by the number of people that are viewing it, then add 10 to it. So if Gohan as the Great Saiyaman has 7 enemies watching him, as well as a dozen cops and Videl, you would add up the wisdom scores for all there. So if the bad guys had a general Wisdom Score of 11, Videl has a Wisdom of 16, and the cops a general score of 13. All together we got a number of 246; now we divide that by 24 (round off result); this gives Gohan a Bluff check DC of 20. So what happens. If the check is made Gohan gets to make a single surprise action against his enemies. While the person can pose as much as they like the benefit from doing so can generally only be done once against a group of opponents that initially see it. It can be tried again against the same group, but the DC goes up by 5 points each time its tried as they catch on to the trick.

NAIL: The powerful Namekkian warrior who looks very much like Piccolo, only nicer. Nail's stats are pretty much exactly like Piccolo's although he should be a bit wiser and smarter. His levels should also be the same. The only difference between the two is their Power Level. Nail has a Power Level of 400,000; almost an equal to Frieza's first form.

DENDE: The Namekkian child who becomes one of Gohan's friends and eventually Guardian of the Earth. Dende's stats are like that of an ordinary human, however he has high mental stats, his Wisdom is his highest. Class wise he has levels as a Dedicated & Charismatic hero with advanced class levels in some healer type of class. Dende's power level is high enough to allow him to fly when he is initially met, after Guru

awakened Dende's hidden potential he also passed on some of his own power. Dende's power level then jumped to 10,000. His power level increases with time from there although there is no real mention on just how high it gets come the end of DBGT.

GURU: The Eldest of all Nameks. Guru is a massive Namek who was reaching the end of his life to begin with. Frieza's rampage ended up killing Guru, breaking his heart. He was later resurrected because he did not die naturally, he then died sometime after Frieza was defeated. Stats and levels don't really matter with him. He is incredibly smart and wise, he can heal injuries and unlock the hidden potential of anyone who he senses it in. Guru eventually passes on the remainder of his power to another Namek.

NAMEKKIAN DRAGON BALLS: The Namekian dragon, Porunga is more powerful than the Earth dragon Shenron. A person can be resurrected any number of times, and it can grant 3 wishes, but with resurrections it can only restore to life 1 person per wish. The wishes need to be made in the Namekkian language as does the summoning chant. The first wish made with Porunga restored Piccolo to life, and subsequently Kami and the Earth dragon balls. The next wish brought Piccolo to Namek. The Earth dragon balls were used to summon Shenron who resurrected everyone that Frieza and his men killed, except those killed by Vegeta. The last wish with Porunga teleported every living thing on Namek to Earth, except the new SS Goku and Frieza. These dragon balls are usable again about every 180 days as the planet Nameks years are shorter than those on Earth.

FRIEZA: Frieza is the first true monster Goku has to face, it teaches him a lesson that with some opponents his kind heart is a burden. Frieza's physical stats are all above 25, his mental stats are all fairly decent as well. He has levels as a Strong and Fast hero. In his normal form or his 1st form if you will he has a power level of 500,000. Frieza has a total of 4 forms including his normal form. Each form increase the power level of the previous form. Form 2 increase it by x2; Form 3 increases it by x3; Form 4 is x4. So Frieza's second form has a Power Level of 1,000,000. The third has a Power Level of 3,000,000; and his fourth form has a Power Level of 12,000,000. His physical stats increase by 3 points with each transformation.

The Dragon Ball Z:

Namek to Frieza Saga's

For games in these style of settings the characters should have power levels starting off at close to or over 10,000 and should reach into the hundred thousands or the millions by its end.

GARLIC JR.: The Evil little tyrant who is immortal. He is capable of opening a dimensional rift to a place called the Dead Zone. He was fought once before by Piccolo and Goku. If too Gohan's incredible power and rage to defeat him then. It again took Gohan to defeat him the second time. Garlic's normal form is a small child sized form that shouldn't fool anyone. His physical stats are like that of a human adult in excellent physical shape, his mental stats are decently high. However when he transforms (Monster Form), his size easily increases to that of a Large sized juggernaut. His physical stats of course all increase because of this. Garlic had a Power Level of about 520,000 in his normal form. When he transforms that doubles. His power level is also augmented by the power of a very particular star that is easily visible in the sky, it comes around ever few hundred years or so and increases the powers of evil beings. This increase's an evil beings power by about 10x their normal. When destroyed, the power that Garlic had been using to hold open the Dead Zone was lost and he was sucked in again.

Immortal

As an immortal Garlic Jr. will never age from the point he made the wish. He also can never truly be killed. Any injury dealt to his body will be healed immediately on his next round. It possible that even obliterating his body will not truly kill him as he will still some how regenerate. Additionally the he regains his energy faster than normal. Normally a character recovers energy to their power level as a rate equal to the power up per hour. Instead the Character regains their power up to their power level every 4 rounds.

The Dead Zone Portal

You are capable of opening a portal to a dark dimension known as the Dead Zone, it is almost impossible to escape from this realm.

Prerequisite: Must be Evil; must have a Power Level greater than 450.

Benefit: The character can open a portal to the Dead Zone. The Portal's Strength is equal to the creators Wisdom Score times 50. The person must spend 100 points of energy every round they wish to maintain the portal. The Portals Strength comes in its ability to suck in almost anything. The Creator is unaffected by this pull as long as they maintain the portal each round, which counts as a single action, and they can not move from their place in front of the portal. Every 10 points in its equivalent power level essentially gives it 1 point to its Strength Score, which it starts with a base of 0. So if Garlic Jr. has a Wisdom score of 18 then the portal will have a Power Level of 900, and its strength would be 90 (and considered to be that of Gargantuan sized). Persons and things can resist being pulled in by making strength checks against its Strength Score, +4 (for being considered Gargantuan Sized). They can also use Flight to further enhance their chances, reducing the portals strength by 10 points for every level of flight speed used. Alternatively they can create a Barrier to easily resist it. The portal pulls on everything and anything each round. Objects move toward it at a 30ft per round. Resisting its pull allows the person to move about fairly normally, but they must pay energy each round to maintain their flight if they are using it (normally it's only once per hour). Even if a Person makes their Strength check they will still be pulled at least 5ft toward it each round, if they fail they are pulled 30ft toward it that round.

Special: A person who has been trapped inside the Dead Zone can still escape. They need to either be able to teleport with Instant Transmission, or they must be able to expend at least 20,000 points of energy at once. Time still passes in the Dead Zone as people can age. The Dead Zone itself is a black void where you can see anything that was sucked into it. A person can still breathe and such, but they essentially float around. Flying is the only way to really be able to get around. A person will generally die from starvation first than from old age.

TURLES: A lower class Saiyan warrior who looks like Goku and Bardock. Turles is a Saiyan who survived the destruction of planet Vegeta along with his group of warriors under his command. He broke away from Frieza and his men in pursuit of planets suitable for planting seeds for a special energy sapping tree called the Tree of Might. It grows extremely huge after a few seconds of the seeds being placed into the ground. It takes it only a few hours to absorb all the energy of a planet. It then produces fruit which when eaten will increase a persons power level with just one bite. Turles's stats are equal to Goku's, his Intelligence though is higher. He had a Power Level somewhere over 20,000 when he faced Goku and his comrades. He had Levels as a Strong and Tough Hero. A single bite from a fruit from the tree of might will restore 1 equivalent amount of Power Up to the persons Power Level (as if 1 hour had passed). Eating an entire piece of fruit will restore all of the persons power level. Eating an additional piece of fruit will for 3d6 weeks, increase the persons Power Level by 1d6x100 points. Goku defeated Turles by absorbing all of the energy from the tree of might to form a Spirit Bomb powerful enough to destroy Turles.

Lord Slug: A powerful Namek known as a Super Namek. He makes a wish for his youth to be restored. His stats and class levels should again be like Piccolo's only he should have a Higher Str and Con score. He has absorbed several Namekkians in his life time and should have 2-4 levels of Namekkian Fusion. His Power level is well into the Millions, at least around 3-4 million. Goku defeats Lord Slug with Piccolo's

help as Piccolo passed on some of his remaining energy (which was a lot) to Goku who use the Kaioken to vastly increase his own power level to levels close to 5 million.

The Dragon Ball Z: The Movies

The movies do not overtly follow the series. Generally the movies take place in their own separate time line, although some things from the series do happen, only they are resolved in different ways. Goku for example beats Frieza early on Namek before the planet blows up, he has time to escape the planet and return to earth. He still makes a stop and learns the Instant Transmission. There is never any really set record on how and when things happen. Adventures along these lines are generally stand along adventures that don't have to follow any real set history, but can pull from it.

