



*Beta Version:*

*Yet to come:*

*Summoner build---DONE*

*More spells to live by*

*Section 5: Tips and tricks for playing DBZ in PFS2-DONE*

## **SECTION1: Introduction**

The new Secrets of Magic book for Pathfinder 2nd ed. has given birth to some exciting new possibilities when it comes to spell selection. One new type of spell has been recognized by some in the community as 'Dragon Ball Z' style spells. Naturally, the advent of the 'Dragon Ball z-esque spells' will probably lead some people into making full Dragon ball-style characters. For those wondering, these 'DBZ' spells are spells that allow for a two-action, three-action, or two round cast time, allowing players to build up and launch their kamehameha at variable strength. For the record, these spells are: "Horizon Thunder Sphere," "Inner Radiance Torrent," and "Elemental Annihilation wave." This guide is dedicated to finding ways to use these spells in conjunction with other abilities to make characters somewhat reminiscent of those found on Dragon Ball Z.

Note: Two of these spells (Horizon Thunder Sphere and Elemental Annihilation Wave) are arcane/primal spells, while one (Inner Radiance Torrent) is an divine/occult spell, so no one spellcasting tradition will get access to all three spells. Most of this guide will focus on arcane/primal traditions, though most builds could be easily tweaked to focus on divine/occult if you prefer.

**First of all: Some disclaimers**

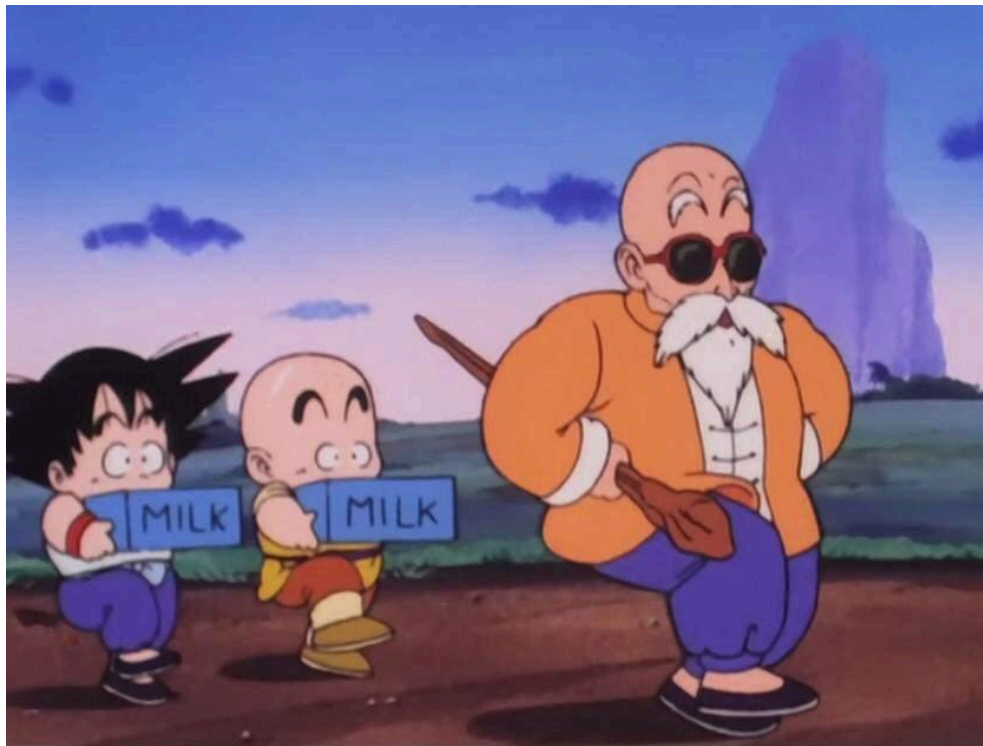
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Obviously you are only going to be able to go so far with Pathfinder and DBZ. DBZ characters are capable of casually blowing up planets and can pretty much take out a dire T-Rex with no thought. Pathfinder 2nd Ed doesn't operate in that realm so we are going to have to make some concessions. Plus Pathfinder is a world of magic, and we are going to need to replicate what we see in DBZ with magic, not 'Ki powers.' In other words we are making scaled down characters that look and act like DBZ characters, but who use different mechanics.

Also, going super Saiya-jin just isn't going to be a thing. Pathfinder doesn't really have much of a transformation mechanic.

