

# Dragonball ZX

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## Expanded Characteristics

Gamemasters should choose how many points starting characters may spend on Characteristics based on the level of campaign they wish to play. Consult the chart to the right for the amount appropriate for the starting character. The recommended default values are 40 Characteristic points, 50 Skill points, and 400 Power Level.

### How do they Compare?

Compare beginning characters with those below to build a character of appropriate power and ability.

| Character          | Char | Skill | Power   |
|--------------------|------|-------|---------|
| Bulma              | 23   | 39    | 16      |
| Chiaotzu           | 31   | 56    | 530     |
| Chi Chi            | 36   | 38    | 0       |
| Master Roshi       | 39   | 71    | 350     |
| Yamcha             | 46   | 57    | 1600    |
| Gohan              | 48   | 47    | 2800    |
| Krillin            | 56   | 82    | 1770    |
| Yajirobe           | 57   | 64    | 500     |
| Tien               | 58   | 78    | 1830    |
| pre-Fusion Piccolo | 75   | 102   | 3400    |
| Vegeta             | 79   | 154   | 7500    |
| Frieza             | 87   | 197   | 500,000 |
| Goku               | 92   | 160   | 8000    |
| Radditz            | 95   | 57    | 1250    |
| Trunks             | 100  | 632   | 7 mill. |

## Expanded Power Level

All characters begin with a Power Level of 400. A character may exchange Power Level with Health or Characteristics. One Health equals one Power Level. One Characteristic Point equals 7.5 Power Levels.

## Expanded Skills

The following is a new expanded skill list with new skills available to characters (new skills are in italics):

### **Dragonball ZX Expanded Skill List**

*Awareness* (perception, observation, detection)  
*Body* (all physical skills, running, jumping, climbing)  
*Control* (driving, piloting, animal handling)  
*Evasion* (dodge, evasion)  
*Fighting* (fighting, martial arts, blocking)  
*Mind* (sciences, knowledge, history, current events)  
*Performance* (acting, disguise, singing)  
*Power* (ki powers, inborn powers)  
*Ranged Weapon* (guns, cannons, lasers, bows, crossbows)  
*Social* (bribing, persuasion, etiquette)  
*Technical* (engineering, vehicle repair, robotics, computers)  
*Weapon* (knives, swords)

## Expanded Experience Points

With the GM's permission, players may spend Experience Points on raising a character's characteristics as well as skills. Use the following cost table for spending Experience Points:

### Dragonball ZX Expanded Experience Point Table

**Combat:** 200 XP per +10. WITH GM PERMISSION ONLY!

**Physical:** 150 XP per +10. WITH GM PERMISSION ONLY!

**Mental:** 100 XP per +10. WITH GM PERMISSION ONLY!

**Move:** 50 XP per +10. WITH GM PERMISSION ONLY!

**Hits:** 10 XP per +10 up to 1000.

100 XP extra fee to reach 1000.

10 XP per +100, 1000 to 10,000.

100 XP extra fee to reach 10,000.

10 XP per +1000, 10,000 to 100,000.

100 XP extra fee to reach 100,000.

etc.

**Defense:** 10 XP per +10

**Skills:** 10 XP per +10

**Power Level:** 10 XP per +10 up to 1000

100 XP extra fee to reach 1000.

10 XP per +100, 1000 to 10,000.

100 XP extra fee to reach 10,000.

10 XP per +1000, 10,000 to 100,000.

100 XP extra fee to reach 100,000.

etc.

**Power Up:** 10 XP per +10 up to 1000

100 XP extra fee to reach 1000.

10 XP per +100, 1000 to 10,000.

100 XP extra fee to reach 10,000.

10 XP per +1000, 10,000 to 100,000.

100 XP extra fee to reach 100,000.

etc.

**For example:** Tak Eon's player wants to raise his character's Power Level from 400 to 1000. This costs 600 XP plus the 100 XP fee for reaching 1000. He now wants to raise Tak Eon's Power Level from 1000 to 1500. This costs 50 XP (10 XP per +100). To go from 1500 to 10,000 costs 850 XP (10 XP per +100), plus the 100 XP for reaching 10,000.

When converting DBZ characters or scenarios to or from Total Fuzion, 1 DBZ XP = 10 Total Fuzion XP.

## Expanded Rules

### Initiative

In the real world, action usually happens simultaneously and with much confusion. Adventure games, however, must keep things simple by imposing order on the chaos, forcing characters to wait their turn and act in order. **Each Phase, the character with the highest Mental Characteristic gets their action first.** Other actions occur in order of descending Mental Characteristic until everyone has acted. If two characters have the same Mental, the character with the highest Combat characteristic goes first. If they are still tied, both act at the same time.

**A character can act out of order by declaring an Abort Maneuver.** An Abort Maneuver is a panicked defensive action such as Block, Dodge, Dive for Cover, or even some Powers if used Defensively such as Deflection or countering one Energy Blast with another. Abort Maneuvers must be called before any dice have been rolled for the other character's action. Abort Maneuvers can also be used to intercept an attack intended for another target, such as Krillin taking Garlic Jr's blast intended for Gohan. By performing an Abort Maneuver, the character is forfeiting their upcoming action from either later that Phase or from the next Phase.

**If a character Aimed, Blocked, Dodged, or Waited on the previous Phase, they act first in the next Phase, regardless of Mental.** If more than one character performed any of these actions the previous Phase, then those characters act first the next Phase in normal order of descending Mental. Once they have acted, all the other characters may act.