MECHA FRIEZA: Surprisingly Frieza survives the destruction of Namek, only barely. He has lost over 65% of his body because of it. His stats are the same, only he now has a slightly higher power level because of the cybernetic upgrades. His Power Level originally was 12 million; it is now at 12.5 million. Frieza meets his final end at the hands of Future Trunks who first cuts him in half then dices him up in a fraction of a second, then he obliterates his remains for good measure.

KING COLD: Frieza & Coolers father, he is only shown in the form 2 stage of transformation. His stats are like that of Frieza's only he is a bit stronger and wiser. He has a Power Level of about 13 million and is killed with just 2 energy blasts from Trunks.

COOLER: The elder brother of Frieza, he is easily the more powerful sibling. His stats initially are again just like Frieza's in the Form 4 stage, only he is taller than his brother and his skins color is different. Unlike his brother, Cooler can transform to a final stage 5. His Power Level in his stage 4 form was at about 4 million, weaker than Frieza, but ultimately he was more powerful. Cooler could also Power Up faster than his brother. As and Advanced Feat Cooler's Power Up was determined by dividing his Power Level by 4 rather than by 5. It would have a Prerequisite of having a Power level above 100,000 and a Con of 20+. Cooler was eventually destroyed by Goku...or so it had seemed.

META COOLER: Not really cooler so much as an extension of his mind, the Meta Coolers were robot versions of his Form 4 form, only chromed. Stats were like that of his original body only his DR and ER ratings were exceptionally high. Only Single Full Phase attacks could pierce his defenses. Power Level wise the Meta Coolers had a Power Level equal to about 15-20 million. He is eventually destroyed for good by the combined efforts of Goku and Vegeta.

FUTURE TRUNKS: Trunks is easily a fan favorite as he is a combination of Vegeta's bad attitude and Goku's nice guy attitude. He also has a sword. His physical stats are close to that of Vegeta's, his mental stats are more like that of Bulma's. He has levels as a Strong, Fast and Tough hero. His power level when first introduced is 8.5 million normal and he can turn into Super Saiyan 1. Trunks's sword is made from a high density metal forged by his mother in the alternate future. It is sharp enough to cut through almost anything. Stat wise the sword does 2d8 points of damage (slashing) and had a high DR rating of its own (25-30). Trunks also can focus his energy through the weapon to make it even more deadly. This sword is different from the one that young Trunks receives from Tapion in one of the DBZ movies, that blade is similar to this one only it is magical.

BROLY: Born an incredibly powerful child with a power level of 10,000, Broly was destined for greatness, that is until King Vegeta ordered his death. Broly survived, and innately tapping into his

incredible power, he was able to save himself and his father from planet Vegeta's destruction. His power increased exponentially as he grew, he also slowly grew mad with his power. Eventually his father was forced to have fashioned special restraints that would allow him to control his son's power and destructive nature. But when Goku arrives looking for a Super Saiyan destroying entire galaxies, Broly goes berserk and his father can't control him. Broly proves to be an unstoppable force until Goku is able to absorb the energies of all of his comrades, including Vegeta. Goku finishes off Broly with a single blow that rips a hole in Broly causing his already unstable power to explode out of him. In his normal form Broly's physical stats are exceptionally high, save his Dexterity which is fairly low in comparison. His mental stats are low as well, although he has a decent Charisma. Class wise he has levels as a Strong and Tough Hero. His normal power level was kept reduced to about 10,000 to fool Vegeta and anyone else, otherwise his power level was at about 15,500,000 normally. As a Super Saiyan his power jumped to 31,000,000. And if that's not insulting enough for the Z-Fighters, he's an Advanced Super Saiyan as well. The Z-fighters average Power Level was below 30,000,000; generally within 15 to 25 million.

ANDROID 14: A tall muscular looking creation with gray skin and long black hair. Android 14 is physically strong but has a limited power supply, although it does recharge with time (like a normal power level). His physical stats are high with normal mental stats. Class is Strong hero. Power level is at about 10-15 million.

ANDROID 15: A short purple skinned android with an odd hat and large bowtie. Although small he is very fast. Physical stats are lower than that of Android 14, but with slightly higher mental stats. Class is Fast hero. Power Level is the same as Android 14.

ANDROID 13: A fairly strong android that has the ability to absorb certain components from Androids 14 & 15 should they be destroyed. Once absorbed his powers would drastically increase. He is eventually put down by Goku only after he absorbed all of the power from a Spirit Bomb. His physical stats are lower than Android 14's, but higher than Android 15's. His mental stats are fairly decent. His Class is Strong and Fast Hero. His Power Level is at about 20 million. After Absorbing components from Androids 14 & 15 (which he can call to his body from virtually any range) his power level increases to include their power levels. His DR and ER also increase by an equal amount from both Androids 14 & 15.

ANDROID 19: A short pudgy, white skinned android. An energy absorbing model it must absorb energy to supplement it. Goku could have beaten it if he had not contracted his heart virus at the time. It is easily beaten by Vegeta. Has fairly decent physical stats with a high Con. Its mental stats are fairly normal. It has levels as a Tough hero. Its power level is only at about 10,000,000 when it faces Goku, although Goku's heart virus reduces his power level to about 10,000,000 and continues to reduce it quickly thereafter.

ANDROID 20/DR. GERO: Much like Android 19 in design, Android 20 is in fact Dr. Gero. He loses an arm to Piccolo, and is eventually killed by Android 17 after he and his sister Android 18 are activated. His physical stats are high as he is an android, his mental stats are equally high, except for his Charisma. He had levels in Smart, and Dedicated hero classes, as well as levels in an advanced class dealing with building things. He also had a very few levels in Martial Artist. His Power Level was only 5,000,000.

ANDROID 17: One of the Androids Trunks warned the Z-Fighters about. Android 17 has to follow his programming to kill Goku, although he would just as soon rather have fun and enjoy his freedom. He is later absorbed by Cell advancing Cell to his next stage. He is later resurrected with the Dragon Balls and given a second chance at life, he all but vanishes for many years. His physical stats are fairly high and his

mental stats are fairly decent as well. He has levels as a Strong and Fast hero. His equivalent Power Level was at about 30,000,000 (infinite Power Supply).

ANDROID 18: Unlike her brother, Android 18 is a bit more practical and would rather leave Goku be. She is not really evil and shows as much with Krillin. Her life is spared by Krillin which quickly changes her out look on things even more. However she is still eventually absorbed by Cell. Later Gohan fresher from him with a single punch. After Cell is defeated Krillin tries to wish for her to be human, but as she is already a human, just a cyber enhanced one like her brother, his wish was refused. Instead he wishes for the bomb in her body to be removed. Later she and Krillin marry and have a kid together. Although she may not come out and mention it all the time she really does care about Krillin and is devastated when he is killed by Android 17 during the time of DBG. Her physical stats are like that of Android 17, her mental stats are a bit different, she is a bit smarter and wiser than him and she has a high Charisma score. Her Classes are the same as Android 17 and her Power Level is the same as well.

ANDROID 16: Considered unstable and incomplete, he was not activated by Gero when Androids 17 and 18 were activated. It became quickly obvious why he was not complete. Android 16 is similar to his predecessor Android 8. He is quiet and loves the planet, finding it beautiful. He actually starts fighting when Cell Shows up as he is unwilling to let the planet be destroyed by the creature. He is damaged in the fight and is eventually repaired by Bulma and her Father at Capsule Corp. He meets his end at the hands of Cell in the Cell games. His ultimate destruction though helps to trigger Gohan's rage and force him to transform into a Super Saiyan 2. Stat wise he is much like Android 14, only he has additional body armor. Class wise he has levels as a Strong and Tough hero. His equivalent Power Level was around 40,000,000 (infinite Power Supply).

CELL: The monster known as Cell actually didn't overtly care for killing Goku, actually he desired to destroy the universe, or at least concur it. Goku of course had to be taken out of the picture as he would be all that would stand in his path to fulfill Dr. Gero's goal. He is eventually killed though by Gohan who was even injured at the time after saving Vegeta's life. Stat wise he had physical stats equal to Goku's, he also had high mental stats. Class wise he had Levels in Strong, Fast, Tough, Smart, and Dedicated hero classes in addition to Martial Artist levels. He had an initial Power Level of about 32,000,000. After absorbing millions of humans his power level increase to about 34,000,000. After absorbing Android 17 his underwent a transformation. Cell's transformations are different than that of those in the past. When Cell Absorbs either Android 17 or 18 he essentially becomes a new being. His physical stats increase by 5 points each time. His power level only increases though by an amount equal to a single power up of the Android. So after absorbing Android 17 his Power Level jumps to 40,000,000; and after absorbing 18, his Power Level jumps to 46,000,000. Cell's absorption power allows him to use his tail to steal the essence of a person or he can "swallow whole" a person. This will either increase his power level or it will restore lost energy. His own power level increases by an amount equal to the targets Power Up. Using his tail to steal essence allows him to slowly drain away the person, literally. The time it takes for him to drain a person is dependent upon where he spears them with his tail. In the main body it takes only a minute. In an arm or leg it takes several minutes. In Piccolo's case though he only succeeded in draining away his arm. If the person has any unique techniques, Cell will automatically learn them if he absorbs their essence. In the case of many of the Z-Fighters, Cell has the DNA already apart of his body and so already knows most of their moves. Ultimate Cell had a Power Level of 47 Million, putting him on par with Gohan who was only a bit more powerful, but refrained from unleashing his full might up until the Kamehameha power struggle, and Vegeta provided the opening he needed to hit Cell with everything.