Note: Ki form seems like a great way to impersonate super saiya-jin, and it is, but it comes with two problems. Firstly, as a monk class feat, it basically requires your main class to be monk, which is fine for some of these builds, but it doesn't work for others. Secondly, it is a monk 18 feat, and our monk build already uses their level 18 class feat (we'll get into that later.). So either you either delay your spellcasting or ki form until level 20. However, if you play with the alternate free archotyping rules (such as with the Strength of Thousands Adventure Path) then the option becomes more viable.

#### **Before we build: The Basics:**



So before we get to the builds, we are gonna talk about the way to get the best results from a DBZ build. There are three parts to doing a DBZ build. The first is being able to hold their own in normal combat usually with martial arts. The second is to have a decent enough ability to cast spells such that some enemies may fail a save once in a while. And the third, and least necessary, is the ability to fly. (I say flying is the least important as there are several characters throughout the series that can't fly, like Master Roshi).

So in order to get spellcasting abilities you are going to either need to start in a spellcasting class or archetype into one. When considering if to start in a spellcasting class, recall that almost no spellcasting class gets up to master in weapons, making your melee ability rather weak. The sole exception to this is the Magus, which turns out, is one way of making a pretty good DBZ character.

The other way is to start with a martial class (most likely monk) and archetype into the spellcasting class you want. While this will make your spells less powerful for the majority of your career, you do eventually get to master spellcasting (just like Magus) at level eighteen.

Now, unfortunately, DBZ characters are basically gods with ridiculous levels of strength, dexterity, and stamina, plenty of mental stats to 'cast their spells' (ki blast people) and we only have so many ability points in pathfinder, especially at low levels. So we are going to have to find a way of reducing how MAD (multi-ability score-dependent) these builds are. Because we need mental stats for spellcasting, we are going to have to reduce our dependence on either Strength (for melee to hit and damage) or dex (for unarmored AC). Luckily there are a few ways to do this that we will explore later.

Lastly: Constant flight. There are a few ways to achieve this in Pathfinder. The earliest method of flying is the fly spell (a level 4 spell), but that only lasts so long. Even heightened to spell level 7 it only lasts an hour. There are a few other options, the greater wing armor rune allows continuous flight but only at a max speed of 25, which is rather slow. The best way (IMHO) is to choose a race that can take racial feats to fly. This limits us to strix, sprites, kobolds, tengu, and the versatile heritages, tiefling, aasimar, and sylph. Because aasimar and sylph tend to change the base race's appearance the least, I will usually recommend using those versatile heritages (which I will write as, say human/sylph to mean human with the sylph versatile heritage) Now, it is true that these races fly due to having wings, not 'inner ki power,' but mechanically there is no difference so we can all just pretend, right?

As a matter of mechanics, most of the above 'flying races' races have an ancestry feat that allows some flight at level 9, and an ancestry feat that allows constant flight at 17. So make sure to work those into your builds.

Note: Sadly, most of the builds don't work with 'adopted ancestry.' That feat does let you take another ancestry's feats, true, but only feats that don't depend on biology. All of these creatures fly because they have, or can sprout, wings, meaning adopted ancestry doesn't work to get constant flight.

### **Archotyping into spellcasting.**

So this is explained in the core rulebook, but I'll reproduce it here for ease of use. To take a dedication you must give up a class feat and be second level or higher to take an archetype dedication feat. All spellcaster dedications give you the ability to cast cantrips when you take the dedication. The 'basic X spellcasting' archetype feat takes up another class feat and gives you one first level spell (such as 'Basic Wizard Casting' for wizards). That same feat gives you one second level spell at 6, and a third level spell at 8.

At level 12 you can sacrifice another class feat to take expert spellcasting which makes you expert in spellcasting as well as giving you a single fourth level spell. The same feat eventually gives you a single fifth and sixth level feat at levels 14 and 16 respectively. Lastly, at level 18 you can sacrifice one last class feat to gain master spellcasting as well as a single 7th level spell, and an 8th at 20. Lastly you can sacrifice a class feat at level 8 or later to get some extra spell slots by taking the appropriate 'breadth' feat (such as 'Arcane Breadth' for wizards or 'patron's breadth' for witches).

