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Grab your clean Turtle School Gi and start charging your Ki! Its time to jump into the crazy world of martial arts, power levels, and space monkeys with Dragon Ball Legends. Bandai Namcos new card-based battle game is now available worldwide via the Google Play Store and is free to download for all budding Super Saiyans with Android phones and
tablets (and on iOS devices via the App Store). In this guide, youll find some essential tips and tricks to assist you in Kamehameha-ing your foes into oblivion in Legends PvP and story modes, and get you on the right track to unlock the very best characters in the game. The entire Dragon Ball franchise, be it in the manga, anime, or many many video
game adaptations, would be nothing without its often wacky entourage of heroes and villains. Whether youve got a soft spot for the usually outmatched Z Warriors or want to wield the full destructive power of an intergalactic tyrant like Frieza, Legends is happy to oblige with an ever-growing roster of unlockable characters to train and do battle
with. Unfortunately, you cant just pick which characters you want from across the franchise youll have to strike it lucky with a good Summon or complete lots of Event rewards. The Summon of Event rewards rewards are considered by the Summon of Event rewards rewards are considered by the Summon of Event rewards rewards rewards rewards are considered by the Summon of Event rewards rewards 
currency) to unlock any one of the games many characters. Each day youll be given a one-off discount on the first Summon, dropping the cost to just 20 Crystals per Summon. While you can drop duplicates, these are also useful as they upgrade existing characters. Each day youll be given a one-off discount on the first Summon, dropping the cost to just 20 Crystals per Summon. While you can drop duplicates, these are also useful as they upgrade existing characters. Each day youll be given a one-off discount on the first Summon, dropping the cost to just 20 Crystals per Summon.
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to check the list and try to unlock as many as you can at once to preserve precious Energy. So you got lucky and managed to unlock Goku, the series iconic hero, and Vegeta, the mighty Prince of all Saiyans. All you need to do is add them both to your party of six and start destroying your enemies, right? Not quite. While the traditionally more powerful
characters from Dragon Ball are usually among the best to use in Legends, you need to factor in two variables: rarity and types. Currently, there are four different variants of Goku in Dragon Ball Legends, you need to factor in two variables: rarity and types. Currently, there are four different variants of Goku in Dragon Ball Legends, you need to factor in two variables: rarity and types. Currently, there are four different variants of Goku in Dragon Ball Legends, you need to factor in two variables: rarity and types. Currently, there are four different variants of Goku in Dragon Ball Legends, you need to factor in two variables: rarity and types. Currently, there are four different variants of Goku in Dragon Ball Legends, you need to factor in two variables: rarity and types. Currently, there are four different variants of Goku in Dragon Ball Legends, you need to factor in two variables: rarity and types. Currently, there are four different variables: rarity and types. Currently, there are four different variables: rarity and types. Currently, there are four different variables: rarity and types. Currently, there are four different variables: rarity and types. Currently, there are four different variables: rarity and types. Currently, there are four different variables are found to the factor of the factor of
during the Frieza arc. These are Sparking rarity, and currently the strongest characters in the game. However, the Super Saiyan Goku variant is a Ranged Type, while the version charging a cheeky Spirit Bomb is a Defense Type. They also have different Elements, which is important too (more on that in the next section). As you might expect, the
Ranged Type is capable of unleashing devastating blast attacks, while the Defence Type is tuned more towards absorbing damage. The final two Gokus are based on the Saiyan saga. One is an Extreme rarity Melee Type, while the other is a Hero rarity Ranged Type. In general, you want to be aiming for a balance of the four types the final one being
 Support in your six-person party to combat tough opponents (especially in PvP). Likewise, you dont want to fill your entire party with Hero rarity characters are the most common drops from Summons and are accordingly the weakest of the lot. Extreme characters are the most common drops from Summons and are accordingly the weakest of the lot. Extreme characters are the most common drops from Summons and are accordingly the weakest of the lot. Extreme characters are the most common drops from Summons and are accordingly the weakest of the lot. Extreme characters are the most common drops from Summons and are accordingly the weakest of the lot. Extreme characters are the most common drops from Summons and are accordingly the weakest of the lot. Extreme characters are the most common drops from Summons and are accordingly the weakest of the lot. Extreme characters are the most common drops from Summons and are accordingly the weakest of the lot. Extreme characters are the most common drops from Summons and are accordingly the weakest of the lot. Extreme characters are the most common drops from Summons and are accordingly the weakest of the lot. Extreme characters are the most common drops from Summons and are accordingly the weakest of the lot. Extreme characters are the most common drops from Summons and are accordingly to the lot. Extreme characters are the most common drops from Summons and are accordingly to the lot. Extreme characters are the most common drops from Summons and are accordingly to the lot. Extreme characters are the most common drops from Summons and are accordingly to the lot. Extreme characters are the most common drops from Summons and are accordingly to the lot. Extreme characters are the most common drops from Summons and are accordingly to the lot. Extreme characters are the most common drops from Summons and are accordingly to the lot. Extreme characters are the most common drops from Summons are the lot. Extreme characters are the most common drops from Summons are the summon drops from 
strength to become useful when leveled and powered up. Fittingly for a series where most of the heroes spend half of their time training, there are multiple ways of raising a characters stats in Dragon Ball Legends. Ill go through them one by one to avoid any confusion (trust me, it gets very confusion (trust me, it gets very confusion). Story EXP: This is a character of the heroes spend half of their time training, there are multiple ways of raising a character of the heroes spend half of their time training, there are multiple ways of raising a character of the heroes spend half of their time training.