*For example, Lady Ninja is fighting Bugaloo. Lady Ninja has a Mental of 5, Bugaloo has a Mental of 3. Lady Ninja fires a 'Focused Chaos Beam' at Bugaloo. Since Bugaloo hasn't acted yet this phase, he aborts his upcoming action in order to fire a 'Electro Mega Blast' to counter Lady Ninja's beam. Bugaloo rolls first to manifest the power, then rolls to attack, rolling a 25. Lady Ninja then rolls her attack. If she rolls less than 25, Bugaloo's beam hits Lady Ninja's beam and acts like a deflection (see **Energy Blast** below). If she rolls higher than 25, she fires her beam first and hits Bugaloo before he's ready.*

*Similarly, if Lady Ninja were attacking Fan-Boy, Mental 4, with her sword, Fan-Boy can abort his upcoming action to Dodge or Block.*

### Aiming

A character may increase the accuracy of their attack by taking the time to aim carefully. For each full consecutive uninterrupted Phase spent aiming, the character receives +1 to attack, up to the character's attack skill. A character may act first on any Phase following an Aiming action, regardless of Mental. While aiming, a character cannot move or take any action. If the character is hit by any attack, all bonuses gained from aiming are lost.

For example, Silver may carefully aim her Heavenly Thunder Strike energy blast for up to seven consecutive uninterrupted Phases in order to receive a +7 bonus to strike. When she finally does strike, she will act first that Phase, regardless of her Mental.

### **Holding Action and Waiting**

Characters need not act when their turn comes. Characters can hold their action until any point later in the Phase, even interrupting other characters' actions. Interrupting another character must be called before any dice have been rolled for the other character's action.

If a character decides, after everyone else has gone, not to act at all, then that character may act first the following Phase regardless of Mental.

### **Shockwaves**

Huge Energy Blasts and impacts are likely to cause massive shockwaves and explosive effects, if no real damage. To determine the shockwave effect of an Energy Blast, use the following optional rule.

Each 10 dice of damage done by the blast does 1 Move knockback at ground zero, minus 1 Move per 2 meters (1 Hex/Move) away from the epicenter. When a ranged attack misses, it misses by 2 meters (1 Hex/Move) per difference between the attack AV and the target's DV.

***For example**, if a 100 dice EB missed by 6, the target takes 9 Move knockback (minus their Physical + 1 die).*

Fighters who throw heavy Energy Blasts will have to be careful. If they were only 5 Move away from their target, they'd take 4 Knockback from the shockwave of their own blast.

Direction of the knockback is determined by the direction of the blast impact. The location of the impact from the intended target is determined by a random roll:

- 1: forward left
- 2: left side
- 3: rear left
- 4: rear right
- 5: right side
- 6: forward right

Keep in mind that this brings a whole new level of thought into play for your games. For fast and dirty combats, keep to the simple rules. It's best just to ignore reality in some situations.

### Throwing and Leaping

Thrown objects and leaping characters don't always land immediately. Use the following table to determine the amount of time spent in the air. Simply determine how far the object was thrown or the character leapt. The table then indicates how fast they had to be to travel that far and how long they remain aloft. At the end of the allotted time, the object falls back to Earth and may take falling damage. It is assumed that the object travels a vertical distance equal to one-quarter the horizontal distance traveled.

| Distance      | Height     | KPH     | Hexes      | Hexes/<br>Phase | Aloft               |
|---------------|------------|---------|------------|-----------------|---------------------|
| 5m            | 1m         | 25      | 3          | 3               | 1 sec (0 Phases)    |
| 10m           | 2m         | 40      | 5          | 5               | 2 sec (1 Phases)    |
| 40m           | 10m        | 75      | 20         | 20              | 3 sec (1 Phases)    |
| 80m           | 20m        | 100     | 40         | 30              | 4 sec (1 Phases)    |
| 100m          | 25m        | 110     | 50         | 30              | 5 sec (2 Phases)    |
| 1/2 km        | 125m       | 250     | 250        | 75              | 10 sec (3 Phases)   |
| 1 km          | 250m       | 360     | 500        | 100             | 14 sec (5 Phases)   |
| 5 km          | 1.25 km    | 800     | 2,500      | 250             | 30 sec (10 Phases)  |
| 10 km         | 2.5 km     | 1150    | 5,000      | 333             | 45 sec (15 Phases)  |
| 20 km         | 5 km       | 1600    | 10,000     | 475             | 64 sec (21 Phases)  |
| 40 km         | 10 km      | 2250    | 20,000     | 666             | 90 sec (30 Phases)  |
| 80 km         | 20 km      | 3185    | 40,000     | 952             | 127 sec (42 Phases) |
| 160 km        | 40 km      | 4500    | 80,000     | 1333            | 180 sec (60 Phases) |
| 300 km        | 75 km      | 6175    | 150,000    | 1829            | 247 sec (82 Phases) |
| Into Orbit    | 250 km     | 28,800  | 5 million  | 8530            | Planetary Orbit     |
| Out of Orbit  | 250,000 km | 36,000  | 5 billion  | 10,663          | Solar Orbit         |
| Out of System | Infinite   | 360,000 | 5 trillion | 106,630         | Interstellar Space  |

### Rear Attacks, Surprise Attacks, Blindsiding, and Backstabbing

Characters defending from an unexpected quarter could suffer a negative modifier to their evasion rolls. When attacked from behind, the defending character must pass an Awareness skill test vs. a DV equal to the attacker's AV. If the test is successful, the character rolls Evasion against the attack normally. If the test is failed, the defender suffers a penalty equal to the difference of the attacker's AV and the defender's Awareness test to their Evasion roll for that attack.

*For example, Lady Ninja attacks Bizarre from behind. Lady Ninja rolls 35 to attack. Bizarre makes an Awareness skill test, rolling a total of 20. This is 15 less than Lady Ninja's attack roll, so Bizarre suffers -15 to his Evasion roll to evade Lady Ninja's attack.*

Abort maneuvers are also affected by rear attacks. When attacked from behind, the defender must pass an Awareness skill test as above. If successful, the Abort maneuver is performed normally. If the test is failed, the defender is not able to perform the Abort maneuver, in addition to suffering the aforementioned Evasion penalty.