## **SECTION 2: Build Options**

### **Build 1) Magus-Based**

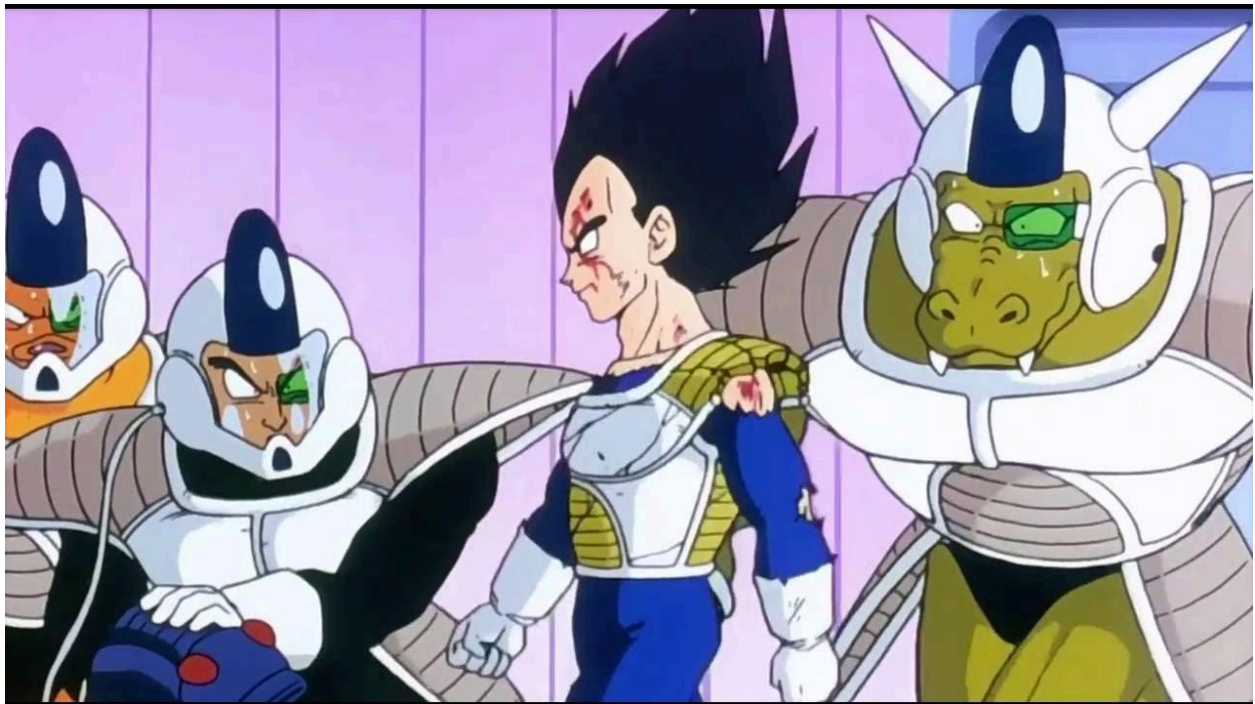


So the first and possibly easiest way to build a DBZ-ish character is to use the Magus class as a base. You can mitigate the MAD need for dexterity by making use of the Magus's Medium armor proficiency, meaning you can get a respectable armor class by just sinking a single ability boost into dex (raising it to 12) and wearing breastplate or chain mail. Thus your initial stats can look something like this:

STR 18, DEX 12, CON 12, INT 16, WIS 10, CHR 10.

Please take note of the decent INT for spellcasting and our saving throw spells, and high strength for to-hit and damage in melee. I would still recommend archotyping into wizard in order to get some more spells out of the deal, as Maguses only ever get a max of four non-cantrip spells at any given time (or six past level 7). That being said spellstriking with cantrips can be a great way to increase the damage of your melee hits.

**Note: An alternate build would be to archetype into witch. This would get you the ability to cast all three DBZ-esque spells if you choose a patron that nets you divine or occult spells. That being said, because a wizard and magus share spellbooks, you only have to learn any given spell once, whereas a magus/witch would have to spend time and money learning both witch and magus spells.**



### **Build 1-A, Freeza force/Vagetta/Nappa/Raditz**

So, the obvious question is “What kind of DBZ character wears armor? Don’t they all wear light clothes?” Well, the answer to that is no, remember all members of the Freeza force wear armor (including the Ginyu squad, Nappa, Raditz, etc) and Vegeta after he gets back to earth even

has Bulma make him a suit, so yes, you can make a DBZ-ish character with armor. Here is how I would do it:

Race: Human/(Aasimar or sylph) for Saiya-jin or human/(Aasimar/Sylph/Tiefling) for Freeza-Force aliens.