BOJACK: He was a powerful homicidal maniac who decided to come to earth to thank Gohan for what his father did. Bojack had been imprisoned by the Kai's centuries ago. But when Cell blew up King Kai's planet, the prison that held Bojack was opened and he was let loose upon the galaxy. He and his minions

easily proved more than apt to dealing with the Z-Fighters, although Future Trunks dealt with their swords man. Bojack though met his match in Gohan. He to could assume something of a transformed state that increased his already high power level. However Gohan proved to be his better going to Super Saiyan 2 and ending his life rather quickly. Bojacks physical stats are high, his mental stats are about normal. His classes are Strong and Tough. His normal Power Level is at 33,000,000. His transformed state boosted his power level to 49,500,000, and increased his physical stats by 6 points. The fight took place not too long after Cells defeat. Originally he has dark aqua skin with orange hair. Transformed his skin turns a shade of yellow and his hair turns red. Gohan holds nothing back against Bojack after being saved by his father, unlike with Cell, Gohan badly injures him with a single punch and ends his life with a Kamehameha.

MR. SATAN/HERCULE: The braggart of the century. Mr. Satan takes credit for the defeat of Cell as well as Bojack. But since the Z-Fighters aren't in it for the glory they don't overtly have that big of a problem with it, although it does annoy the heck out of them. Eventually, because of Videl and Gohan's growing romance, Mr. Satan is brought into the fold becoming their scapegoat. Although incredibly weak, he is however amongst normal humans a skilled martial artist, and superhumanly good at bluffing. His physical stats are all pretty high but at normal human levels, his Intelligence and Wisdom are not all that high, but his Charisma is high though. He has levels as a Strong and Charismatic hero in addition to his martial artist level and personality advanced class levels (or what ever one it is for the celebrity). He has a power level of about 140 or so, he knows several physical techniques but of course knows nothing on using energy. His Bluff and Diplomacy skills are always maxed.

The Android Saga and Cell Games

Power levels at this point should be reaching the 10,000,000 range of power or higher. Generally though power levels shouldn't get as high as 50-100,000,000.

DABORA: The Demon King, he is recruited by the evil wizard Babadi and empowered to become his most powerful minions. Dabora's spit can turn anything to stone, he can also create strong weapons to wield in combat, and generally he creates a large wicked looking sword. Dabora is eventually slain by Majin Buu. Ironically in the after life the king of Demons is sent to heaven where he undergoes a massive catharsis becoming too good of a person. His physical stats are decently high as are his mental stats. His Classes are Strong and Fast hero. His power level isn't much higher than Gohan's at this point being at about 200,000,000 (and that Gohan as a SS2). He could easily be beaten by Goku and/or Vegeta though, that's as SS2's.

BABADI: The son of the wizard that created Majin Buu. He has knowledge of dozens of spells and can essentially simulate any ki using power. He has no power level and his Physical stats are negligible (all at about human level or lower) while his mental stats are all pretty high. He has one particular spell that will double the power level of anyone with evil in their hearts, but if a person has too strong of a will they can fight it or let it affect them but shrug off Babadi's commands. Babadi generally uses a powerful energy shield to protect himself. He is eventually betrayed by Majin Buu.

FAT MAJIN BUU/GOOD BUU: When Majin Buu is first introduced he is in a fat version. He is actually some what innocent but is prone to violent outbursts. The truth of Buu is that this is not his true form, but is actually a weak form. He goes into this form after absorbing several of the old Supreme Kai's including the eldest of their kind. Each absorption reduced his power but also gave him a degree of sanity, the Fat Buu is on the border of good and evil, he eventually makes a choice, choosing good and expelling the evil from himself. He becomes fast friends with Mr. Satan and ally to the Z-Fighters. When the group fights Baby Vegeta he makes the choice to permanently fuse with his reincarnated evil double, Uub, who is

of course now good and trained to be the earth's next defender. Majin Buu is actually something of a construct. He has the ability to regenerate his body exponentially, even if blown up. He can pull off parts of his body and he can split himself up at will. His physical stats are all high with his mental stats at about normal human levels...possibly lower. His power level is at about 250,000,000.

SUPREME KAI: The highest of all Kai's, the Supreme Kai enters the picture believed to be more powerful than he actually, that is in comparison to Goku, Vegeta, and Gohan simply for the fact that they can turn Super Saiyan. His physical stats are probably at Krillin's level. His mental stats are also decently high. He has levels as a Fast, Smart and Dedicated hero. His power level comes in at about 150,000,000 or close to that.

KABITO: Taller than Supreme Kai he is however weaker than him. However he is the Supreme Kai's bodyguard and companion. He also can heal much like how Dende can. Kabito is never shown in combat but it can be assumed that his physical stats and mental stats are on par with the Supreme Kai. His classes would be Strong, Smart and Dedicated hero. His power level would be at about 130,000,000 or just a bit over this.

KABITOKAI: The fusion form of Kabito and the Supreme Kai. His power is a combination of both of them. This form is gained when they use the Kai Earrings. The earrings make the fusion permanent though.

DARK MAJIN BUU: This is the Majin Buu born after Good Buu force all the evil out of himself. His stats are equal to that of Good Buu. His power level though is about 10,000,000 points higher than that of Good Buu.

EVIL MAJIN BUU: Born after Dark Buu eats Good Buu. His stats are the same but his Power Level jumps to 300,000,000.

GOTEN: The second son of Goku, he was conceived after Goku was a Super Saiyan. It can be assumed that the power level of parents helps dictate the power level of the child some times. As a Super Saiyan this is possibly even more so. Goten of course was born, like Gohan, with a very high power level...actually much, much higher than Gohan's. At a younger age than Gohan was, Goten turned Super Saiyan. Goten is only about 6-7 years old by the time he participates in the Tournament. His physical stats are decently high although his Mental Stats are like that of his fathers. His Power level comes in at about 28,000,000. Come DBGT his power level hits well into the 100,000,000's.

TRUNKS: Not to be confused with his alternate future counterpart. Trunks is a year older than Goten although their stats are the same except for their Intelligence, which Trunk's is higher. His Class levels are Strong, Fast and Smart. His Power level is about 29,000,000. Come DBGT his power level hits well into the 100,000,000's.

GOTENKS: The Fusion form of Goten and Trunks. But when Saiyans fuse their natural arrogance is vastly heightened. Gotenks easily proves this. Although he has the combined powers of Goten and Trunks he is still no match for Majin Buu. After training in the room of Spirit and Time, Gotenks has a final power level of around 150,000,000. that coupled with the ability to Turn Super Saiyan 1 & 3 he proves to be a match for Buu, but turning Super Saiyan 3 speeds up the time he can remain fused.

FUSION BUU: Super Majin Buu is born after Absorbing both Piccolo and Gotenks. However his level of power is a bit short lived. His battle with Super Gohan advances the fusion split time of Gotenks which in turn drops his power level after they split as they go completely too normal. With them his Power Level

increased to about 600,000,000. After the split it dropped down about 400,000,000; still a bit more than Gohan can handle, but not by much.

SUPER BUU: The Buu born from absorbing Super Gohan. His Power Level reaches an impressive high of about 620,000,000

VEGETO: Born when Goku and Vegeta used the Kai Earrings to permanently fuse together. They become just as arrogant as Gotenks but easily more powerful than Super Buu. His power level hits a high of about 660,000,000.

KID BUU: Born after Goku and Vegeta freed all those who were absorbed by Buu, including Good Buu who was left inside of Super Buu. This action unwittingly reverts Majin Buu to his original form and level of power. He becomes too violent and destructive; it's the reason why Bibidi always sealed him up every time he started to grow too violent. His physical stats are still the same, but his intelligence has dropped, his wisdom though remains constant. His power level hits its max at about 650,000,000. It takes a combined effort from Goku, Vegeta, Good Buu (who's power level increased a bit), and Mr. Satan. Goku had to create a Super Spirit Bomb to take Buu down. He called on the power from all beings from the restored Earth, as well as the entire universe. He then turned Super Saiyan and pushed the power in it even further allowing him to obliterate Buu, although he openly hoped that Buu would be given a second chance at life so that they could fight again, this time without him trying to destroy the planet. He is reborn not too long after his death.