## Expanded Maneuvers

Characters may define their Martial Arts maneuvers. A basic maneuver provides no bonus to hit or initiative and does the character's Physical plus Fighting skill in dice of damage. Maneuver characteristics can be re-arranged to create custom maneuvers.

*For example, a maneuver might have -1 to hit, -1 to Initiative, but +2 dice of damage, another maneuver might have +2 to hit, +3 to Initiative, but -5 dice of damage.*

Also, Ki can be spent on creating powerful custom maneuvers. Ki-Powered maneuvers require a Power skill roll to manifest like other Ki Powers. In addition to the list below, any Energy Blast Special Effect can be added to a Ki-powered maneuver. Ki-powered maneuvers may call upon Ki powers the character may not normally know, but the powers are only available to that attack.

*For example, Bugaboo wants to create a Powered maneuver called "Electric Tiger Smash" that does +30 dice of damage, +10 to hit, and +4 to initiative. This maneuver would cost 200 Power to perform, would require 1 Phase to prepare, and would take up one of Bugaboo's allotted powers (see **Ki Powers** below).*

### **Expanded Maneuvers Costs**

**Dice of damage:** 5 Power per +1 dice of damage

**Modifier to Initiative:** 10 Power per +1 initiative for that maneuver only. Requires 1 phase preparation.

**Modifier to Hit:** 1 Power per +1 to Hit for that maneuver.

**Modifier to Evade/Block:** 1 Power per +1 to specific Evasion and Block maneuvers.

## Expanded Grabs

Grab maneuvers are under-developed in DBZ. To correct this, here are expanded Grab information.

### **Grab**

A basic grab is reaching out with your hand(s) and clutching your opponent, either around the chest or around an appendage like a leg, ankle, wrist, or arm. A Grab can also be used against an opponent's weapon, loose clothes, or any device they might be holding. To resolve a Grab, the attacker must pass a skill test using Combat + Fighting + 3d6 - 2 for the AV vs. a DV equal to the defender's Combat + Fighting (Weapon is grabbing an item) + 3d6. If the attacker wins, the defender's appendage or item is grabbed. The defender may immediately try to break free. To break free, the defender must pass an opposed skill test using Physical + Body + 3d6 vs. the attacker's Physical + Body + 3d6. If the opponent wins, he breaks free of the Grab. If the attacker wins, he has hold of the opponent at the beginning of the next action or phase, or, if he was grabbing an item, has wrested the item away from the opponent.

If the opponent is successfully Grabbed and held (see above), the attacker may choose to continue to hold, pin, choke, or throw the opponent.

**For example,** Bizarre tries to grab Lady Ninja around her shoulders. He attacks with his *Combat + Fighting + 3d6 - 2* for a total AV of 41. Lady Ninja attempts to evade with a her *Combat + Evasion + 3d6* for a total DV of 39. She is grabbed! She immediately tries to break free, rolling her *Physical + Body + 3d6* for a total AV of 27 vs. Bizarre's *Physical + Body + 3d6* for a total DV of 35. Lady Ninja is grabbed.

### **Hold**

A held character takes damage equal to the attacker's *Physical + Fighting* in dice. While held, both the attacker and defender suffer -3 to all evasions when attacked by others. The held character must use an action to break free. To break free, the defender must pass an opposed skill test using *Physical + Body + 3d6* vs. the attacker's *Physical + Body + 3d6*. If the opponent wins, he breaks free of the Grab. If the attacker wins, he has hold of the opponent at the beginning of the next action or phase and the defender takes the attacker's *Physical + Fighting* in dice of damage. If the character has multiple actions in a Phase, he may attempt to break free once per action. The character is held until either he breaks free or the attacker lets him go.

While held, the attacker may forego damage in order to force the defender to move a certain direction. The attacker can force both character to move a distance equal to his *Move* minus the defender's *Move*.

**For example,** Bizarre has successfully grabbed Lady Ninja. On his action, he foregoes doing damage and tries to move her towards a waiting paddy wagon to capture her. He may force her to move *Zero hexes* (his *Move* of 5 minus her *Move* of 5), so they struggle and get nowhere. On Lady Ninja's action, she attempts to break free, rolling her *Physical + Body + 3d6* for a total AV of 29 vs. Bizarre's *Physical + Body + 3d6* for a total DV of 32. Lady Ninja is still held in Bizarre's mighty arms. If they were to be attacked that Phase, they would both be -3 to their evasion attempts.

### **Pin**

Whereas a hold allows the attacker to maneuver his opponent, a Pin stops all movement, holding the opponent immobile on the ground. To pin an opponent, the opponent must be successfully grabbed, then the attacker must pass a skill test using *Combat + Fighting + 3d6 - 3* vs. the opponent's *Combat + Fighting + 3d6*. If the attacker wins, the target is pinned and suffers -3 to escape. The defender Both attacker and defender are immobile, suffer -3 to all evasion attempts, and the defender takes the attacker's *Physical + Fighting* in dice of damage. The defender will remain pinned until the either he escapes or the attacker decides to let him go. If the defender wins, the pin has failed and the defender breaks free.

**For example,** Bizarre has Lady Ninja in a hold but is unable to move her. On his action, he attempts to convert the hold into a pin, rolling his *Combat + Fighting + 3d6 - 3* for a total AV of 39 vs. Lady Ninja's *Combat + Fighting + 3d6* for a total AV of 33. Bizarre successfully converts the Hold into a Pin, doing 40 dice damage! Lady Ninja attempts to escape, rolling her *Physical + Body + 3d6 - 3* for a total of 27 vs. Bizarre's *Physical + Body + 3d6* for a total of 32. Lady Ninja will take 40 dice, or 126 points of damage while she remains pinned until Bizarre lets her go or she escapes.

### **Throw**

A character can throw a grabbed opponent using the standard throwing table. Remember that default setting on the table is for throwing a baseball-sized object. The table must be adjusted down when throwing woman- or man-sized objects.

Hitting a target with a thrown object requires passing a skill test using Combat + Body skill vs. the target's evasion attempt.