Feats: I chose human so that their first level racial feat could be Natural Ambition. This allows us to pick up the first level Magus Feat Arcane Fist (giving you monk-like unarmed combat abilities) because Maguses don't naturally gain a class feat at level 1. This leaves your second-level class feat open for archotyping into wizard and you are off to the races.

As a magus who will presumably be unarmed most of the time, I recommend the hybrid style Laughing Shadow. This is not only the natural choice for you, but also boosts your speed and allows for limited teleportation through dimensional assault, getting you closer to that crazy DBZ style movement.

### **Build 1-B, Future Trunks**



One way to get around needing a feat at first level is to just use a sword! Thankfully you can swap out the need for arcane fist for just using a bastard sword if you play future trunks. This build is like build 1-A except you don't need Natural Ambition for Arcane Fist. Additionally, you go for the hybrid style of inexorable iron for two handing your bastard sword (or maybe laughing shadow again and use the bastard sword one handed)

Future Trunks: Human/(aasimar or sylph)

### **Build 1-C, Master Roshi**



So, if you squint really hard, you can KINDA see Master Roshi's turtle shell as armor. (Yes, I know in the show it is a training weight, but you can kinda-sorta envision it as armor.) If you do, you can treat Master Roshi as a magus. Since he doesn't fly, you can just make him human, and have him use a staff as his weapon. You can even make his hybrid style Twisting Tree Staff (a.k.a. the staff magus style).. Otherwise, build him as 1-A above.

Master Roshi: Human

## **Build 2) Monk-Based**



If you don't want your DBZ-esque hero to be wearing any armor, then you are probably going to want to start out with a monk and archetype into a spellcasting class. Because monks need high dex for their armor class, you unfortunately just won't be able to go that high into strength. Now your damage can get higher as you gain levels and put ability boosts into strength, but it is going to start a little low.

**NOTE:** There is an option to reduce your dex, up your strength, and still be survivable. This option is to use mountain style (which nets you a +4 item bonus to AC but a max dex to ac of 0), but that comes with its own set of problems. . . notably you need at least one foot on the ground so you won't be flying. For this reason I don't recommend it.

When considering spellcasting, you will only ever have at most two spells per level (one for spell levels 7&8) and that is if you max out on the archetype spellcasting feats. So keep in mind that this character will have to conserve their ki blasts.

As for your spellcasting archetype, there are a few options. As we don't have to have a spell book (unlike the magus base) I don't think wizard is our best shot. Instead we can pick up the spells through primal, which means we can archetype Druid and not worry about finding spells to learn. This does give us a few anathemas, but since we won't be wearing metal armor (or

any armor) anyway, we don't have to worry about the main anathema. Since Druids cast with wisdom, this also gives us synergies with monk ki feats, should we choose to take some.

Personally for starting stats I'd go:

STR: 12 DEX: 18, CON: 12, INT: 10, WIS: 16, CHR: 10

Please note that we will have a nice starting AC at 19, and a +7 to hit. Though we don't do a lot of damage here, (only a d6+1) we can hit often and hopefully that is enough. As we accrue stat boosts at 5, 10, and 15, our strength will be able to jump to 18, whereas someone starting with 18 strength only goes up to 21 (effectively 20) meaning we are only one damage behind a character starting at 18 strength. This makes this basically a 'late bloomer' character.

Note: There are of course, other spellcasting options besides Druid. For an int-based build you could go with Witch, and for Charisma-based you could go with Sorcerer. Many might find sorcerer a particularly thematic build as it is more about the innate power that someone has rather than being a Druid nature-person. I mostly chose to focus on druid because the Z fighters demonstrate many abilities associated with wisdom- a preternatural ability to sense others, an intuitive understanding of the world, and sheer willpower. By contrast, none of the Z fighters are particularly charismatic. Goku is never known to be intimidating, good at lying, or particularly diplomatic. But if you want to build any of these fighters focusing on charisma, feel free, just remember that your monk save DCs will suffer as a result.

### Build 2-A, Goku, Gohan, Tien



Art by Errenvanduine

So for basic Z-fighter style character we are just going to take levels in monk and archetype into druid. You are going to only have a few class feats left after this, but you may want to pick up some of the Ki feats, such as Ki rush (which can approximate Kōsoku Idō or the Z-dash. . . the DBZ disappear-and-reappear thing), ki fist which can boost your damage, and the ki blast. Or you could go for one of the many martial arts stances such as tiger or wolf stance.

Race: Either human/aasimar or human/sylph.