the simple one. Each character in your party gains experience (EXP) when complete these repeatedly until your Energy runs out. EXP Training Meights to increase the EXP gains. Theres also
an option for Limited Time Training but nothing has popped up here just yet. Its worth noting that you set a character to train and still use them in battles, so you dont have to worry about temporarily losing your strongest fighters. Limit Breaks: Gain Z Power from Summons or Story rewards to massively increase a characters overall power, indicated
by stars. You can Limit Break a character up to 7 stars. Soul Boost: Upgrade a character by unlocking new Boost Panels on the Soul Boost Panels Pane
 obtained by completing Story chapters and Missions. You can also trade Rare Medals (from Missions and by fully completing all Story challenges) for Souls in the Exchange Shop. Class Up/Boost Cores: Once youve unlocked a set number of Boost Panels you can activate a Boost Core (called Class Up on the Soul Boost board). This increases the
characters maximum level and opens up new, more powerful Boost Panels. Equipment: Interchangeable items that offer Passive stat buffs. These can be leveled up by spending Souls and Zeni and opens up new, more Equipment slots when the completing Story chapters and Missions. You can sell duplicates to get more Equipment slots when the completing Story chapters and Missions. You can sell duplicates to get more Equipment slots when the completing Story chapters and Missions. You can sell duplicates to get more Equipment slots when the completing Story chapters and Missions. You can sell duplicates to get more Equipment slots when the completing Story chapters and Missions. You can sell duplicates to get more Equipment slots when the completing Story chapters and Missions. You can sell duplicates to get more Equipment slots when the completing Story chapters are considered by the completing Story chapters and Missions. You can sell duplicates to get more Equipment slots when the completing Story chapters are considered by the c
for each character by activating a Boost Core. If you've got this far, you're almost ready to start taking the fight to your enemies. Almost. The last variable Legends throws at you is Elements, which is ostensibly rock, paper, scissors just with more options. Put simply, if you don't have the right Element when duking it out on the battlefield, you are
probably going to lose. Each character has a specific Element which are handily color-coded. The five main colors are Red, Yellow, Purple, Green, and Blue. Each main color Element is strong against one Element and weak against another. This all falls into a nice pentagon shape when put together, as you can see in the image below. The two wildcards
are the two Special Elements: Dark and Light. Dark is strong against all five of the base Elements, while Light is strong against Dark. So far, there is only one playable character that has a Special Elements when battling so you can counter your opponent in
real-time during the fight. Thankfully, you dont have to remember all of the Element match-ups during a battle. An upward facing green arrow will show against the current enemy, while a downward red arrow indicates you should switch immediately! Youve trained hard, your party is full of mighty
warriors, and you know how to outsmart your opponents. Its finally time to take the fight online. As you might expect, fighting an actual person in real-time is much harder than taking on an AI opponent in the Story or Event modes. This is especially true in Rating matches where the gloves really come off as you compete to gain better rewards by
climbing the leaderboards each season. Matchmaking is currently a bit iffy in Legends, and trying to beat a higher level opponent is usually a fools errand. Ive lost count of the number of times Ive been matched up with someone who has a party thats over twice the level of my own just in Casual matches, let alone for Rating duels. Regardless, certain
tactics can turn the tide of a tense fight. Here are just a few:Heed the advice from everyones favorite Namekian and dodge! Its tempting to start any engagement by flying in and attempting to start any engagement by flying in and attempting to start any engagement by flying in and attempting to start any engagement by flying in and attempting to start any engagement by flying in and attempting to start any engagement by flying in and attempting to start any engagement by flying in and attempting to start any engagement by flying in and attempting to start any engagement by flying in and attempting to start any engagement by flying in and attempting to start any engagement by flying in and attempting to start any engagement by flying in and attempting to start any engagement by flying in and attempting to start any engagement by flying in and attempting to start any engagement by flying in and attempting to start any engagement by flying in and attempting to start any engagement by flying in and attempting to start any engagement by flying in and attempting to start any engagement by flying in and attempting to start any engagement by flying in and attempting to start any engagement by flying in and attempting to start any engagement by flying in any engagement by flying
about to hit you (indicated by an exclamation mark) and youll perform whats called a Vanishing Steps deplete a unique status meter. This recharges quite quickly, but you should keep an eye on it so you dont get