*For example, Bizarre has pinned Lady Ninja. On his action, Bizarre picks Lady Ninja up and throws her. He rolls a die and adds his Physical for a total result of 23. The table indicates he can throw a baseball 40 km. Lady Ninja is a grown woman, so he adjusts the table up three rows, indicating 5 km. Using the Throwing and Leaping chart above, she will reach an altitude of 2.5 km and remain aloft for 30 seconds (10 phases) before crashing back down to earth, taking (2,500 Move divided by 3) 833 dice of falling damage!*

## **Expanded Tackles and Slams**

The Fuzion rules provide several methods for tackling an opponent.

### **Collision**

Straight out flying into the opponent. Collisions do 1 dice every 3 hexes/Phase velocity. However, both combatants take full damage and wind up knocked down.

*For example, Silver and Bugaboo are hovering 100 hexes apart. Silver decides to just slam into him at 100 hexes/Phase with no penalty. Both combatants take 30 dice damage, or 112 points of damage each!*

At greater distances and higher velocities, the damage increases.

*For example, Silver and Bugaboo are hovering 1 km apart. She flies at him at Mach 1. Silver decides to just slam into him with no penalty. But both combatants take 166 dice damage, or 591 points of damage each!*

### **Move By**

Full Move and attack during movement with a -2 penalty to attack and any evasion rolls that phase. Damage equals (Physical/2) + 1 die for every 5 hexes/Phase velocity. The attacker takes one-third of the indicated damage.

*For example, Silver and Bugaboo are 100 hexes apart. Silver decides to try to hit him and keep flying (Move By) at 100 hexes/Phase. She suffers -2 to hit, and at -2 to evade his hits. She hits, doing  $(13/2=)7 + (100 \text{ hexes/Phase}/5=)20 = 27$  dice damage, or 90 points of damage to Bugaboo. Silver takes 30 points of damage herself, and finishes her Movement action.*

At greater distances and higher velocities, the damage increases.

*For example, Silver and Bugaboo are hovering 1 km apart. She flies at him at Mach 2. Silver decides to try to hit him and keep flying (Move By). She suffers -2 to hit, and at -2 to evade his hits. She hits, doing  $(13/2=)7 + (500 \text{ hexes}/5=)100 = 107$  dice damage, or 378 points of*

damage. She takes 126 points of damage and continues flying for another 1 km.

### **Move Thru**

Full Move and attack at end of move with a -1 penalty for every 5 hexes traveled and a penalty of -3 to all evasion rolls that Phase. Damage equals Physical + 1 die for every 2.5 hexes/Phase velocity; the attacker takes one-half the indicated damage.

*For example, Silver and Bugaboo are hovering 10 hexes apart. Silver decides to fly into him at 10 hexes/Phase without hurting herself too much (Move Thru). She's at -2 to attack, and at -3 to evade. If she hit, she'd do  $(13+1=)14 \times (10 \text{ hexes}/2.5=)4 = 56$  dice, or 205 points of damage! Silver takes 103 points of damage herself!*

At greater distances and higher velocities, this maneuver becomes impossible to perform, but if somehow successful, the damage is astronomical!

*For example, Silver and Bugaboo are hovering 5 km (2500 hexes) apart. Silver decides to fly into him at Mach 5 without hurting herself too much (Move Thru). She's at -500 to attack, and at -3 to evade! If, somehow, she managed to hit, she'd do  $(13+1=)14 \times (2500 \text{ hexes}/2.5=)1000 = 14,000$  dice, or 48,941 points of damage! Silver takes 24,471 points of damage herself!*

## **Expanded Ki Power Rules**

At character creation, the player must define what Ki Powers and Special Effects the character knows. **Each character may learn as many Ki Powers and/or Special Effects as their Mental characteristic plus Power skill divided by three, rounded down.**

*For example, a character like Yamcha with a Mental characteristic of 6 and a Power skill of 10 will know 5 Ki Powers and/or Special Effects.*

A character can learn new Ki Powers and Special Effects by raising their Mental characteristic or Power skill so that the number of Powers they are allowed to know is increased. Each Special Effect counts as a separate Power.

*For example, Yamcha wants to learn a new ki power, therefore he raises he raises his Power skill by two with Experience Points so that his Mental of 10 plus Power skill of 8 equals 18, divided by 3 equals 6. Yamcha should now know six ki powers instead of five. "Green Aura Fang", an Energy Blast with the Repeating and After Effect Special Effects, would require 3 of Yamcha's 5 allotted powers.*

Characters must still make Power skill rolls in order to manifest the power. A failed Power skill roll results in a failure to manifest the power and a possible backlash. If the Power skill roll was a 3, then the character takes damage in dice equal to the amount of Power being harnessed.

## Expanded Ki Powers

### Boost Actions

#### 10 Power per Action

This ability increases the number of actions a character can perform next Phase. Each extra action is taken after each combatant has acted.

*For example, if four combatants are fighting, character A has 5 actions, character B has 3 actions, character C has 2 actions, and character D has 1 action, actions are performed in the following order this Phase:*

A's 1<sup>st</sup> action.  
B's 1<sup>st</sup> action.  
C's 1<sup>st</sup> action.  
D's 1<sup>st</sup> action.  
A's 2<sup>nd</sup> action.  
B's 2<sup>nd</sup> action.  
C's 2<sup>nd</sup> action.  
A's 3<sup>rd</sup> action.  
B's 3<sup>rd</sup> action.  
A's 4<sup>th</sup> action.  
A's 5<sup>th</sup> action.



### Boost Move

#### 1 Power per +50 Move, 10 Power per 500 Move (1 km, Mach)

Allows the character to move faster than normal. When used in combat, Boost Move costs per Phase. When used out-of-combat, Boost Move costs 1 Power per 10 minutes of use, or 1 Power per 16.6 km at 100kph. Boost Move can be used as an Abort Maneuver.