Feats: Ki rush or Ki fist (or a style feat, other than mountain stance, for reasons mentioned above..) then Druid archetype spellcasting after that.

### **Build 2-B, Various others (Krillin, Piccolo, Androids, Aliens, Demons)**



Because monks start with a class feat, and don't necessarily NEED a class feat at level one anyway, you don't need to be human for Natural Ambition (unlike 1-A builds) Thus, you can mess with your race to produce some of Dragon ball's other characters. For most of these characters just follow the above guidelines in 2-A but you can change up the race.

Krillin: Dwarf/(aasimar or sylph)

Namek-jin/Namekians (like Piccolo): Really, many heritages work here, azarketi/(aasimar or sylph) or irixi/(aasimar or sylph). Plus they can use the enlarge spell to become bigger or the regenerate spell to grow back lost limbs.

Aliens and demons: Here any race works. You don't even need a versatile heritage if you don't want, you can choose strix or kobold (both have feat chains that lead to continuous flight). You could build Ganos as a tengu, which also has a flight feat tree.

Garlic Jr.: Could be a goblin/tiefling (he does say he is a demon!)

Androids 16, 17, and 18: So get this. . . There is nothing stopping you from doing a versatile heritage android/(aasimar/tiefling/sylph)! Go nuts!



Ganos

### Build 2-C, Child Goku



If you truly wanted to play child Goku, there is a way, though he works a bit differently than 2-A above. The idea here is that you split your starting Strength and Dex, giving you a starting set of ability scores that looks like this:

STR: 16, DEX: 14, CON:12, INT: 10, WIS: 16, CHR:10

This stat array nets you a decent enough strength to fight without a finesse weapon. Because of this, you can run around with a bo staff if you take the monastic weaponry feat. You will be slightly less accurate than the build in 2-A, and your starting AC will be 17, which is going to be one less than most martial characters (and 2 less than people in plate mail), but the bo staff has the parry trait so that may be able to mitigate your slightly lowered defense. Also remember that child Goku did not fly (he used the kintoun/flying nimbus) so he doesn't need to be one of the flying races.

Child Goku: Halfling

## Build 3) Miscellany

The following are some random builds that can also be done.

### Build 3-A, Early (Bandit) Yamcha [Rogue(Thief) base]



In my ongoing discovery that rogues can do almost anything in PF2, we have my take on a Yamcha build. Because thief rogues can get their dexterity to damage with agile/finesse weapons instead of strength, you can overcome your MAD needs by being a thief rogue. Instead of relying on martial arts, you will need to rely on your sword (I recommend using an Elven Curved Blade through the 'unconventional weaponry' human ancestry feat as a substitution for Yamcha's Falchion). For this build you will again need to archetype into a spellcasting class, but more on that later. To round out the build you can start off by wearing leather armor (bandit Yamcha looks like he's wearing some kind of armor), and then ditch it for adventurer's clothing at level 10 when your dex hits 20.

As for what class to archetype into, there are a few options. Druid still provides a solid basis, especially if you want to increase your will saves, but if you wanted to play a more charismatic Yamcha sorcerer also could work.

Lastly, if you want to transition into a later 'martial artist' Yamcha, then simply also archetype into martial artist or Monk at level 10. This gets you monk-like unarmed strikes and it is the same time you trade out that leather armor for a gi. You can even retrain unconventional weaponry so you are not wasting a feat.

Starting Stats for Wise Yamcha:

STR: 12 DEX: 18, CON: 12, INT: 10, WIS: 16, CHR: 10

Race: Human/(aasimar/sylph)

Feats: 1st Ancestry feat-Unconventional Weaponry (elven curved blade), then into Druid spellcasting feats. At level 10 you can choose to archetype into martial artist or monk for unarmed combat abilities.

Starting Stats for Charismatic Yamcha

STR: 12 DEX: 18, CON: 12, INT: 10, WIS: 10, CHR: 16

Race: Human/(aasimar/sylph)

Feats: 1st Ancestry feat-Unconventional Weaponry (elven curved blade), then into Sorcerer spellcasting feats. At level 10 you can choose to archetype into martial artist or monk for unarmed combat abilities.

### **Build 3-B, Chiaotzu, other 'spellcasters' (Sorcerer Base)**



Some DBZ characters aren't actually good at martial arts and are instead just really good at ki abilities. Of these kind of characters, Chiaotzu is likely the most famous, though others include Guldo, and possibly Jeice.