caught with a Ki Blast while flailing around. Your most powerful standard attacks are all performed by selecting Arts Cards, which drain your Ki Gauge by a set amount. The Ki Gauge refills over time, though you can recharge it faster by holding down on the screen. Only do this when your opponent is stunned by an attack, as it leaves you completely
defenseless for a few seconds. The key to victory is carefully managing your Ki Gauge. Using multiple Arts Cards in a row leads to a chain of attacks that can unleash a devastating amount of damage. Use too much Ki, however, and you wont have anything left in the tank to follow up with. The best strategy is to only chain attacks together when you
know the combined damage will knock out the character on the other side of the fight. Whittle their health down first and them to wipe them out quickly. Hitting a Rising Rush is the most satisfying part of Dragon Ball Legends combat. Once you get all seven Dragon Balls by using specially marked Arts Cards (they have little
Dragon Balls on them) youll get access to a cinematic attack during which, if you pick a different Art Card to your opponent, your remaining team members will all group up and fire their signature blast attacks in a single, explosive attack. Not only does this look awesome, it also deals an enormous amount of damage. With that in mind, you shouldn't
be dropping a Rising Rush on a foe with one health point remaining, at least unless its the last fighter and you want to finish with a spectacular flourish in true Dragon Ball style. Thats perfectly acceptable. In most cases, a successful Rising Rush will completely obliterate an enemys entire health bar. Use this to your advantage and only activate it
when a fresh-faced foe is switched in. That way you send them packing immediately and give yourself an easy numbers advantage. Do you have any tips and tricks to share with other warriors? Share your techniques and strategies in the comments! Page 2 Load More One of the reasons that players enjoy Dragon Ball Legends so much is because of the
characters that the player base has grown up to enjoy watching. The Dragon Ball saga has a lot of characters that have accumulated over the years as the show
continued to evolve for its fans. Collecting characters is cool and all, but if your playing Dragon Ball Legends, aesthetics and collection are only secondary to the real agenda. Powering up your characters to get stronger and be able to keep up with higher level opponents in the story mode or PvP are probably your primary goal at the moment.
Leveling up is an easy way to increase a units power, but there are also other ways for a player to make sure that their unit is at the top of its form in terms of its combat abilities. How to Get Characters that players can acquire
from the story mode, those two are basically the only real ways to get relevant characters to use competitively, with Summons being the best source of strong units in the game. The list of characters to use competitively, with Summons being the best source of strong units in the game. The list of characters to use competitively, with Summons being the best source of strong units in the game. The list of characters that a player gets from these sources depends primarily on the current events in-game. Summoning requires the use of Gems or Tickets. Gems are a
premium currency that players can earn as rewards or by buying them using real money. Tickets are usually given to the player as a reward or bonus at the beginning of an event to promote free-to-play gameplay. Players usually have no problems summoning a ton of units because the game developers are really generous about giving players freebies
 frequently. Character Elements Elements are a way for players to add more strategy and depth to the fight. Each character is associated with a color that is stronger or weaker against certain characters. Choosing which units to fight with adds more things to think about when building a team because you need to have a nice amount of diversity so that
your opponent wont simply run you down using an element that youre weak against. There are only five elements in the game which are Yellow, Purple, Blue, Red, and Green. The Light and Dark element or at least 4
of the 6 playable elements in the team so that you can have counterplays against other teams. Upgrading Characters in your lineup. Once you train all of your units way above the opposition, nothing else matters because youll be able to steamroll over your
opponents with no problem at all. All you need to do is do these things that are necessary for strengthening your character above their limitations and make them relevant enough to decimate your enemies in one shot. Limit Breaking is the act of upgrading your characters rating. Hero and Extreme characters start out with 1-star while Sparking
characters start with 2-star ratings. Every time you summon or acquire a duplicate copy of a character you own, it gets converted into a specific amount of essence, the character will Limit Break and increase its rating by 1-star. Play DRAGON BALL LEGENDS on PC Play DRAGON BALL LEGENDS on PC
Every time you Limit Break a character, the passive stats go up. The passive stat changes may seem miniscule but they might turn out to be the difference between life and death when fighting against opponents of evenly matched skills. Of course, F2P players have a significantly more difficult time achieving this because they are only given a limited
amount of resources to summon new characters. Another good way to increase your characters stats is by doing Class Ups. Increase your characters stats by performing soul boosts which unlock an additional stat panel for your characters stats by performing soul boosts which increase your characters.