### Boost Reaction

#### 10 Power per +1 Initiative

This ability increases the character's Initiative next phase.

### Boost Senses

#### 1 Power per +1 to roll or 100 meters (10 Power per 1 km)

Super Senses allow the character to either increase their sensitivity, noticing things not normally within the ability of their senses, or the range of their senses, or both.

### Boost Size (Boost Strength+Boost Move+Damage Reduction)

#### 10 Power per Level Growth (+1 Physical, +1 Move, +1 Meter reach, +1 damage dice reduced, -1 Defense rolls), up to x2 Physical

The character grows in size and proportion, increasing their strength, their reach, and their ability to absorb damage. Larger characters are also easier targets, suffering -1 to Defense rolls for each level of growth.

### Boost Strength

#### 5 Power per +1 Physical, up to x2 Physical

Super Strength increases the character's Physical characteristic for the purposes of lifting and determining damage. It does not increase the character's Health or Defense.

### **Deflection (Force Field)**

#### **1 Power per 1 dice energy damage negated**

A force field that protects the character from one direction. Once in place, the field may be "kept up" without expending further actions or Power. If the character falls unconscious or is hit with a Physical attack, the Deflection falls and must be re-activated. Any excess Deflection dice is reflected back at the attacker, up to the original dice of the attack. Like Energy Blasts, Deflections may also be gradually built-up a phase at a time. Deflections can be used as an "Abort" maneuver.

### **Deflection Special Effects**

#### **Improved Deflection**

##### **+1 Difficulty per 10 dice energy damage negated**

Ordinary Deflections deactivate when hit by a physical attack, but Improved Deflections will remain activated, though no physical damage is negated.

#### **Full Protection**

##### **+1 Difficulty per 10 dice energy damage negated**

Ordinary Deflections protect from only one direction. Full Protection Deflections protect from all directions. When Deflection is combined with Maka Wara, Full Protection applies to both Ki Powers at once.



### **Energy Blast (Fireball, Laser Vision, Ki Blast)**

#### **1 Power per 1 dice damage**

A directed blast of pure Ki Energy. Energy Blasts travel at 150 Move.

Energy Blasts can be a single shot fireball, or a steady stream or energy. If the attack is declared to be a steady stream, the attacker rolls to hit normally on the first phase, then adds +1 to hit on each subsequent phase.

Energy Blasts, when used as an "Abort" maneuver, can be used defensively to target incoming ranged attacks. If two Energy Blasts encounter each other the weaker cancels its dice from the stronger, like a Deflection. Unlike a deflection, if both blasts are steady streams, both blasts remain active. The center-point of the two blasts will creep towards the target at a rate equal to the difference in dice in hexes per phase. So long as the steady stream is maintained, this will continue until one of the blasts is either discontinued or hits its target.

Energy Blasts can be built up over several turns, allowing for smaller Power control rolls each turn. If any one Power Control roll fails, the Energy Blast goes out of control and does damage to its creator.

## **Energy Blast Special Effects**

### **After Effect**

#### **+1 Difficulty per 5 dice per phase of effect**

An Energy Blast with After Effect causes damage even after the target is hit. The damage and number of phases of effect must be defined before the attack.

*For example, a 200 dice Energy Blast that does 100 dice each phase for 5 phases after the first would have a DV of  $20+(20 \times 5)=120$ .*

### **Area Effect**

#### **+5 Difficulty per Meter Radius**

An area affect blast causes an explosion that radiates out from the target, effecting anyone within the effect radius. All targets within the effect radius must make defensive rolls to avoid taking damage.

### **Bending**

#### **+5 Difficulty per bend, up to 90 degrees**

This modifier allows the energy blast to make bends up to 90 degrees. In this way, characters may fire over mountains or around corners.

### **Delayed**

#### **+2 Difficulty per Phase**

A Delayed Energy Blast waits a predetermined amount of time before doing damage.

### **Deadly Effect**

#### **+1 Difficulty for every 10 dice of Deflection and/or Maka Wara negated**

Deadly Effect Energy Blasts negate a predetermined amount of Deflection and/or Maka Wara dice.

### **Homing**

#### **+1 Difficulty per +1 AV**

Increases the accuracy of the Energy Blast.

### **Immobilizing**

#### **+1 Difficulty per +1 Immobilization Strength**

The target is immobilized and must make a contested Physical+Body vs. Immobilization Strength+Attacker's Power skill check at the end of the phase. Success indicates the target breaks free, failure means the target is held for another phase. The target cannot attack or defend while immobilized. Other characters may attack the Immobilization Effect. If the Immobilization Effect takes its Strength x 10 in damage, it is removed. The Immobilization Effect takes any damage the held character takes as well.

### **Multiple Target**

#### **+10 Difficulty per Target**

Allows the character to fire an Energy Blast at more than one target in a single phase.

### **Flight**

**1 Power per 50 Move (100 meters), 10 Power per Mach (500 Move, 1 km)**

Allows the character to fly in combat. The character must pass Physical + Body skill rolls vs. various difficulties depending on obstacles.

When used in combat, Flight must be purchased each phase or the character will fall. When used out-of-combat, Flight costs 1 Power per 10 minutes of use, or 1 Power per 16.6 km at 100kph. Flight can be used as an Abort Maneuver.

### **Illusion (After Image)**

**10 Power per Image per Phase**

Illusion creates a copy of the character.

### **Illusion Special Effects**

#### **Independent Image**

**+1 Difficulty per Physical or Move per Phase**

Independent Image allows the character to create an illusion that acts with its own Characteristic and appearance and is, for all intents and purposes, real. However, the illusion can not do any actual damage. Also, should the illusion take any damage, it will cease to exist.

#### **Realistic Illusion**

**+9 Difficulty per Phase**

This Power Modifier gives the illusion the ability to attack and fight, making the opponent believe they've been injured when they actually haven't. The illusion is, for all intents and purposes, real, but the opponents take no actual damage. When the opponent is at zero Health, they must make a contested Mental+Knowledge skill roll vs. the Illusionist's Mental+Power skill. Failure results in the opponent falling unconscious. Success results in the opponent breaking the illusion.

