

HOME BREW OPTION

DRAGON BALL SETTING: SAIYAN

SAIYAN

"YOUR BODY IS BROKEN. YOUR ALLIES HAVE ALL abandoned you," Aikon spoke. "Tell me, why do you still continue to fight against change?"

"Like all pure-blooded saiyans, I'd rather die fighting than turn tail and run. I'll stand up for what I believe in, even if I stand alone." Yamoshi said.

"It is pride then, a mutual feeling."

- Tempo, Namekian Book of Legends

Stories from distant lands tell of the rare tribe of saiyan people. Once thought lost to the hands of a powerful sorcerer. Legends speak of their unparalleled skills in combat, their unquashable pride, and their ferocious appetite. In moments of truth, saiyans are a warrior race, forever living in the shadows of others. Saiyans can be righteous liberators, ruthless servants, or maniacal anarchists who simply love the thrill of a good fight.

HUNGER FOR BATTLE

Saiyans are groomed as militants from a young age. Combat is said to flow through their veins, that a saiyan craves battle no more than a good meal. As children, saiyans are granted a status inherited from their parents. Warriors are then segregated into small packs of rivals, blood brothers and sisters who will become a second family to the young saiyans. The loss of a brother or sister is comparable to the loss of a parent, and they will almost always avenge the fallen.

To a Saiyan, a good battle is a gift of its own. Battles are no more than tests of their skills. They yearn for such conflicts and await their own glorious death at the hands of a worthy foe.

BLOOD MONEY

While most species continually strive to advance themselves, saiyans seem contempt with their technological status. Saiyans are typically found in

remote settlements far from the reaches of society, living out of caves, hills, and mountains. To them, the only thing important is strength and power. Any other goal is a weak man's excuse at preservation. Secluded in the wastes, saiyans utilize basic stone tools, animal cloth garbs, simple, crude technology. It is not that they lack the ability to comprehend the advancements of other species and more so that they do not see the need to care. Instead they spend their days pillaging and stealing weapons, armor, tools, and technology from others and altering them to fit their liking. Wealthy families and monarchs have been known to hire saiyan packs as mercenaries and bandits, as more often than not saiyans will ask for additional equipment for payment rather than coin.

SAIYAN NAMES

A newborn saiyan is without a name, known only as the offspring of their parents. With each passing season comes the harvest, in which fresh plants are cut free from their roots and immature saiyans are rightly given status among their kin. Saiyan tradition sends each infant into the vast hacienda, where they must pick and return with a crop of their choosing. The saiyan's name is thus derived from the selected crop, and is forever acknowledged with pride.

Male Names: Beetroo, Celleri, Daiko, Garlik, Naeb, Pinrut, Rugu, Sabi, Teeb, Vocado.

Female Names: Avoca, Been, Cassa, Ginge, Kail, Okra, Potota, Reppep, Sproute, Tabaga.

SAIYAN TRAITS

Your saiyan character has the following racial traits.

Ability Score Increase. Your Strength score increases by 2 and either your Dexterity or Constitution increase by 1.

Age. Saiyans mature somewhat slower than Humans do, though stay in their prime longer. Saiyans do not begin to show signs of age until their last few decades.

Alignment. Saiyans tend to share common personality traits, even at young ages. Being war-like

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people, they share an innate enjoyment for conflict and fighting, choosing violence over peace with other races. While most Saiyans are commonly of chaotic alignments, with few being lawful, they respond well to shows of power allowing the strongest of their people to stand above the rest.

Size. Your size is Medium. To set your height and weight randomly, start with rolling a size modifier:

Size modifier = 2d8

Height = 5 feet + 4 inches + your size modifier in inches

Weight in pounds = 160 + (2d6 × your size modifier)

Speed. Your base walking speed is 30 feet.

Born for Battle. Your fists are natural melee weapons, with which you're proficient. When you hit with them, you deal bludgeoning damage equal to 1d8 + your Strength modifier.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Warriors Resolve. You have advantage on saving throws against being frightened, paralyzed, or stunned.

Zenkai Boost. If you have not taken damage for 10 minutes and you are below half your hit point maximum, you regain hit points equal to your level. You can regain hit points this way twice. You regain expended uses after you finish a short or long rest.

Clever Tail. Once on each of your turns, you can draw or stow an object weighing up to 5 pounds with your tail without using your action. You cannot hold a weapon or shield using your tail. Due to the increased balance your tail grants you, you are proficient in the Acrobatics skill.

If your tail is ever severed, you are no longer considered proficient in the Acrobatics skill. Your tail will grow back after 2d4 weeks.

Languages. You can speak, read and write, Common and Sadalan.