characters Class Rating and give them a significant boost. Each soul boost requires players to spend souls which can be acquired through the story mode or as rewards to quests. Just like Limit Breaks, the upgrade to a characters stats through soul boosting is very miniscule when you look at it individually. However, if you manage to unlock 30 panels,
thats a significant amount of stats that you already have above a character that doesnt have to spend a lot of money just to unlock so you don't have to worry about being able to achieve this even if youre an F2P player. Character Tags/TypesThe most important feature to look at when building a
team in Dragon Ball Legends is the synergy of Character Tags/Types. Each character is associated with a certain tag such as Super Saiyan, Android, Vegeta Family, and etc. Those tags allow certain tag such as Super Saiyan, Android, Vegeta Family, and etc. Those tags allow certain tag such as Super Saiyan, Android, Vegeta Family, and etc. Those tags allow certain tag such as Super Saiyan, Android, Vegeta Family, and etc. Those tags allow certain tag such as Super Saiyan, Android, Vegeta Family, and etc. Those tags allow certain tag such as Super Saiyan, Android, Vegeta Family, and etc. Those tags allow certain tag such as Super Saiyan, Android, Vegeta Family, and etc. Those tags allow certain tag such as Super Saiyan, Android, Vegeta Family, and etc. Those tags allow certain tag such as Super Saiyan, Android, Vegeta Family, and etc. Those tags allow certain tag such as Super Saiyan, Android, Vegeta Family, and etc. Those tags allow certain tag such as Super Saiyan, Android, Vegeta Family, and etc. Those tags allow certain tag such as Super Saiyan, Android, Vegeta Family, and etc. Those tags allow certain tag such as Super Saiyan, Android, Vegeta Family, and etc. Those tags allow certain tag such as Super Saiyan, Android, Vegeta Family, and etc. Those tags allow certain tag such as Super Saiyan, Android, Vegeta Family, and etc. Those tags allow certain tag such as Super Saiyan, Android, Vegeta Family, and etc. Those tags allow certain tag such as Super Saiyan, Android, Vegeta Family, and etc. Those tags allow certain tag such as Super Saiyan, Android, Vegeta Family, and etc. Those tags allow certain tag such as Super Saiyan, Android, Vegeta Family, and etc. Those tags allow certain tag such as Super Saiyan, Android, Vegeta Family, and etc. Those tags allow certain tag such as Super Saiyan, Android, Vegeta Family, and etc. Those tag such as Super Saiyan, Android, Vegeta Family, and etc. Those tag such as Super Saiyan, Android, Android,
chances of winning against the opponents because of the passive skills. When you look at Tier Lists online, youll notice that the teams featured will be classified under the tags they are associated which team youre planning to build, its time to
study how the team works and what its strengths and weaknesses are so that youll be prepared to fight against various opponents. This is most important in the PvP setting where the heat gets turned up. Page 2 Load More Walkthroughs Every Z Warrior Dragon Ball Legends lets you bring together characters from throughout the
Dragon Ball universe and slaps them all in one place for you to play with. Nice, right? Great visuals and character models are nice, but are nothing if you can't get them in your team. Take a look below where we have a full list of characters in Dragon Ball Legends tier list, from the rare Sparking, to the Extreme, and common Hero characters, you can
use this list to create the perfect team. Which ones have you got, and which ones do you need next? Let us know in the comments below. Sparking characters are the rarest pulls you can get from summons, and have the most potential for flashy moves and overwhelming power. Paikuhan Melee Type Episode: Sagas From the Movies Gender: Unknown
Main Ability: Buying Time Z Ability: Z Ability: Z Ability: Z Ability: Z Ability: Z Ability: Cover: Reduce Damage Anti-Saiyan: Blast Atk+Arts: Strike Blast Special
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 Unique Ability: Double-Team: Blast Atk+Arts: Strike Blast Spirit Bomb Pose IISuper Saiyan GokuRanged TypeEpisode: Blast Super Kamehameha Unlock Ki: Form of Attack Super Dragon FistPanSupport TypeEpisode: Black
Star Dragon Ball Saga (GT) Gender: Female Main Ability: Tomboyish Girl Z Ability: Z Ability: Z Ability: Z Ability: Assault: Ki Restore Speed+Arts: Strike Blast Maiden Blast Dancing Parapara Extreme characters aren't up to the level of Sparking characters, but they're still powerful. GokuMelee TypeEpisode: Saiyan Saga (Z) Gender: Male Main Ability: Assault: Ki Restore Speed+Arts: Strike Blast Maiden Blast Dancing Parapara Extreme characters aren't up to the level of Sparking characters, but they're still powerful. GokuMelee TypeEpisode: Saiyan Saga (Z) Gender: Male Main Ability: Assault: Ki Restore Speed+Arts: Strike Blast Maiden Blast Dancing Parapara Extreme characters aren't up to the level of Sparking characters.