### **Intangibility**

**2 Power per 1 dice damage negated/1 meter thickness**

The ability to pass through solid matter and be unaffected by physical attacks. A character that is intangible is still vulnerable to energy attacks. A character becomes intangible at the beginning of the next Phase.

### **Invisibility**

**10 Power per Phase**

The character is completely invisible. In combat, Invisibility makes the character harder to hit. If an opponent cannot make a successful opposed Mental+Knowledge vs. Combat+Power skill test, then he is at 1/2 (Combat+Skill) in hand-to-hand, and 0 (Combat+Skill) at range vs. the character. If the opponent succeeds, he is at 1/2 (Combat+Skill) in both hand-to-hand and ranged combat. If the Invisible character is making a visible attack, the attackers only takes a -1 to his attack, even at Range. A character becomes invisible at the beginning of the next Phase.

### **Maka Wara (Iron Skin, Invulnerability)**

**1 Power per 1 dice physical damage negated.**

Maka Wara allows the fighter to toughen his body to withstand incoming physical attacks. Maka Wara works like a deflection, but it is only usable against physical attacks. Like a deflection, once the Maka Wara is activated, it remains activated until the fighter lowers it, it is breached by a superior attack, an Energy Attack hits it, or the fighter becomes unconscious. Also like a Deflection, any Maka Wara dice in excess of the attack is reflected back at the attacker, up to the original dice of the attack. Like Deflections, Maka Wara may also be gradually built-up a phase at a time. Maka Wara can be used as an "Abort" maneuver.



### **Maka Wara Special Effects**

#### **Improved Maka Wara**

**+1 Difficulty per 10 dice physical damage negated**

Ordinary Maka Wara deactivates when hit by an energy attack. Improved Maka Wara remains activated when hit by an energy attack, but provides no protection from it.

#### **Full Protection**

**+1 Difficulty per 10 dice physical damage negated**

Ordinary Maka Wara protects from only one direction. Full Protection Maka Wara protects from all directions. When Maka Wara is combined with Deflection, Full Protection applies to both Ki Powers at once.

### **Negate Damage**

**1 Power per 1 Damage Point Negated**

A character can spend Ki to negate damage taken. This requires no action and is applied to any damage that defeats a deflection, but before damage is applied to the character's Defense and Hits. Once the damage is applied, only Regeneration/Healing can restore lost Hits.

### **Reduce Size**

**10 Power per Level Reduced (-1 Physical, -1 Move, +1 damage dice whenever hit, +3 Defense rolls)**

Likewise, characters may shrink, gaining +3 to Defense rolls, but suffering -1 Physical, -1 Move, and taking +1 damage whenever hit.

### **Regeneration/Healing**

**1 Power per 1 Hit Restored**

Power may be spent to restore lost Hits, up to the character's non-wounded Hits, in the same way Hits may be traded for extra Power. The character may also heal others with this ability.

### **Stretching**

**1 Power per 1 Meter or +1 Move**

Stretching allows a character to perform a hand-to-hand attack at range. However, the character making the attack may also be attacked at any point in between. Stretching also allows characters to increase their strides and thus move more quickly.

## Telekinesis

### 10 Power per Physical, +10 Power per Move

This Power allows the character to remotely manipulate objects as if they were picking it up. Objects can become projectiles, doing 1 dice of damage per Physical required to lift it, plus 1 dice per Move.

## Telepathy

### 1 Power per 100 meters (10 Power per 1 km)

The Read Mind Modifier enhances Telepathy by allowing the character to read other's thoughts using opposed Mental+Power rolls. Telepathy also allows the character to send messages.

## Telepathy Special Effects

### Mind Control

#### +1 Difficulty per +1 Mental+Power

Mind Control allows the character to implant commands and control the actions of a target after a successful opposed Mental+Power roll. Targets may resist by using their own Mind Control Power to increase their defensive roll. The extent of the control depends on the amount by which the controller defeated their opponent's roll.

| Mind Control Effect | Effect                                                        |
|---------------------|---------------------------------------------------------------|
| >than Opponent      | Target will perform action he is inclined to perform anyway.  |
| 10 >than Opponent   | Target will perform actions he wouldn't mind doing.           |
| 20 >than Opponent   | Target will perform actions he is normally against doing      |
| 30 >than Opponent   | Target will perform actions he is violently opposed to doing. |

The power lasts 1 phase, but the controller may increase the number of phases of effect by reducing the difference by which the controller defeated their opponent's roll.

For example, Lady Ninja uses 400 Power of Mind Control on Fanboy. After successfully passing her Power Control roll, she rolls her Mental+Power+40 against Fanboy's Mental+Power (he has no Mind Control power to add). Her roll beats Fanboy's by 45. Fanboy is Lady Ninja's Meat Puppet for 1 phase, or she can lower the difference to 30, allowing her to still control him completely for 15 phases. Alternatively, she could lower the difference to 10, and Fanboy would perform actions he wouldn't mind doing for 35 Phases.

## Teleportation (Flight+Intangibility)

### 1 Power per 25 Move, 20 Power per 500 Move (1 km), +2 Power per 1 meter thickness

Teleportation combines Flight and Superspeed with Intangibility to allow the character to travel near instantaneously relatively unimpeded by physical terrain or obstacles. A character cannot teleport within powerful energy fields. The character teleports at the beginning of the next Phase.