These builds start with a caster base and then archetype into another caster in order to get access to all three 'DBZ' like spells. Because we want to be focusing on firing off as many spells as possible, I recommend starting with a sorcerer base and then archotyping into bard.

This lets us focus on casting with our Charisma and gets us four spells/spell level with our primary casting class (unlike the three spells/spell level from other casters).

As for sorcerer bloodline, I recommend draconic. While not stellar at unarmed combat, a draconic bloodline sorcerer can grow claws with which they can use to defend themselves in an unarmed-like style. This can be used to represent some level of martial arts skill even if they aren't a master. Because draconic claws are finesse weapons, you can use a high dex for both AC and to-hit. You won't be doing much damage due to low strength, but this is more of a last resort anyway. Another bonus of the Draconic bloodline is you can eventually archetype into dragon disciple to get scales of the dragon for a much-needed AC bump.

Note: While some other bloodlines also grant claws, the draconic bloodline is unique in that it eventually grants wings for up to ten minutes, and if you spend two focus points instead of one, you can get both wings and claws for that duration.

Note: If you can fit it into your build, a dip into sixth pillar dedication at 10, and then the archetype feat "Sixth Pillar Mastery" at 16 can take you up to master with unarmed attacks, which include your claws. This puts you on roughly equal footing with all martial characters except fighters in the to-hit category, especially if you have been putting your stat boosts into dex.

Remember that Sixth Path dedication is uncommon and not Pathfinder Society legal, so check with your GM before planning this build.

Stats for a 'caster' build.

STR: 10, DEX: 16, CON: 14, INT: 10, WIS: 10, CHR: 18

Chiaotzu: Gnome/(aasimar/sylph)

Guldo: Goblin/Tiefling

**Build 3-C, Card Battler (Summoner Base)**



So, some of you may not know, but there are several ‘card battler’ or ‘figure battler’ games using the Dragonball IP. In many of these games the player doesn’t play as a dragonball character but rather instead summons one (usually through a card or figurine) to help them out. Such games include: Dragon Ball: Daimaō Fukkatsu, Dragon Ball Z: Gekitō Tenkaichi Budokai, Dragon Ball Z Gaiden: Saiyajin Zetsumetsu Keikaku (a.k.a. Plan to Eradicate the Saiyans), and more recently Dragonball Heroes and the hero coliseum from Dragonball Xenoverse 2.

Most of the time these games have multiple cards to represent one character, such as, say a base Goku, a Goku using Kaioken, Super Saiya-jin goku as well as separate cards for Super Saiya-Jin 2 and 3. This is good for us as our summon doesn’t have to have ALL a characters’ abilities, just their abilities from a snapshot in time. Additionally, since you yourself don’t necessarily need to throw out ki blasts, you don’t need to archetype another spellcasting class (though you certainly could)

Now, you might be tempted to take evolution feats to give your eidolon innate spells, such as magical understudy. It is hard to find, but your eidolon’s proficiency in spells does increase as your proficiency increases, but it is still only one spell per level. If you want to run that go ahead, but an alternate idea would be to take the ranged combatant evolution feat at level 2 and

treat that as a short-ranged ki blast. Other evolution feats you probably want to take are glider form and airborne form so that your fighter can fly.

As for which Eidolons you can use, there are a few options.

Super Saiya-jins (Goku, Vegeta, future trunks, etc.) an Anger Phantom seems appropriate.

Human Fighters (Krillin, Yamcha, Tien) Dedication Phantom

The Kais, or dead fighters (supreme Kai, or any of the Z-Fighters that died) Angel (Get it? Dead fighters have Halos? Eh? Eh?)

Demons (King Piccolo, Garlic Jr, Dabura): Demon

Androids 13-18: Construct

Namek-jin/Namekians: (Piccolo, Nail, Dende) Plant (seeing as they can survive off nothing but sunlight and water, they seem somewhat plant-like despite actually being slugs. As Dende can heal, you could give him the innate spellcasting feats for healing.)

And. . . That is about it. Honestly there is no road map here or even stat allocation because this build is pretty simple: build any summoner, declare their eidolon to look like a DBZ character, make sure to hit a few key feats and . . . done. Often the card battlers are kids so you may want to make your summoner a halfling, gnome, or young human to reflect this, but other than that, build a summoner how you want.