Battle Instincts Z Ability: Z Ability: Z Ability: Z Ability: Z Ability: Z Ability: Anti-KHH I: Reduce Damage Avenge (Chiaotzu): Strike Atk+Arts: Strike Blast Tri-Beam Unlock Ki: Form of
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 Saiyan Saga (Z) Gender: Male Main Ability: Outrageous Health Z Ability: Z Ability: Team (Vegeta): Strike Atk+ Anti-SD: Reduce DamageArts: Strike Blast Giant Storm Unlock Ki: Form of Attack Hero characters are basically the lowest tier, so feel free to swap these out for stronger and rarer alternatives. GokuRanged TypeEpisode
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 Saga (Z) Gender: Male Main Ability: Elite Warrior Power Z Ability: Z Ability: Unique Ability: Assault: Blast Atk+Arts: Strike Blast Elegant Blaster

Strike Blast Elegant Blaster

Strike Blast Atk+Arts: Strike Blast Elegant Blaster
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Monopoly Go dice links (June 2025) Sign up! Get Pocket Gamer tips, news & features in your inbox Page 2 Load More Page 2 Load More Page 2 Load More Page 2 Load More Page 3 Load More Page 4 Load More Page 5 Load More Page 6 Load More Page 6 Load More Page 6 Load More Page 8 Load More Page 8 Load More Page 8 Load More Page 9 Load
to mobile devices. The game utilizes a card action battle system with intuitive controls that make it easy for new players to pick it up. You can duke it out with other players from all over the globe within minutes of installing the game by Akira
Toriyama himself. Regardless of the path you choose, however, you will need to recruit some strong members for your team. There are dozens of characters for your team to maximize their power by reading our Dragon Ball Legends strategy guide!1. Your Basic Heroes In Dragon
 Ball LegendsThe Hero Tier is the lowest type of characters in Dragon Ball Legends. You will most likely get them as starters, and you will want to replace them as soon as possible with better ones. There isnt really any point in trying to hold on to them unless you are really attached to the characters for nostalgic reasons. Nevertheless, check out the
 list of Hero Tier characters below for your reference. Goku (Ranged Type) This is your basic pre-Super Saiyan Roku from the Saiyan Raised on Earth. His Z Ability is Rage: Blast Atk+. His Arts include Strike, Blast, Kamehameha, and Pose
I.Gohan (Ranged Type) Son of the basic Goku from the Saiyan Saga, this is the Gohan whose greatest achievement is choosing to fight even as he cries. His Main Ability is Double-Team: Blast Atk+. His Arts include Strike, Blast, Masenko, and Unlock Ki: Form
of Attack, Krillin (Defense Type) Just as you would expect from the guy who dies in every major arc, Krillin from the Saiyan Saga is also a low tier hero. His Main Ability is The Results of Training and his Z Ability I. His Unique Ability is Cover: Reduce Damage. His Arts include Strike, Blast, Destructo-Disc, and Unlock Ki: Form of
Life.Raditz (Melee Type) As one of the most forgettable Saiyan invaders from the Saiyan Saga, it isnt a surprise to find Raditz in the lowest tiers of the game. His Main Ability is Ruthless Invader and he also has the Z Ability I. His Unique Ability is Anti-Super Warrior: Strike Atk+. His Arts include Strike, Blast, Double Sunday, and Unlock Ki: Form of
Attack. Saibaman (Support Type) This little critter from the Saiyan Saga is supposed to have the same power level as Raditz, which really is Z Ability I. His Unique Ability is Team Up (Saiyan): SD Dmg+. His Arts include Strike, Blast, Acid, Unlock Ki: Form of
 Attack, and Self-Destruct. Vegeta (Ranged Type) This is the basic Vegeta from the Frieza Saga, the self-important prince who gets beat up in the planet he is trying to invade. His Main Ability is Elite Warrior Power and he also has Z Ability I. His Unique Ability is Assault: Blast Atk+. His Arts include Strike, Blast, Galick Gun, and Unlock Ki: Form of
 Attack.Zarbon (Defense Type) A vain henchman from the Frieza Saga who eventually begs for his life, this guy is just as useless in this game. His Main Ability is Team (Frieza): Blast Atk+. His Arts include Strike, Blast, Elegant Blaster, and Audacious Laugh.Dodoria (Melee Type)
 Known as the ugly Frieza henchman, Dodorias Main Ability is A Taste of Cruelty. He also only has Z Ability I. His Unique Ability is Team (Frieza): Strike Atk+. His Arts include Strike, Blast, Dodoria Launcher, and Unlock Ki: Form of Attack. Guldo (Support Type) A member of the ridiculous Ginyu Force from the Frieza Saga, his Main Ability is Youre
Through. He also has the basic Z Ability I and his Unique Ability is Team (Ginyu Force, and his power is just as pathetic as any other member. His Main Ability is Fastest in the Galaxy. He also has Z
Ability I. His Unique Ability is Team (Ginyu Force): Strike Cost-. His Arts include Strike, Blast, Mach Kick, and Fighting Pose, Jeice (Support Type) Yet another member of the Ginyu Force): Strike Cost-. His Arts include Strike, Blast, Crusher Ball, and
 Fighting Pose.Recoome (Melee Type) The muscle of the Ginyu Group, Recoomes Main Ability is Overwhelming Toughness. His has Z Ability I and his Unique Ability I and his Unique Ability is Anti-Saiyan: Strike Atk+. His Arts include Strike, Blast, Recoome Eraser Gun, and Fighting Pose.1st Form Frieza (Defense Type) The weakest Frieza in the Frieza Saga, this form makes
 it appearance in the lowest tier of the game. His Main Ability is Absolute Evil and his Z Ability is Also (Defense Type) The klutzy member of the Galactic Patrol, Jaco makes his appearance in the Frieza Resurrected Saga
 His Main Ability is Elite of the Galaxy and he also has Z Ability I. His Unique Ability Is Double Team: Strike Atk+. His Arts include Strike, Blast, Elite Beam, and Elite Barrage. Yamcha (Support Type) This guy dies almost as much as Krillin does. No wonder Bulma ditched him for Vegeta. His Main Ability is Ill Settle This Alone. Like everyone else in this
tier, he has Z Ability I. His Unique Abilities are Assault: Strike Cost- and Anti-SD: Damage Received UP. His Arts include Strike, Blast, Kamehameha, and Unlock Ki: Form of Attack. Tien (Defense Type) Known as the slightly stronger bald guy from the Saiyan Saga, Tien makes it into the game as one of the basic heroes. His Main Ability is Do or Die.