UUB: The reincarnation of Kid Buu. He is from a poor village in desperate need of the reward money from the World Martial Arts Tournament. But he ends up having to fight Goku. Although highly skilled he has no idea how to control his power and only is able to tap into it innately when he is angry. Goku draws out the youths temper and learns the truth. After apologizing for his actions he offers the youth a chance to train and become the planets next protector. Uubs physical stats are like that of how he was as Kid Buu, but his Mental stats are all at normal human levels. His classes are Fast, and Tough heroes. His power level at this point is only in the 300,000,000's. After training with Goku it doubles. And later in the DBGT he fuses permanently with Majin Buu to increase his power level to over 500,000,000 and he gained all of Buu's powers and knowledge of magic spells.

The Majin Buu Saga

Games that take place during this style of setting should have power levels well into the 100,000,000's. There should be little limit on how many transformation stages the PC's have.

BABY: The last of the Tuffles, Baby is a techno-organic being with the power to possess bodies and supplement his will over theirs. On his own his power level only reaches to about 200,000,000. But when he takes over the body of another he makes use of their power level in addition to his own. Also when he leaves the body of one person for another he leaves a seed in that person. This seed essentially makes them completely loyal (blind loyalty) to Baby and they think that they are Tuffles as well.

BABY VEGETA: After possessing the body of Vegeta, the Prince of the Saiyans, Baby becomes one of the most powerful being in existence, that is until Goku ascended to Super Saiyan 4. In the end he is forced from Vegeta's body and attempted to flee, but Goku ended up hitting him with an Ultimate Kamehameha that sent him into the sun where he burned away. His physical stats in his normal form were decently high as were his mental stats. His Class levels were Tough and Dedicated. His power level was equal to that of

Vegeta's as well as that of his own. After absorbing power from Goten, Trunks, and Gohan his power increased by an additional 100,000,000 points. In the end he had a power level of about 560,000,000.

SUPER ANDROID 17: He is created when Dr. Gero and Dr. Welow put their heads together and build a second Android 17, who was more synthetic than his counter part. The two permanently fuse to form Super Android 17. Unlike the normal 17 he could also absorb energy to boost the power at his disposal, this was in addition to having the near infinite power supply of 2 androids. Physically he is like that of Android 17, as well as mentally and with his Clases. His equivalent Power Level though hits a high of 700,000,000, but it increases even more as he absorbs energy. He is eventually killed by Goku who made use to the one weakness in Super Android 17 energy absorbing design; he had to hold a particular pose in order to have it work. In a sense though the original Android 17 had been helping in his won defeat.

THE DARK DRAGONS: Each of the 7 dragon balls had a unique dragon to them. Each had their own unique powers and so on. Their power levels were relatively low for the first 4 dragons, with their levels being at under 500,000,000, and even lower in some cases. The other dragons were the problem. Fire Shen Ron had a Power level of around 700,000,000; Ice Shen Ron had a Power Level of around the same. Sin Shen Ron though had a power level of about 800,000,000. After Absorbing the Dragon Balls of the other dragons Sin becomes Omega and his power level jumped to around an astounding 900,000,000.

SS4 GOGETA: The Fusion form of Goku and Vegeta using the Fusion Dance. He is the most powerful being in all existence, even the Omega Shen Ron is given pause to fight against him, but Goku and Vegeta split as they underestimated the time limit, not realizing that being at that level of power would reduce their time as Gogeta. As a fused Super Saiyan 4 they had a power level of well over 1 billion.

The Dragon Ball GT Saga's

Games that take place during these sagas have astronomically high power levels. The average power level is over 500,000,000 or close to that. Games set at this level are at their end. You can go on but there is really no point. The PC's can generally blow up the known universe ten times over and still have power to spare to blow up the next universe.



Budokai Fast Play Rules!

I know that I said that I wouldn't do up any more DBZ rules after version 4, but I've been playing Dragon Ball Z Budokai 3 for the Playstation 2. By far it's the best DBZ game yet although I wish the cut scenes weren't just dialog and pictures.

Rules for this are ment to be faster to use for games and do away with Power Levels and Power Up ratings commonly used with my rules. In the game characters have 8 energy bars. These bars provide the character with the energy they need for using their powers, but they generally gotta be filled first. This is of course done by Powering Up, but everyone powers up at the same rate.



Part 1: Level Advancement

Rule wise these rules can be applied to D&D, or d20 Modern or other d20 System rules. Gaining powers will count as an ECL adjustment due to the sheer power of these powers. Attack powers will have listed their ECL cost.

Part 2: Ki Pool

Well we're going to use the 8 ki bars thing from the video game for this...it works. All characters have 8 ki bars to start, this is their ki pool. There are 2 types of energy bars at the characters disposal, Large and Normal. Characters initially always have at least 3 large bars full of energy when they initially enter into a battle. Powering Up fills/restores a certain percentage of energy to this pool. Powering up is of course a Full Round Action, although micro power ups are also possible.

A character's power up percentage is equal to their Constitution Score Modifier, +5. Thus if a character has a +3 modifier their power up is 8 points. This is their Full Round Power Up. The characters micro power ups are done in the place of a single action. Thus for a single action a character's Ki pool would be filled by 2 points. Additionally A character automatically regains energy

to their Large Bars each round. This amount is equal the characters Constitution Modifier, +1. This coupled with normal Power Up gaining will allow the character to regain ki to their Large bars faster than that of their Normal bars. In this regard the amount regained from powering up is equal to the normal Power Up rate +2. So if their normal Power Up is 8, they would instead have a Power Up of 10.

Additionally this is further augmented by the characters actions. Attacking will automatically fill the characters Ki Pool by 1%. On the other hand if the character is attacked their Ki Pool will also increase by 1%. Different actions will of course drain away this energy at different rates. Also transformations will alter how many Large Energy bars a character has. A single transformation will never increase this number more than 1, although some will only increase the characters speed and response time like the Kaioken. Only certain things like Fusions will allow the number of large bars to go to 8, other wise the general limit is 7.

To fill any single bar it takes 20 points of energy.

Part 2: Increasing Attributes

Unlike in my past conversions, for quick play, boosting attributes just isn't really done, at least not in the video game. Training and Transformations easily deal with that.

Part 3: Special Abilities

Special abilities cost 1 ECL per ability. Special Abilities are usually based on race, or through training. A Saiyans body adapts in someway to any situation that would cause it harm allowing them to evolve. Namek's are capable of instant regeneration and can often alter their sizes at will. Humans are naturally adaptive, sort of like Saiyans but their adaptation comes in the form of learning and growth as individuals. For the most part, all characters, regardless of race should be treated like humans. Games done with these rules should allow for 1+ extra levels for purchasing powers and racial abilities. All of these can only be gained once, unless other wise noted.

-Saiyan Adaptation-

Prerequisites: Con 16+, Saiyans MUST start with this.

Cost: 1 ECL

Benefit: The Saiyan's body is capable of adapting to punishment dealt to it. This adaptation comes in different forms and is not always anything overtly big. Being killed or nearly killed will increase a Saiyans HP by an additional 1d8 points. If they loose a sense their other senses are heightened to the point where it is no longer a handy cap. This generally takes a several minutes to occur mind you (2d6 minutes).

-Lower Class Saiyan-

Prerequisites: Saiyans MUST start with this, (must choose either Lower, Middle or Upper Class, only one)

Cost: 1 ECL

Benefit: The Saiyan starts with a +4 to any 1 single physical attribute. Or they may gain a +1 to their BAB or Defense.

-Middle Class Saiyan-

Prerequisites: Saiyans MUST start with this, (must choose either Lower, Middle or Upper Class, only one).

Cost: 2 ECL

Benefit: The Saiyan starts with a +6 to any 1 single physical attribute. Or they may gain a +2 to their BAB or Defense; or they can gain a +1 to both their BAB & Defense.

-Upper Class Saiyan-

Prerequisites: Saiyans MUST start with this, (must choose either Lower, Middle or Upper Class, only one).

Cost: 3 ECL

Benefit: The Saiyan starts with a +8 to any 1 single physical attribute. Or they may gain a +3 to their BAB or Defense; or they can gain a +1 to both their BAB & Defense, and add the remaining +1 to one or the other.

-Elite Class Saiyan-

Prerequisites: Must be an Upper Class Saiyan.

Cost: 2 ECL

Benefit: The Saiyan is an elite and can ignore the penalties for having their tail grabbed should they still have one. But that's not all. The Saiyan is in control of their Oozaru Form.

-Saiyan Tail-

Prerequisites: Saiyans MUST start with this.