## Lady Ninja

**Power Level:** 400

**Power Up:** 200

**Mental:** 5

**Combat:** 15

**Physical:** 15

**Move:** 5

**Defense:** 75

**Hits:** 150

### Skills:

Awareness 5 = 10

Evasion 15 = 30

Fighting 10 = 25

Power 10 = 25

Weapon 10 = 25

### Ki Powers/Abilities:

1. Energy Blast ("Focused Chaos Beam", 25 dice, 25 Power, DV 3)
2. Deflection ("Chaos Shield", 50 dice, 50 Power, DV 5)
3. Flight (Mach 2, 20 Power, DV 2)
4. Boost Reaction (+5 Actions, 50 Power, DV 5)
5. Invisibility ("Ninja Vanish", 10 Power/Phase, DV 1)

**Species:** Human

**Personality:** Lady Ninja is a mean-spirited evil person who seeks to seed chaos and strife everywhere she can. Her motivations for this are mysterious, as she gains no power, no money, nor any other seeming benefit from the chaos she creates other than the enjoyment of having created it. She is arrogant but cautious, and rarely exceeds her abilities or underestimates her opponents.

**History:** Lady Ninja was schooled in the Inu Clan of ninja. Upon graduating, the spiteful young woman set about destroying her school so that no one else could know her powers of Invisibility.

**Schticks:** Lady Ninja uses invisibility to sneak into places she doesn't belong.

**Appearance:** An attractive young lady with a red bandana and sash, and black tunic. She has red hair and carries a katana (+8 dice damage).



## Tak Eon

**Power Level:** 400

**Power Up:** 150

**Mental:** 5

**Combat:** 15

**Physical:** 10

**Move:** 10

**Defense:** 50

**Hits:** 100

### Skills:

Body 5 = 15

Control 5 = 10

Evasion 10 = 25

Fighting 15 = 30

Power 10 = 25

Weapon 5 = 20

### Powers:

1. Deflection ("Temporal Shield", 50 dice, 50 Power, DV 5)
2. Energy Blast ("Temporal Disruptor Beam", 50 dice, 50 Power, DV 5)
3. Boost Actions ("Slow Time", +5 Actions, 50 Power, DV 5)
4. Intangibility ("Temporal Phase", 50 dice/50m, 50 Power, DV 5)
5. Telepathy (2km, 20 Power, DV 2)

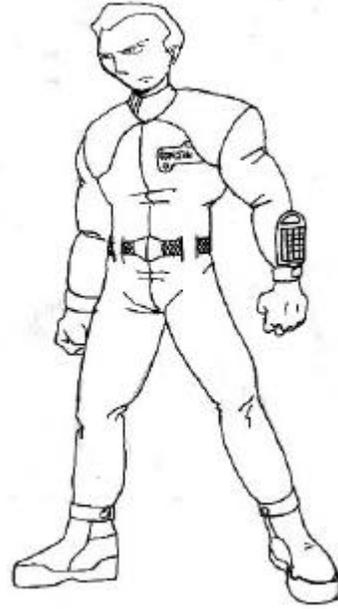
**Species:** Human

**Personality:** A friendly, likable fellow.

**History:** Tak Eon came back in time to perform a special mission. He hit his head upon arrival and can't remember the mission now. With no marketable job skills other than fighting, Tak took a part-time job in a Movie Theater to pay the bills and to familiarize himself to the current timeline's culture.

**Schticks:** Tak's powers stem from an understanding of the nature of Time. He is able to manipulate Time and its effects.

**Appearance:** Tak is a handsome and incredibly buff and athletic young man who looks extremely out of place in a movie theater uniform. The uniform is actually a Time Patrol jumpsuit which is capable of changing its appearance into any set of clothes.



## Bugaloo

**Power Level:** 400

**Power Up:** 280

**Mental:** 3

**Combat:** 16

**Physical:** 14

**Move:** 7

**Defense:** 70

**Hits:** 140

### Skills:

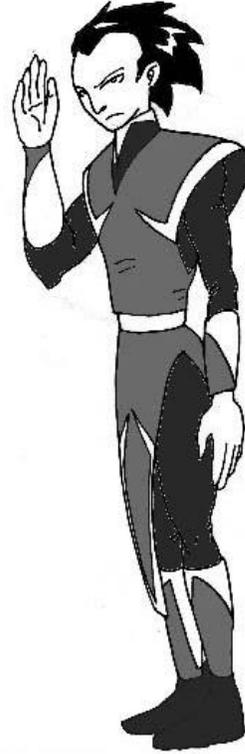
Evasion 10 = 26

Fighting 20 = 36

Power 20 = 36

### Powers:

1. Deflection ("Electro-Static Tiger Shield", 50 dice, 50 Power, DV 5)
2. Energy Blast ("Electro-Tiger Strike", 50 dice, 50 Power, DV 5)
3. After Effect ("Electro-Shocker Tiger Strike", 50 dice, +50 dice per phase for 4 phases, 50 Power, DV 45)
4. Teleportation ("Electro-Transmission Method", 2 km, 5m thickness, 30 Power, DV 3)
5. Healing ("Electro-Therapy", +50 Health, 50 Power, DV 5)
6. Flight ("Electro-Hyperflight", Mach 4, 40 Power, DV 4)
7. Maneuvers ("Electric Tiger Smash", +30 dice damage [64 dice total], +10 to hit, +4 Initiative, 200 Power, 1 Phase to prepare, DV 20)



**Species:** Human

**Personality:** Arrogant and a little cocky, but insecure and afraid without his brother.

**History:** Bugaloo and his brother Bugaboo are masters of the Electro-Tiger Style using Electro-Magnetism mixed with traditional Tiger-style Kung Fu. They developed the style on their own, and always train and fight together.