His Z Ability is also at level 1. His Unique Ability is Team (Chiaotzu): Strike Atk+. His Arts include Strike, Blast, Tri-Beam, and Unlock Ki: Form of Attack. Chiaotzu): Strike Atk+. His Arts include Strike, Blast, Tri-Beam, and Unlock Ki: Form of Attack. Chiaotzu): Strike Atk+. His Arts include Strike, Blast, Tri-Beam, and Unlock Ki: Form of Attack. Chiaotzu): Strike Atk+. His Arts include Strike, Blast, Tri-Beam, and Unlock Ki: Form of Attack. Chiaotzu): Strike Atk+. His Arts include Strike, Blast, Tri-Beam, and Unlock Ki: Form of Attack. Chiaotzu): Strike Atk+. His Arts include Strike, Blast, Tri-Beam, and Unlock Ki: Form of Attack. Chiaotzu): Strike Atk+. His Arts include Strike, Blast, Tri-Beam, and Unlock Ki: Form of Attack. Chiaotzu): Strike Atk+. His Arts include Strike, Blast, Tri-Beam, and Unlock Ki: Form of Attack. Chiaotzu): Strike Atk+. His Arts include Strike, Blast, Tri-Beam, and Unlock Ki: Form of Attack. Chiaotzu): Strike Atk+. His Arts include Strike, Blast, Tri-Beam, and Unlock Ki: Form of Attack. Chiaotzu): Strike Atk+. His Arts include Strike, Blast, Tri-Beam, and Unlock Ki: Form of Attack. Chiaotzu): Strike Atk+. His Arts include Strike, Blast, Tri-Beam, and Unlock Ki: Form of Attack. Chiaotzu): Strike Atk+. His Arts include Strike, Blast, Tri-Beam, and Unlock Ki: Form of Attack. Chiaotzu): Strike Atk+. His Arts include Strike, Blast, Tri-Beam, and Unlock Ki: Form of Attack. Chiaotzu): Strike Atk+. His Arts include Strike, Blast, Tri-Beam, and Unlock Ki: Form of Attack. Chiaotzu): Strike Atk+. His Arts include Strike, Blast, Tri-Beam, and Unlock Ki: Form of Attack. Chiaotzu): Strike Atk+. His Arts include Strike, Blast, Tri-Beam, and Unlock Ki: Form of Attack. Chiaotzu): Strike Atk+. His Arts include Strike, Blast, Tri-Beam, and Blast, Tri-Be
Ability is Double-Team: Blast Atk+. His Arts include Strike, Blast, Dodon Ray, and Unlock Ki: Form of Life. Shallot (Melee Type) As a generic-looking Saiyan whose contribution to the good guys is mostly forgettable, it looks like he only made it into the game for the sake of adding a character from the Dragon Ball Legends series. His Main Ability is
 Warrior Blood and like everyone else here, he has Z Ability I. His Unique Ability is Rage: Strike Atk+. His Arts include Strike, Blast, Wild Cannon, and Unlock Ki: Form of Attack. Nappa (Support Type) Vegetas forgotten sidekick from the Saiyan Saga also makes his appearance in this game. His Main Ability is Torrential Power and he also has Z Ability I. His Unique Ability is Rage: Strike Atk+. His Arts include Strike, Blast, Wild Cannon, and Unlock Ki: Form of Attack. Nappa (Support Type) Vegetas forgotten sidekick from the Saiyan Saga also makes his appearance in this game. His Main Ability is Rage: Strike Atk+. His Arts include Strike, Blast, Wild Cannon, and Unlock Ki: Form of Attack. Nappa (Support Type) Vegetas forgotten sidekick from the Saiyan Saga also makes his appearance in this game. His Main Ability is Torrential Power and he also has Z Ability II.