Cost: 0 ECL

Benefit: The Saiyan is capable of using the Oozaru Form upon seeing a full moon, however if they lose their tail it will not always grow back. Regaining the tail often requires special training, magic, or something else. If the Saiyan is under the age of 15 it will regrow periodically often during periods of stress. (Such occasions would include being in a tournament or intense battle.) If their older than 15 it takes much longer to grow back, often never growing back except under very special conditions out side of specific training and such (often as a plot hook). The tail also allows the Saiyan to turn Super Saiyan 4 later on. The tail gives the Saiyan a +4 bonus to their Balance and Tumble Checks, and their Speed is 5 points higher. The Oozaru form is a 30+ft tall ape like creature (Gargantuan Sized). It gives a +25 to Strength and Constitution, has a +6 to listen checks, and is very fast. It has all 8 energy bars set as Large bars. The Saiyan must see a full moon to transform, and cutting off their tail will automatically revert the PC to normal. While in the Oozaru form the PC is like a berserk ape. Also if they are a Super Saiyan they automatically turn into a Super Saiyan in the Oozaru Form (Super Oozaru).

Special: The character need not actually start with a tail but loses some of their power if they don't have it. If the tail is lost the PC loses all bonuses from it but does not lose the power as the tail can eventually be regained.

-Super Saiyan 1-

Prerequisites: Must be a Saiyan; must have a pure purpose and enraged; must have a Con of 18+, and a Cha 14+.

Cost: 1 ECL

Benefit: The Saiyan is capable of achieving the fabled level of a Super Saiyan. When transformed the character gains 1 Large energy bar. They also gain a +4 to all their Physical stats and a +5 to their speed. It takes no energy to transform but is a full round action, also the Character must have 4 bars of energy full in order to transform. It takes no energy to maintain either, but if the character uses all of their energy they will drop out of their transformation.

-Super Saiyan 2-

Prerequisites: Must have Super Saiyan 1; must have a Wisdom 18+.

Cost: 1 ECL

Benefit: The Saiyan is capable of going beyond the power of a Super Saiyan. When transformed the character gains 1 more Large energy bar. They also gain a +4 to all their Physical stats and a +5 to their speed (stacking with SS1 bonuses). It takes no energy to transform but is a full round action, also the Character must have 5 bars of energy full in order to transform. It takes no energy to maintain either, but if the character uses all of their energy they will drop out of their transformation.

-Super Saiyan 3-

Prerequisites: Must have Super Saiyan 2; must have a Con of 25 +; and a Wisdom of 18+.

Cost: 2 ECL

Benefit: The Saiyan is capable of going beyond the power of a Super Saiyan 3 which is rare. When transformed the character gains 1 more Large energy bar. They also gain a +6 to all their Physical stats and a +5 to their speed (stacking with SS1 & 2 bonuses). It takes no energy to transform but is a full round action, also the Character must have 6 bars of energy full in order to transform. It takes no energy to maintain either, but if the character uses all of their energy they will drop out of their transformation.

-Super Saiyan 4-

Prerequisites: Must have Super Saiyan 2; must have a Con of 25 +; and a Wisdom of 18+; and must have their Tail.

Cost: 3 ECL

Benefit: The Saiyan is capable of going beyond the power of a Super Saiyan 3 which is rare. When transformed the character gains 1 more Large energy bar. They also gain a +8 to all their Physical stats and a +5 to their speed (stacking with SS1, 2, & 3 bonuses). It takes no energy to transform but is a full round action. It takes no energy to maintain either, but if the character uses all of their energy they will drop out of their transformation, also the Character must have 7 bars of energy full in order to transform. In addition to having his tail the Saiyan must be originally in the Super Oozaru form before turning Super Saiyan 4. After that the full moon has no affect on the Saiyan and they can turn SS4 at anytime. The appearance of the Saiyan is vastly different including their clothing as they instinctively create or alter their clothing into something else.

-Namekkian Warrior-

Prerequisites: Nameks MUST start with this (or the Namekkian Wiseman, one or the other).

Cost: 1 ECL

Benefit: The Namek starts with a +8 to their Strength.

-Namekkian Hearing-

Prerequisites: Nameks MUST start with this.

Cost: 1 ECL

Benefit: The Namek's sense of Hearing is far superior to that of any normal being. They are at a +10 to all Listen checks and have an effective hearing range of a number of miles equal to their Wisdom Modifier. The Namek simply needs to concentrate to hear at vast distances.

-Namekkian Wiseman-

Prerequisites: Nameks MUST start with this (or the Namekkian Warrior, one or the other).

Cost: 1 ECL

Benefit: The Namek starts with a +8 to their Wisdom.

Special: Can not learn any special techniques beyond basic techniques.

-Namekkian Reach-

Prerequisites: Namekkian Warrior only; Con 16+.

Cost: 1 ECL

Benefit: The Namekkian can extend their arms out to incredible lengths at will. The Namekkian can extend their arms out to a length equal to 1.5 yards for every point in their Wisdom. If they have a Wisdom of 15 they can extend their limbs out to 74.25 feet in length or 22.5 yards. It takes no energy for the Namek to do this, but it is a full round attack to extend a limb beyond 1 yard. So in terms of combat the Namek can attack anything that is 1 yard or 1 inch/hex/square away from them with their normal number of attacks, but it's a full round attack to attack a target even further away.

-Namekkian Healer-

Prerequisites: Namekkian Wiseman only; Wisdom 20+, Con 16+.

Cost: 1 ECL

Benefit: The Namekkian is capable of using their energy to heal others, except for themselves. 1 Bar of energy will restore a number of HP equal to the characters Wisdom bonus and Constitution bonus, plus 1d8 for every 2 class levels the character has. (Class Level 10 character with a Wisdom score of 25 and a Con of 16 could heal 5d8+11 HP. It's a full round action to use this power, which will cost 1 bar of energy.

-Namekkian Regeneration-

Prerequisites: Nameks MUST start with this.

Cost: 1 ECL

Benefit: The Namekkian is capable of healing at a fast rate. Loosing a limb is little problem for a Namek. Normally a Namek will heal HP at a rate of 1 point for every 3 Points in their Charisma every minute (limbs regenerate 1 inch per minute). However they can heal faster if needed. By spending 1 bar of energy a Namekkian Warrior (and only the Namekkian Warrior) can instantly regenerate any severed limb, and they can instantly heal a number of HP equal to their Constitution modifier +2d8. The Wiseman lacks this secondary ability as they are not combatants.

-Namekkian Fusion, (Sync with...)-

Prerequisites: Must have a willing Namekkian Participant.

Cost: 2 ECL

Benefit: A type of transformation. One of the Namekkian's Normal bars becomes a Large bar. Known as Syncing, the Namekkian's bonuses for this vary based upon who they fused with. The Fusion is generally permanent after some time has passed. The Bonuses gained are to all of the Namekk's physical stats and one mental stat. The mental stat bonus is permanent out side of using the Sync. The physical bonuses are equal to that Namek's physical stat modifiers. If Nail has a Str of 26, Con of 18, and Dex of 20, then when Piccolo uses "Sync with Nail" he will gain a +8 to his Str, +4 to his Con, and a +5 to his Dex. With Nail he would have gained a permanent +3 bonus to his Intelligence (does not have to use his Sync with nail to use this). In the case of a Personality Split like what Kami and Piccolo did their Fusion will give bonuses from all attributes, physical ones are still gained by Syncing, but mental stats are permanent. Also each fusion adds 5 to the characters Speed. Once a Sync has been activated the person can not be dropped out of the Sync until the battle has ended. Activating a Sync is a

full round action, and to activate that sync the bar on which it would enhance must be full of energy. The person can skip all other syncs going right to their higher one as long as they have enough energy in their bars. (Piccolo has Sync with Kami at his 5th bar, and Sync with Nail at his 4th bar. His ki bars are at full, he can go right to Sync with Kami and have 5 large bars of energy and still have max energy.) It costs no energy to maintain transformations.

Special: A personality split can be done by any Namek. The Namek splits off the natural Evil with in their hearts which manifests in a physical form. What ever happens to one happens to the other though. Should one be killed, so will the other. But if one is going to be killed and they realize this they can prepare for this by reproducing. They spit out an egg into which their spirit is imbued. The egg is very strong and the child inside quickly forms and is capable of breaking out of it. The child is the reborn split off personality, only now they have a chance to grow and change. They can become good beings or evil depending on the persona it was created from. Refusing with ones other persona will increase the Namek's power. Often both persona's are opposed to refusing, generally the one who was split off, but certain conditions can force the two back. Splitting off one's evil half requires time and is mainly a plot thing. Most Nameks can do this but few ever do. This of course can be selected multiple times, but no more than 4 times.

-Human Power-

Prerequisites: Humans and Humanoids only, Must have levels as a martial artist.

Cost: 1 ECL

Benefit: The Human has access to their Ki Pool. Unlike Saiyans and Namekkians, Humans do not automatically have access to this. The Human starts with 3 Large energy bars and 5 Normal bars.

-Unlock Potential-

Prerequisites: Humans, Half-Saiyans and Humanoids only; must have Human Power.