Note: If you want to kick butt with your eidolon, there is a way. This first requires you to have a minimum of 14 Dex AND Strength by level 9, and be some form of human (either human or versatile heritage with a human component). At level 8, take "Sixth Pillar Dedication." Then, at level 9, grab the human ancestry feat Multitalented for Monk (if you are a half elf you don't need to meet the above ability score prerequisites). Then, at sixteen, take "Sixth Pillar Mastery and you become master in unarmed attacks, and your unarmed attacks deal d6 damage (more if you work in a monk style feat later.)

Remember that Sixth Path dedication is uncommon and not Pathfinder Society legal, so check with your GM before planning this build.

## SECTION 3: Leveling Roadmap

Below is a rough guide for how to level some of the build options found in section 2, if you need a general guideline.

Magus Build

Level	Racial Feat	Class Feat
1	Natural Ambition*	Arcane Fist*
2		Spellcasting

		dedication
3		
4		Basic Spellcasting
5	(Free)	
6		(Free)
7		
8		Breadth feat
9	Flight Feat **	
10		(Free)
11		
12		Expert Spellcasting
13	(Free)	
14		(Free)
15		
16		(Free)
17	Flight Feat**	
18		Master Spellcasting
19		
20		(Free)

\*For 1-B and 1-C, these become Free Feats. You only start with a class feat here if You are a human and choose the Racial feat 'Natural Ambition'

\*\*These flight feats are named different Things based on the race, such as 'Wings of air' and then 'Eternal Wings' for Sylphs. Roshi doesn't Need them.

### Monk Build

Level	Racial Feat	Class Feat
1	(Free)	(Free)*
2		Spellcasting dedication
3		
4		Basic Spellcasting
5	(Free)	
6		(Free)
7		
8		Breadth feat
9	Flight Feat **	
10		(Free)
11		
12		Expert Spellcasting
13	(Free)	
14		(Free)
15		
16		(Free)
17	Flight Feat**	
18		Master Spellcasting
19		
20		(Free)

\*For 2-C to really work the first level class Feat should be Monastic Weaponry

\*\*These flight feats are named different Things based on the race, such as

'Wings of air' (9) and then 'Eternal Wings' (17) for Sylphs. 2-C Doesn't need The flight feats

#### Yamcha (Thief Rogue) Build

Level	Racial Feat	Class Feat
1	Unconventional weaponry (Elven Curve Blade)*	(Free)
2		Spellcasting dedication
3		
4		Basic Spellcasting
5	(Free)	
6		(Free)
7		
8		Breadth feat
9	Flight Feat **	
10		Monk or Martial Artist Dedication
11		
12		Expert Spellcasting
13	(Free)	
14		(Free)***
15		
16		(Free)
17	Flight Feat**	
18		Master

		Spellcasting
19		
20		(Free)

\*Once you hit level 10, you can retrain this feat.

\*\*These flight feats are named different Things based on the race, such as 'Wings of air' (9) and then 'Eternal Wings' (17) for Sylphs.

\*\*\* If you choose to take monk dedication, You can pick up Monk's flurry here.

#### Chiaotzu (Sorcerer) build

Level	Racial Feat	Class Feat
1	(Free)	(Free)*
2		Spellcasting dedication
3		
4		Basic Spellcasting
5	(Free)	
6		(Free)
7		
8		Breadth feat
9	Flight Feat **	
10		(Free)
11		
12		Expert Spellcasting
13	(Free)	
14		(Free)
15		

16		(Free)
17	Flight Feat**	
18		Master Spellcasting
19		
20		(Free)

\*You only start with a class feat here if

You are a human and choose the

Racial feat 'Natural Ambition'

\*\*These flight feats are named different

Things based on the race, such as

'Wings of air' (9) and then 'Eternal

Wings' (17) for Sylphs.

## SECTION 4: Other spells to live by



So, while the three 'DBZ spells' are great, you are going to need some other spells from time to time to get the job done. Anything from cantrips to spells that might outshine your ki blasts, here are some other Dragonball-esque spells that could easily fit into your build.

**Cantrips:**

**Gouging Claw** is a phenomenal arcane/primal cantrip that does  $d6 + \text{casting stat}$  damage which increases with each spell level, and causes bleed on crit. Really solid way of replicating a hard melee hit with sorcerers, or a good option to spell strike with from a magus.

**Telekinetic Projectile:** While Telekinesis is technically a power we see in DBZ from time to time, this Arcane/Occult spell could also just substitute as a generic energy blast. Unless, I guess, you are in a white void with no debris around to fling.

**Shield** Arcane, Divine, AND occult, this spell is a great way to reduce damage and it could easily be flavored as blocking someone or putting up a kind of force field.