I. His Unique Abilities are Team (Vegeta): Blast Atk+ and Anti-SD: Reduce Damage. His Arts include Strike, Blast, Giant Storm, and Unlock Ki: Form of Attack. Fused with Nail Piccolo (Defense Type) Remember that time when Piccolo fused with Nail to try to beat Frieza? He makes an appearance here as well and his Main Ability is An Equal Fight. He
 has Z Ability I and his Unique Ability is Cover: Sust. Damage Cut. His Arts include Strike, Blast, Special Beam Cannon, and Self-regeneration.2. The Extreme Characters In Dragon Ball LegendsThings start getting interesting once you get your Extreme Characters In Dragon Ball LegendsThings start getting interesting once you get your Extreme Characters. They are stronger than the basic Heroes but not quite the best in the game yet. There
are a handful of characters in this Tier and they are mostly beefed up version of popular Heroes. Check out the list below to get to know these characters better. Goku (Melee Type) This Goku from the Saiyan Saga packs quite a punch. His Main Ability is Battle Instincts and he also has Z Ability I. His Unique Ability is Rage: Strike Atk+. His Arts
include Strike, Blast, Kamehameha, and Pose I.Tien (Defense Type) After some training, Tien returns in the second tier with a few new moves. His Main Ability I. His Unique Abil
 Unlock Ki: Form of Attack.Chiaotzu (Support Type) Only a teeny bit stronger this time around, Chiaotzu makes his appearance in the Extreme tier. His Main Ability Is Team Up (Tien): SD Dmg+. His Arts include Strike, Blast, Dodon Ray, Unlock Ki: Form of Attack, and Self
 Destruct. Mercenary Tao (Support Type) This shady guy from the Dragon Ball Saga is the only new character in the Extreme Tier. His Arts include Strike, Blast, Full Power Dodon Ray, and Unlock Ki: Form of Attack. Raditz (Ranged Type)
 Raditz returns with a beefed-up power level in this tier. His Main Ability is now Insatiable Invader and he has Z Ability I. His Unique Ability is Anti-Super Warrior: Blast Atk+. His Arts include Strike, Blast, Double Sunday, Unlock Ki: Form of Attack.Nappa (Melee Tap) This infamous sidekick makes an appearance in the Extreme Tier and can now trade
 punches with the best of them. His Main Ability is Outrageous Health. He also has Z Ability I. His Unique Abilities are Team (Vegeta): Strike Atk+ and Anti-SD: Reduce Damage. His Arts include Strike, Blast, Giant Storm, and Unlock Ki: Form of Attack.3. The Amazing Sparking Characters In Dragon Ball LegendsThese are the cream of the crop. The
 Sparking Tier includes the rarest characters in the game. The long-term goal is to fill your team with these guys. There are only a few to choose from right now but that could change in future updates. Check the list below to know the best characters available right now. Paikuhan (Melee Type) He may be missing a nose but this Piccolo stand-in from
the Dragon Ball Movies can definitely hold his own. His Main Ability is Buying Time and he has Z Ability I. His Unique Ability is Anti-Frieza Force: Strike Atk+. His Arts include Strike, Blast, Fire Kick, and Unlock Ki: Form of Attack. Piccolo (Defense Type) Once the most feared character in the series, it is only natural for Piccolo to make an appearance
in the Sparking Tier. His Main Ability is Demon Willpower and he has Z Ability I. His Unique Abilities are Cover: Reduce Damage and Anti-Saiyan: Blast Atk+. His Arts include Strike, Blast, Special Beam Cannon, and Unlock Ki: Form of Attack. Vegeta (Ranged Type) The Saiyan Prince also appears in the Sparking Tier with the Main Ability Princes
 Pride. His Unique Ability is Anti-Super Warrior: Blast Atk+. His Arts include Strike, Blast, Galick Gun, and Unlock Ki: Form of Attack. Goku (Defense Type) Hes the star of the show so it is only natural for him to have a Sparking form. In fact, he has two appearances in this tier. This forms Main Ability is Last Hope and he also has Z Ability I. His Unique
 Ability is Double-Team: Blast Atk+. His Arts include Strike, Blast, Spirit Bomb, and Pose II.Super Saiyan Goku (Ranged Type) We finally see Gokus blonde version! His Arts include Strike, Blast, Super Kamehameha, Unlock Ki: Form of Attack, and
 Super Dragon Fist. Pan (Support Type) A surprising choice for the Sparking Support role, Pans Main Ability is Tomboyish Girl. She also has Z Ability I. Her Unique Ability is Assault: Ki Restore Speed +. Her Arts include Strike, Blast, Maiden Blast, and Dancing Parapara. 4. Go On Adventures Well, you wont exactly be going yourself. You will be sending
 off your extra characters on their own adventures and they will return with varying amounts of loot. Make sure that you dont send any members of your core team because you will not be able to use them while they are out on an adventure. If you want to get the most out of these adventures, you need to send out your back up team. That means you
need characters who didnt quite make it to your main team but are still strong enough to fight on their own.5. Master The Combat SystemDragon Ball Legends utilizes a unique combat system that is simple enough to understand but takes a bit of getting used to if you want to get better. You start off with basic attacks that deal a little damage but
does not require ki to use. When you are far from the enemy, a basic attacks will leave you vulnerable to attacks. If you are about to get hit, you can swipe to either
 side to quickly dodge. Swiping and holding will make your character drift to the side. It is better if you do a dodge compared to a drift, though. When you dodge successfully, you will teleport to your enemys vulnerable side, giving you a chance at a free hit that you can even turn into a full combo. Keep in mind that dodging has a cooldown, so make
 sure you use it wisely, especially in PVP. You also have four move cards that you can use if you have enough ki built up. These cards include a melee combo, a ki blast combo, a ki blast combo, a boost, and a special move. The ki blast combo is the most popular choice here, especially when you have the enemy dashing towards you. If you are low on ki, you will have to