Cost: 1 ECL

Benefit: While not a significant transformation it is helpful for a Human. The person gains 1 Large energy bar. Their Strength and Dexterity increase by 2 points and their speed increases by 5 points. The human can be dropped out of this transformation should their energy bars be reduced to zero. It is a full round action to transform, and it takes no energy to maintain.

-Kaioken -

Prerequisites: CON 18 +; Must have more than 100 HP.

Cost: 1 ECL

Benefit: A type of transformation. The Character's Speed increases by 10 and they gain a +2 to all physical stats as well as a +4 to their Spot, Search and Listen checks. There is no increase in the energy bars of the character. The person can be dropped out of this transformation should their energy bars be reduced to zero. It is a full round action to transform, and it takes no energy to maintain.

Part 4: Skills

Skills are used normally but there are some other things that will be used. Characters will have 3 specific special skills dealing with their ki abilities.

- ⌚ Power: Governs just how much power is in an attack.
- ⌚ Technique: Governs skill with which a technique is used, also used for power struggles.
- ⌚ Ki: Governs how much ki is drained by a technique.

Skill rolls with these are used anytime a certain type of technique is used. Any technique that drains energy requires the use of these skills. Purchasing ranks in these skills is done by spending skill points from the following d20 Modern classes: Strong, Fast, Tough, Dedicated, Soldier, Martial Artist, Body Guard & Daredevil. For D&D it's any martial arts style class or the Fighter class. At any other time they are cross class skills. The Ki skill is always considered cross class though for the purposes of determining its max ranks.

-Power [CON]-

A character makes a Power Skill roll to determine how much damage an attack will do. The number rolled for the Power Skill roll determines the number of dice rolled in the attack. For this take the number rolled and divide it by 2 (round up or down if necessary). So if a PC gets a 19 for their roll their attack will do 10 dice of damage (the dice type is governed by the technique). This roll is not always made for all techniques; some will have listed if it's necessary. Others can provide a bonus or a penalty to this check.

-Technique [INT]-

This governs whether or not the attack can be launched. A technique roll is made in the place of a normal attack roll. There also are certain factors to this. A technique roll can be made to attempt to link it to the end of a series of melee attacks. Range is a factor as well. To try and link it to a series of melee attacks the PC has to make a check against a DC of 15. With attacking at a range with the technique the range provides a penalty to hit. This penalty is a -1 for every 10ft away the opponent is. The characters Technique roll is opposed by the opponents Reflex roll. Linking the characters technique to melee attacks provides the opponent with no Reflex Save to dodge, but they can still block. With a standard ranged attack with it the opponent not only can make a Reflex save to dodge, but they can block the attack should they fail the save. A power Struggle occurs when 1 Opponent targets the other with an energy attack and the target of that attack makes an attempt to counter the attack with an energy attack of their own. First only Custom Energy blasts and Finishing Attacks can be used for this purpose. Normal energy blasts and beams can not but will counter each other if used to block. See the rules of Power Struggle for details on what to do.

-Ki [WIS]-

This skill offsets the drain of ki that a technique has. The ranking for this is applied directly against the drain cost for the power. So if the Kamehameha normally uses 1 bar of energy normally (20 points of energy) and the character has a Ki rating of 8 the cost to use the Kamehameha is reduced to 12. This skill is always considered to be a Cross Class Skill for the purposes of determining its max ranks.

Part 5: Combat Rules

Combat is like how it's written in the d20 Modern or D&D PHB. There are however some exceptions.

-Countering-

A character with access to their Ki Pool can always try to interrupt an attack that is being made against them. By spending some energy they can interrupt their attacker and commence their own attack. It takes 1 bar of energy to initiate a Counter Attack. But first the character must make an opposed Initiative Roll against their opponent, this is done 3 times, the person who wins the contest gets to make a single counter attack against their opponent. The attack can be any type of single action attack. The opponent is knocked back by the attack and must move up to attack again.

-Combat Teleport-

A Combat teleport can be initiated at any point in time; the opponent of the PC can do this as well (as long as they have a ki pool). It takes 1 bar of energy for each teleport. This allows a character to appear behind an opponent and land a blow against them that automatically does knock-back. A character can whittle down their ki pool quickly with these teleports. A combat teleport must be initiated on the character's turn. The opponent however can try to counter the teleport with a teleport of their own, and the PC can subsequently counter that by teleporting as well turning it into a game of cat and mouse. Dodging like this is tedious and incurs special rules. First the opponent being attacked by the initial combat teleport gets to make a Reflex save to try and react. The DC is the attacker's Attack Roll. If they make the roll they can choose to either combat teleport as well or they can block the attack.

If the defending character fails their Reflex save they will be automatically struck by the attack, even worse the attacker gets to juggle their opponent around by initiating a subsequent Combat teleport. The Defender can make another attempt to teleport themselves but it's at a cumulative -2 penalty. The character can teleport any number of times as long as they have the energy for it. The entire thing happens on the character's turn. Also a Combat Teleport can simply be used to try and evade an attack, but the person can not travel more than 5ft away.

-Blitzkrieg-

The blitzkrieg is a devastating attack that uses up almost all of the character's energy; the character retains just enough energy in their last bar to maintain their transformations. The character must make a Full Round attack with all that energy. If it lands the character and their opponent get to make a series of combat rolls. The character makes 3 attack rolls, and the defender 3 Reflex saves. The initial save is at a -4, the second save is at a -2, and the third with out penalty. The initial attack knocks the opponent into the air initiating the blitzkrieg. The first attack is a single powerful blow that does normal damage but knocks the target back further.

The second attack is a blow that knocks the opponent down after a series of blows (the character normal full number of unarmed attacks, they do need to make rolls to hit for each attack, but even if they miss one as long as they beat the opponent's Reflex save they can follow up with their finish). The third attack is the character's Custom Energy blast Single physical strike that hurtles the opponent face first into the ground, or a barrage of smaller energy blasts (like the ones the character can fire in the place of a single attack, only double that in number; whichever is preferred or more flashy).

If the opponent makes their save they avoid all damage from the point that they make the save, and the 2 are some distance away from each other. The opponent can also then attempt a Blitzkrieg of their own.

-Power Struggle-

When one character attacks another with a custom energy blast from any range the defender has a chance to Dodge, Block or Counter the attack. A Reflex save is made to Dodge or Counter. Countering however leads to a Power Struggle. When 2 energy attacks meet the opposing characters make a series of opposing Technique rolls, best of 3 (or best 4 or more depending on how things go). Range is not a big factor except at very close ranges where things can go south for both sides. At ranges less than 10 ft apart countering a blast will result in both sides taking damage. A person who loses the power struggle takes damage from the winner's attack. In the case of the attacks being fired off and

being countered in close proximity the resulting blast is equal to the combined damage of both blasts divided by 2, half to 1 person and half to the other.

On the other hand the direction from which it is countered also has an impact. Head on there will be an explosion, but if one person is off to the side and countering from an opposite direction, the beam fired by the initial attacker will be bent by the other beam. For example Gohan is being attacked by Piccolo under some ones mental control. Piccolo is about to fire a blast at point blank range, but Goku counters from the side. Piccolo's beam is bent away from Gohan and follows Goku's blast. No damage is done to either side, but it is a form of countering although with out a power struggle.

-Deflection-

Rather than forking out energy for a deflection a character is assumed to always have a deflection raised as long as they have energy in their Energy bars. Each full bar of energy reduces the amount of dice in damage the character takes by 1 dice for every 1 Large energy bars. If a character has full 4 Large bars and is hit with a 10 die energy blast, their deflection will reduce that amount to 6 dice instead. However using a deflection requires a Reflex save to react to the attack. The DC is 10 plus the number of dice in the attack. If made the damage is reduced, if failed the attack hits at full power. The down side is that a deflection is only good if the character can't get out of the way of an attack.

-Reflecting-

Reflecting an attack is also possible. If a character makes their Reflex save to deflect by more than 3 points they can attempt to reflect the attack back at their opponent. A technique roll to hit is made at a -4. If it succeeds then the attack has been successfully reflected back at the attacker. If it fails though the PC succeeds in sending the attack off in another direction.

-Catching-

By expending 1 bar of energy a character can opt to try and catch an energy attack. This requires an opposing technique roll against the opponents roll. If Caught the attack is then under the PC's control and can be sent back at the enemy (requiring a technique roll to hit) or tossed away.

-Reducing Physical Damage-

A character's Strength Modifier acts as an all purpose form of Damage Reduction. This works against both physical attacks, and energy based attacks. In games where DR has an end modifier in which a weapon or an attack must meet the modifier requirement in order to bypass the PC's DR. DBZ characters do not have this, theirs is good against anything. Any additional DR that is gained is tracked separately from the PC's Strength based DR rating. The Second DR rating is the first to reduce damage with the Characters primary rating further reducing it from there. However if desired, the PC's primary DR rating from Strength is only half effective against Magic based attacks. The PC automatically gains this DR when they gain access to their Ki Pool.