**Schticks:** Bugaloo's powers are Electro-Magnetic in nature, emitting sparks and strobing lights.

**Appearance:** Bugaloo is tall with swept-back black hair. He wears a blue and yellow tunic, just like his brother.

## Bugaboo

**Power Level:** 400

**Power Up:** 220

**Mental:** 7

**Combat:** 14

**Physical:** 16

**Move:** 3

**Defense:** 80

**Hits:** 160

### Skills:

Evasion 10 = 24

Fighting 20 = 34

Power 20 = 34

### Powers:

1. Deflection ("Electro-Static Tiger Shield", 50 dice, 50 Power, DV 5)
2. Maka Wara ("Iron Tiger", 50 dice, 50 Power)
3. Energy Blast ("Eltro-Tiger Strike", 50 dice, 50 power, DV 5)
4. After Effect ("Electro-Shocker Tiger Strike", 50 dice, +25 dice per phase for 2 phases, 50 Power, DV 15)
5. Immobilization ("Electro-Shocker Tiger Pounce", 50 dice, 40 Immobilization Strength, 50 Power, DV 45)
6. Teleportation ("Electro-Transmission Method", 2 km, 5m thickness, 30 Power)
7. Healing ("Electro-Therapy", +50 Health, 50 Power)
8. Flight ("Electro-Hyperflight", Mach 4, 40 Power)
9. Maneuver ("Electro-Hyperfist", +5 Actions, 50 Power, 1 Phase to prepare)

**Species:** Human

**Personality:** Arrogant and a little cocky, but insecure and afraid without his brother.

**History:** Bugaboo and his brother Bugaloo are masters of the Electro-Tiger Style using Electro-Magnetism mixed with traditional Tiger-style Kung Fu. They developed the style on their own, and always train and fight together.

**Schticks:** Bugaboo's powers are Electro-Magnetic in nature, emitting sparks and strobing lights.

**Appearance:** Bugaboo is tall with swept-back black hair in a pony-tail. He wears a blue and yellow tunic, just like his brother.



## Silver

**Power Level:** 400

**Power Up:** 200

**Mental:** 7

**Combat:** 16

**Physical:** 13

**Move:** 4

**Defense:** 65

**Hits:** 130

### Skills:

Awareness 3 = 10

Evasion 8 = 24

Fighting 10 = 26

Performance 12 = 19

Power 7 = 23

Weapon 10 = 26

### Powers:

1. Energy Blast ("Heavenly Thunder Strike", 100 dice, 100 Power, DV 10)
2. Bending ("Zig-Zag Hyper Blast", 50 dice, 5-turns, 50 Power, DV 30)
3. Improved Deflection ("Silver Power Shield", 100 dice, 100 Power, DV 20)
4. Flight ("Rising Wind", Mach 4, 40 Power, DV 4)



**Species:** Human

**Personality:** Snobbish and aloof.

**History:** Silver was a successful model appearing in magazines around the world. Constant underestimation of her intellect and abilities inspired her to turn to martial arts. She soon discovered she was a natural, learning faster than her senseis could keep up. She soon began to develop styles of her own. She acquired the Heavenly Thunder Spear in one of her first tournaments. The Spear acts as a focus for her powers, allowing her to channel them through the spear. No one underestimates Silver anymore.

**Schticks:** Many of Silver's powers come from the Heavenly Thunder Spear (+6 dice).

**Appearance:** Silver is stunningly gorgeous with long silver hair. She usually wears a silver bustier and hot-pants.

## Bizarre

**Power Level:** 400

**Power Up:** 250

**Mental:** 5

**Combat:** 10

**Physical:** 20

**Move:** 5

**Defense:** 100

**Hits:** 200

### Skills:

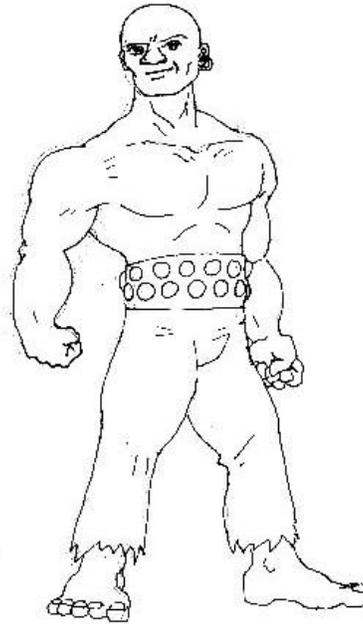
Awareness 4 = 9

Evasion 5 = 15

Body 5 = 25

Fighting 20 = 30

Power 16 = 21



### Ki Powers/Abilities:

1. Energy Blast ("Bolt", 100 dice, 100 Power, DV 10)
2. Deadly Effect ("Heavenly Bolt", 100 dice, Negates 100 dice Deflection, 100 Power, DV 20)
3. Boost Strength ("Heavy Hands", +20 strength, 100 Power)
4. Maka Wara ("Stone Skin", 100 dice physical damage negated, 100 Power, DV 10)
5. Deflection ("Bolt Barrier", 100 dice energy damage negated, 100 Power, DV 10)
6. Full Protection (applies any direction, affects both Maka Wara and Deflection, 100 dice each, 200 Power, DV 30)
7. Maneuver ("Steady Fist", +25 to hit, +5 initiative, +25 damage, 200 Power, Must prepare for one round, DV 20)

**Species:** Human

**Personality:** Patient, observant, and slow to anger. Always willing to lend a helping hand. Tends to be very protective of his friends, in an almost fatherly manner.

**Schticks:** Gentle giant, shows of casual strength.

**History:** Bizarre speaks little of where he comes from or how he was trained. Few people know anything more than that he hails from the mountains. Since his arrival however, he has made a reputation for himself as a kind-hearted soul, and is as dependable as the stone from which he was forged. His powers seem to center around lightning and the strong properties of rock and stone.

**Appearance:** A giant of a man, Bizarre is, quite literally, well chiseled and defined. He wears only white, rugged pants held up by a wide studded leather belt, and boots. He is entirely bald, and his skin is smooth but tough as rock, slate gray in color. His sky blue eyes reflect a charming kindness and serenity.

**Conceptual Notes:** As he grows in power, Bizarre will change appearance slightly. As his Power grows, he will grow a small, glowing gem in the middle of his forehead. As he grows more powerfully physically, he will become less 'streamlined' and take on a rockier appearance. At some point, his rocky shell will crack, and will show the man underneath.