**Produce Flame** While this Arcane/Primal spell only does  $d4$  damage, it has the benefit of being able to be used in melee or at range

### **Level 1 Spells**

**Jump:** While often overlooked, this arcane/primal spell lets you leap great distances, which is sometimes seen in the show. The real kicker for this one is when you heighten it to 3rd, giving it the duration of 1 minute and then you can really motor around.

**Shocking Grasp:** Another great melee hit and another great attack to spell strike with.

**True Strike** This Arcane/Occult spell is just fantastic if you really need to hit.

**Heal** While rare, healing powers aren't unheard of in DBZ. Dende is the prime example. This Divine/Primal spell also harms undead.

### **Level 2 Spells**

**Blood Vengeance:** This divine/Occult spell can be cast as a reaction when hit, causing persistent bleed. You could easily flavor it as a counterattack.

**Blur/Mirror Image:** These Arcane/Occult spells can be decent stand-ins for the afterimage technique.

**Sound Burst** You could easily flavor this divine/occult spell as a bomb-type ki blast.

**Scorching Ray** You can fire off up to three shots at three different targets for a decent chunk of fire damage with this Arcane/Primal spell, representing a flurry of ki blasts.

### **3rd Level Spells**

**Blazing Dive:** Another great DBZ style spell, you are surrounded by a bunch of energy and fly to a location within 60 feet, then you smash down to the ground in an explosion. Not only is it a great entrance, I'm pretty sure Vegeta does this once or twice.

**Fireball:** Arcane/primal. . . Should be obvious.

**Haste:** Arcane/Occult/primal. Going faster is good.

**Heroism:** This Divine/Occult skill just makes you better at punching people. Heightened to level 6 it effectively makes your attacks treated as one rank higher (Ex. Expert-master)

**Time Jump:** Another way to do rapid movement/Z-dash is with this Arcane/occult spell

### **4th level spells**

**Air Walk:** Primal/divine, kinda like flying. . .

**Blink:** Arcane/occult. Lets you disappear and reappear as you teleport around the battlefield, like that rapid movement technique we always see. Now you can do it in quick succession!

**Dimension door:** Another arcane/occult spell. Instant transmission!

**Divine Wrath:** You can kinda imagine this as an old school, low-grade spirit bomb. Doesn't hurt those 'pure of heart, area damage. Divine only though.

**Fly** Arcane/occult/primal. The first way to fly you can get most likely.

**Ocular Overload:** Arcane/occult/primal. Solar Flare!

**Stoneskin:** Arcane/Primal. Easy way to up defenses.

**Telepathy:** Arcane/Occult spell, sometimes pulled off in the show.

### **5th level spells**

**Flowing Strike:** Primal/arcane, good way to represent the DBZ style 'attack and move past someone before they realize they died' thing that Trunks does.

**Healing Well:** Divine/Primal spell, acts a bit like as a bag of Senzu beans.

**Lightning Storm:** Primal spell. Freeza does this in his fight against Goku. . . And hits himself with it.

**Shadow Blast:** Variable ability ki blasts.

**Shadow Walk:** Slow, poor man's instant transmission, but you can take people with you.

## **SECTION5: Tips for Pathfinder Society Play**

There are a few things to remember if you are going to play one of these characters in Pathfinder society. The first and foremost is that evil characters are not allowed, so you may end up needing to modify how early Vegeta acted if you want to okay him. Or you may need to change your plans or alter your personality if you want to play a villain like someone in the Freeza Force or King Piccolo or something of the like. Also remember that, since only evil summoners can summon demons, you can't go around as Babadi with Dabura as your eidolon.

Some other tips to remember: the occult spell "Inner Radiance Torrent" is PFS limited meaning that you have to get a special boon to be able to use it. To my knowledge, there is no current boon to be able to use it, but if that changes I'll let you know.

One other thing to remember is that most PFS games don't currently go beyond level 10. While this might change in the future, this does leave trouble for the 'late bloomer' character builds like 2-A and 2-B, and 3-A, so be aware of that when using this guide.

Lastly, remember that most builds require aasimar or sylph. To make an aasimar, you need to unlock the race with achievement points, and there is currently no way to play a sylph (there are no boons that I know of that unlock that race.) If you want to play a DBZ style character and don't have the achievement points for an aasimar, consider a master Roshi build (1-3), a child Goku build (2-C), a demon sorcerer build using a Kobold (3-B), or a card battler build (3-C)