-Knock-Back-

When a character lands either a critical hit or uses a full round melee attack they will knock their opponent back a number of squares/inches/hexes/feet equal to 3 times the characters Strength Modifier. Also an energy attack will knock a character back a number of squares/inches/hexes/feet equal to 3 times the number of dice in the attack. This can put an opponent through a wall or other structure.

-Flight-

Generally all characters who have access to their Ki Pool can fly automatically, although if desired they may need special training. This would come in the form of a feat. Characters in combat conditions can move in any direction equal to their normal speed, or they can move double that as a full move. Out of combat a character can fly at speeds equal to Mach 4 or 5. They have perfect maneuverability and can get to a standing position quickly. It takes no energy to fly, the character however does need their Ki Pool.

Part 6: Advancement

When gaining a level a character has the option of either getting levels in a class (Regular, Prestige/Advanced) or they can simply purchase their advancements for that level separately. (This should be tracked though to help see what is done at each level.) Essentially at level up the PC gets 10 points. They then spend those points in a free-form method of advancing in level. Below is listed the cost for everything. This excludes the Free Feats gained with leveling up as well as the Attribute points.

Base Attack Bonus	Point Cost	Saving Throws	Point Cost
+1	2	+1 / +0 / +0	0.5
-----	-----	+1 / +1 / +0	1
-----	-----	+1 / +1 / +1	2

- ⌚ The Saving throw bonus listed goes to one save of choice, (or more if there is more than 1 bonus listed).
- ⌚ Base Attack Bonus must be staggered every other level after the character has reached level 20. Thus at level 21 you could purchase a bonus, but at level 22 you could not, at level 23 you could again.

HP	Point Cost	Defense Bonus	Point Cost
1d4	0.5	+1	2
1d6	1	-----	-----
1d8	1.5	-----	-----
1d10	2	-----	-----
1d12	3	-----	-----
+20	8	-----	-----

- ⌚ The +20 HP is a flat number. Spend 8 points and you get a +20 to your HP.

Class Special	Point Cost	Feat	Point Cost
1 Special Ability	2	Limited Group	2
1 Power/Spell	3	Any Group	4
Technique	3	-----	-----

- ⌚ Class Special abilities exclude feats save for special abilities where a feat is usable with out meeting its requirements, (they include things like Evasion or Flurry of Blows).
- ⌚ For Limited Group the PC must choose a Limited Group of Feats (at least 5, but no more than 10) from which they must select from for at least 5 levels worth of advancement. After this they can select a new group. These feats though should be determined at random. With any group they are open to choose any feat that they meet the requirements for.

Attribute	Point Cost	Skill Points	Point Cost
+1	2	Int Mod +2	0.5

+2	3	Int Mod +4	1
+4	5	Int Mod +6	2
+6	7	Int Mod +8	3

- ⌚ With Attributes you can not purchase attribute increases every level, they must be staggered out over every 3 levels.

Part 7: Techniques

Characters often know a few techniques that they use in combat. The character can know any number of techniques but generally they should have a low number of them for speed and simplicity sake. While the Characters level is under Level 20 they automatically gain 1 technique every 4 levels of advancement. Generally, as a guideline, the PC should have 1 Custom Energy Attack, 1 Finishing Attack, 1 Secondary Attack (Energy Attack or Physical), 1 Third Attack Option (Energy or Physical), 1 Defensive Option. The Player however need not follow these guide lines but still should be limited to 1 Custom Energy Attack and 1 Finishing Attack.

It is possible for a character to gain additional Custom Energy Attacks and such things as they go up in level however for fast play purposes the times at which they PC can select another technique should be kept the same even when purchased with level advancement. Generally though a character should stop gaining techniques at level 20, gaining them beyond this level should be purchased the points gained for advancement (See Above).

You create your own techniques by spending points to purchase different categories for the power. Such things include whether it is ranged or melee, how much energy it normally uses, its damage dice type, any special qualities and so on.

-Custom Energy Attack & Secondary & Third Attacks-

While it need not by a ranged energy attack, they usually are. You have 16 point to spend on building a Custom Energy Attack; then you have 12 Points for a Secondary Attack; and Lastly 10 Points for a Third Attack.

Effective Range	Cost	Dice Type	Cost
Melee (number of damage dice used is halved)	0	d4	1
Based on Str	0	d6	2
100 yards	1	d8	4
300 yards	2	d10	6
1 mile	4	d12	8
N/A (indefinite)	6		

- ⌚ Effective Range is the Maximum Range at which the power can be used, there are still penalties to hit with the attack but the extended range reduces that penalty by 2 for each range increase. An attack that has its range based on the users Str score can be thrown a number of feet equal to double the users strength score. (With the homing quality the range is akin to how far it can be thrown essentially giving the attack a movement/speed score for the purposes of it moving and tracking a target).

Energy Drain	Cost	Special Quality	Cost
2 Bars (40 points)	1	+1 to Hit (Stacking)	1

1 Bars (20 points)	2	Homing (Reroll Missed attacks each action of next round)	4
3/4 a Bar (15 points)	3	Explosive (Damage Affects a Large Area, 5ft for each dice of damage, or less if desired)	3
1/2 a Bar (10 points)	5	Wave (A largish beam of energy is fired, strikes any enemies that are in its path, this beam is 3-5ft wide and goes in a strait line affecting all in its path)	2
1/4 a Bar (5 points)	8	Penetrating (Attack will by pass physical defenses)	4
-----	-----	Knock-back (The attacks standard knock-back is doubled)	3
-----	-----	Non-Lethal (The attacks damage is subdual)	2
-----	-----	Bouncer (Free action to fire, makes 2 attack rolls for each action PC has, Damage is halved; if mixed with exploding it will explode on the final hit.)	3
-----	-----	Rapid Fire (For each action the PC has they may fire 3 Shots, each shot's number of dice for damage is reduced to 1/4 th its max.)	2
-----	-----	Delayed (The attack can be delayed, or set to go off after certain conditions have been met).	1

-Custom Energy Attack Example-

The Kamehameha Wave [16pts]

- ⌚ Range: N/A (indefinite) [6]
- ⌚ Damage Dice Type: d10 [4]
- ⌚ Energy Drain: 1 Bar [2]
- ⌚ Special Quality: Wave [2]

Firing a Custom Energy Attack is a Full Round Action. In the case of Physical attacks the character simply puts a lot of energy into the attack to deliver a devastating blow or a series of rapid strikes. The appearance of the attack and how it is launched is up to the Player.

-Finishing Attack-

Finishing attacks are often energy attacks that can devastate worlds or cities. Physical versions often are enough to kill a person in a single blow. The rules for building these are still the same but the PC has more options open to them. These attacks generally use a lot of energy. The character has 22 points to spend on building this attack

Effective Range	Cost	Dice Type	Cost
Melee	0	d4	1
Based on Str	0	d6	2
100 yards	1	d8	4
300 yards	2	d10	6
1 mile	4	d12	8
N/A (indefinite)	6	d20	10

Energy Drain	Cost	Special Quality	Cost
8 Bars (160 points)	0	+1 to Hit (Stacking)	1
7 Bars (140 points)	1	Homing (Reroll Missed attacks each action of next	4

		round)	
6 Bars (120 points)	2	Explosive (Damage Affects a Large Area, 10ft for each dice of damage, or less if desired)	4
5 Bars (100 points)	4	Wave (A largish beam of energy is fired, strikes any enemies that are in its path, the beam of this widens every 10ft by 5ft)	4
4 Bars (80 points)	6	Penetrating (Attack will by pass physical defenses)	4
3 Bars (60 points)	8	Knock-back (The attacks standard knock-back is tripled)	4
2 Bars (40 points)	10	Non-Lethal (The attacks damage is subdual, target needs to make a Fort Save (DC 10 + number of dice in the attack to remain conscious)	2
1 Bars (20 points)	12	Bouncer (Free action to fire, makes 2 attack rolls for each action PC has, Damage is halved; if mixed with exploding it will explode on the final hit.)	3
Variable: Energy dictates damage. The person has to have 4 bars of energy full to use the attacks normal damage otherwise each bar subtracts 4 from the Power skill roll; each bar over 4 that is full (large or normal) adds a +3 to the Power skill roll. This uses all the PC's energy though.	1	Growing (The number of dice in the attack is doubled)	6
-----	-----	Rapid Fire (For each action the PC has they may fire 3 Shots, each shot's number of dice for damage is reduced to 1/4 th its max.)	4
-----	-----	Delayed (The attack can be delayed, or set to go off after certain conditions have been met).	3
-----	-----	Planet Buster (This attack will affect a 1mile diameter area. If it is targeting the planet and not an individual there is a % of a chance that the planet could be destroyed. This is dependent upon the number of dice there is for damage. Each die of damage counts as 3%. Damage itself is not rolled. If the percentage is beaten the planet will blow up in a number of minutes equal to the Planets Diameter, divided by 500. Earth has a Diameter of about 7,500 miles, it would blow after 15 minutes, this is further offset by how much the % was beaten by, each point over that takes off half a minute from this total. The Dice Type for a Planet buster though must be d12's or d20s.)	6

-Finishing Attack Example-

The Spirit Bomb [22pts]

- ⌚ Range: N/A (indefinite) [6]
- ⌚ Damage Dice Type: d8 [4]
- ⌚ Energy Drain: Varies [1]
- ⌚ Special Quality: +1 to Hit [1], Explosive [4], Growing [6]

-Defensive Options-

These are different from techniques to some degree. A PC has to pick 1 option from the list of different Defensive techniques.

Name	Description
Better Deflection	Your deflection is treated as if you have 1 More Large Energy Bar.
Damage Resistance	Your body is like a wall of sold steel. You have a DR equal to your Con and Str Modifiers. This is good against any type of attack.
Teleport Evasion	The cost of Combat Teleporting is reduced by half as long as it is used to evade an attack and not counter.
Improved Defense	+2 to the Characters Defense
Improved Reaction	+2 to the Characters Reflex Saves
Juggernaut	Prerequisite: Must have a STR of 30+ and Con of 25+. The Character may move as a free action at any time as long as they are moving forward.
Ego Fueled	As long as the character believes they are invincible or unbeatable (etc.) they will have a +1 to all actions taken against an opponent (including saves, and defense), but must make Will Save against a DC of 15 each time the opponent lands more than 4 blows or 1 energy blast against them. The DC increases by 2 points each time it has to be made, it increases by 3 points if it's made again with in a short period of time. Once the bonus is lost it can not be regained until either the end of the battle or until the PC lands a great deal of damage against their opponent.
Champion of a Cause	As long as the character has a righteous cause they will gain a +1 to all actions taken against an opponent (including saves, and defense) that hinders them in their cause. The cause taken up can be ambiguous such as to Protect the Planet, or to Protect Friends and Loved ones and it can change depending on the situation. However when facing an opponent of substantial strength they must make Will Save against a DC of 15 each time the opponent lands more than 4 blows or 1 energy blast against them. The DC increases by 2 points each time it has to be made, it increases by 3 points if it's made again with in a short period of time. Once the bonus is lost it can not be regained until either the end of the battle or until the PC lands a great deal of damage against their opponent.

-The Oozaru Form-

The giant Oozaru form is the powerful giant ape like form of the Saiyans. It is assumed when the Saiyan looks at a full moon; they have to look at it, seeing light cast from it or being indoors and unable to see the moon directly won't cut it. They have to look directly at the moon. Transformations take only about 1 round. The person goes from being a medium sized person to being a gargantuan sized monster. And generally unless they're wearing special clothing (like Saiyan or Frieza battle armor) they will shred their clothing and end up buck-naked when they return to normal. In cases where

the Saiyan turns into a Super Oozaru and they then turn Super Saiyan 4 they will instinctively alter the molecules in the air around them to form clothing around their bodies. This happens anyway when they turn SS4.

- ⌚ The Oozaru Transformation: +14 Strength & Constitution. +8 to Listen Checks. Gargantuan Sized creature (-4 Defense). 2 Normal energy bars are made Large ones. The tail can be removed by making a called shot/attack at a -4, and the attack must do at least an amount of damage equal to the characters Constitution score. It need not be a single attack that does this, but all the attacks made against the tail need to be made that round, all attacks are of course at the -4 to hit. The tail can also be used as an extra attack action, attacks made with the tail are at a -4 to hit though.
- ⌚ The Super Oozaru Transformation: Only possible if the Saiyan has the ability to turn Super Saiyan. Rather than turning into the normal Oozaru form the Saiyan automatically goes Super Saiyan while turning into the Oozaru form. The Saiyan gains the benefits of both the Oozaru form and the Super Saiyan form. Although once a Saiyan learns to turn SS4 they can no longer assume the Oozaru form.

Part 8: Items & Other Things

Items aren't that big a thing in DBZ, although items would be used normally if used in a game. The characters will generally not use much in the ways of these items and equipment. Some however will often use certain equipment. Trunks has his special sword. Vegeta has his Saiyan Battle Armor. Goku and Piccolo have their training cloths. Items aren't that big a deal but can play a part in any game. If you want a list of such items just look in your books or adapt some of the things in my conversions.

PC's generally made with these rules will be substantially toned down but still incredibly formidable opponents in any setting. The level adjustments of powers and racial abilities are substantially balancing with all the various other things that are gained.

Remember these rules are ment for faster play and not more in depth play rules common with my conversions/setting enhancing rules. Stats aren't ment to be outrageously high either. Below is a character D20 Modern character sheet for you to use. It's easy to alter though for D&D.

CHARACTER NAME

PLAYER

CLASS
(Favored)

ETHNICITY

AGE

GENDER

HEIGHT

WEIGHT

EYES

HAIR

Dice: ()

Hit Points

ABILITIES

Ability Name	Score	Mod	Temp Score	Temp Mod
STR (Strength)		+		
DEX (Dexterity)		+		
CON (Constitution)		+		
INT (Intelligence)		+		
WIS (Wisdom)		+		
CHA (Charisma)		+		

ACTION POINTS

WEALTH

BONUS

DEFENSE

GREEN

LEVEL(s)

BASIC HERO CLASSES

Strong:	Fast:	Tough:
Smart:	Dedicated:	Charismatic:

ADVANCED CLASSES

Soldier:	Martial Artist:	Gunslinger:
Infiltrator:	Daredevil:	Bodyguard:
Field Scientist:	Techie:	Field Medic:
Investigator:	Personality:	Negotiator:

FX CLASSES

Shadow Slayer:	Occultist:	Telepath:
Battle Mind:	Mage:	Acolyte:

STATISTICS

NAME	TOTAL	BASE	ABILITY MOD.	CLASS	FEATS	EQUIP. BONUS	OTHER	ARMOR CHECK PENALTY
DEFENSE		= 10 +	+	+	+	+	+	-
INIT Initiative	+		+		+	+	+	

SAVING THROWS

NAME	TOTAL	BASE	ABILITY MOD.	FEATS	SIZE MOD	OTHER
FORT Constitution	+	= +	+			
REF Dexterity	+	= +	+			
WILL Wisdom	+	= +	+			

LANGUAGES (Read & Write)

EXPERINECE POINTS

Current:
Next Level:
Gained:
Gain Adjustments:

ADVANCEMENT

Attribute Increases:
of Feats Gained:
Skill Points:
Other:
Other:

MAX RANKS

/

[illegible]

[illegible][illegible][illegible]

COMBAT SHEET

UNARMED		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE / SIZE	SPECIAL PROPERTIES	

WEAPON		TOTAL ATTACK BONUS		DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE / SIZE	SPECIAL PROPERTIES		

WEAPON		TOTAL ATTACK BONUS		DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE / SIZE	SPECIAL PROPERTIES		

WEAPON		TOTAL ATTACK BONUS		DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE / SIZE	SPECIAL PROPERTIES		

ARMOR / PROTECTIVE ITEM			TYPE	MAX DEX	DAMAGE REDUCTION
CHECK PENALTY	SPEED	WEIGHT	SIZE	SPECIAL PROPERTIES	

[illegible][illegible]

KI POWERS

-Ki Pool / Energy Bars (N / L = Normal / Large)-

POINTS OF ENERGY	Bar Type:	Large	Large	Large	N / L	N / L	N / L	N / L	N / L
	(12.5%) / 20								
	(11.25%) / 18								
	(10%) / 16								
	(8.75%) / 14								
	(7.5%) / 12								
	(6.25%) / 10								
	(5%) / 8								
	(3.75%) / 6								
	(2.5%) / 4								
	(1.25%) / 2								
Power Percentage:		12.5%	25%	37.5	50%	62.5%	75%	87.5%	100%

NOTE: 1 Bar is 20 points of energy, there are 8 bars that can be filled.

Large Bar Power Up (Con Mod +7): _____ Normal Bar Power Up (Con Mod +5): _____

Normal Power Regain (Large bars, Con Mod +1): _____

-POWERS-

Level Adj.	Power Name	Description

-TECHNIQUES-

Name:		Name:	
Range:		Range:	
Damage Dice Type:		Damage Dice Type:	
Energy Drain:		Energy Drain:	
Special Qualities:		Special Qualities:	

Name:		Name:	
Range:		Range:	
Damage Dice Type:		Damage Dice Type:	
Energy Drain:		Energy Drain:	
Special Qualities:		Special Qualities:	

Name:		Name:	
Range:		Range:	
Damage Dice Type:		Damage Dice Type:	
Energy Drain:		Energy Drain:	
Special Qualities:		Special Qualities:	

OTHER THINGS

[illegible]