tap and hold on the screen to charge it up. Just stay alert because the enemy will be looking to interrupt you. 6. Collect The Dragon BallsDuring combat, you will have to use the move cards that have balls on them. Prioritize using the
move cards that have Dragon Balls, so you can quickly gather all seven. Unfortunately, gathering the seven balls in combat does not summon a Shenron that will grant you instant victory. Instead, you get the next best thing which is the Rising Rush. This is a great move that will allow all your surviving team members to attack at once, dealing major
damage on the enemy. If you manage to trigger this while using a character with a superior element, you will be able to deal even more damage. This is usually a power
boost that can help you turn the tides of battle. Make sure you follow up with a good move card in order to maximize your damage output. Strategic use of your Main Ability can easily win matches in both PVP and story stages.8. Play The Story ModeThe games story actually revolves around Shallot, not Goku. You will be following Shallots quest to
regain his memories or at least find his place in the world after sleeping for who knows how long. Regardless of whether or not you are interested in the game. The story stages and Events. The main story stages mostly involve generic battles that
 increase in difficulty as you progress. Events are just some flashy scenes involving major characters from the story. You will encounter the first one after you have completed a few main stages, and it will be featuring a powered-up-but-still-weak Raditz. Completing the story stages will reward you with the experience you need to get stronger in the
game. This will prepare you for PVP battles that we know you are dying to take part in.9. Train When You Are Not PlayingTraining has always been a major part of the Dragon Ball series, so it comes as no surprise that such a feature would appear in this game. You can train one of your characters in this section by locking him away in the training
room. He will emerge three hours later with plenty of experience. That sounds great in theory, but it is actually a lot more efficient to just fight battles. The proper time to use the training feature is when you will be stepping away from the game for a few hours. Of course, you can also use it to train your secondary characters if you feel like it. If you
want to get more out of trainings, you can use items called Weighted Training Gear. Keep in mind, however, that these are consumable items. Use them wisely.10. Complete All The MissionsWhen you start out in Dragon Ball Legends, you will only be able to access Beginner Missions. Once you complete those, you will unlock the Daily Missions, Z
Missions, and Event Missions. Daily Missions are general missions are general missions are general missions that are tied to Events
These missions change depending on the current Event, so you will have to check it regularly. Complete as many missions as possible in order to gain a lot of rewards.11. Try Out PVP BattlesOnce you have at least three strong characters, you can take on PVP battles.
is, the easier it will be to win in PVP. If you are struggling to win, that means you still need to train some more. Go back to story mode until you can level up your main three characters if you have better options. Consider the different
roles as well as the individual skills of your characters when creating the perfect PVP team. 12. Claim Your Discounted Summon regularly. Each summon costs a whopping 100 Chrono Crystals. That is a lot if you dont plan on spending real money on the
game. The good news is, you actually get a discounted summon daily and it is only worth 20 Chrono Crystals. Try to hold off on summoning unless it is for the daily discount. 13. Prioritize Your Main TeamYour main story team will consist of six characters. Make sure
you choose members with different roles, so you will be prepared for different scenarios. These six characters should also be the strongest and rarest in your roster. Feel free to replace any member if you manage to pick up a better character down the road. Your PVP team will only consist of three members, so try to decide early on which ones will be
 fit for PVP.Make sure you invest a lot of time and money in leveling up your top six characters. You will not have the resources will slow down to a crawl. Do not underestimate story mode enemies. They may seem easy in the beginning, but if you
neglect your main teams training, you will quickly meet your Character in your Character in your character in your character grows stronger. Equipment in this game is not easy to find. You
 will need to play through Missions and Events in order to find them. Once you have items equipped, you can upgrade them further by using materials and Zeni. Just as with the previous advice, you should prioritize your main team when it comes to equipment. Since you wont find a lot of gear lying around, it is best if you only give equipment to
members of your main team. You should also consider the strengths and weaknesses of your team members to ensure they are equipped with items that suit them best.15. Dont Forget The Soul BoostsThe characters in your team can be strengthened further through the Soul BoostsThe characters in your team can be strengthened further through the Soul BoostsThe characters in your team can be strengthened further through the Soul BoostsThe characters in your team can be strengthened further through the Soul BoostsThe characters in your team can be strengthened further through the Soul BoostsThe characters in your team can be strengthened further through the Soul BoostsThe characters in your team can be strengthened further through the Soul BoostsThe characters in your team can be strengthened further through the Soul BoostsThe characters in your team can be strengthened further through the Soul BoostsThe characters in your team can be strengthened further through the Soul BoostsThe characters in your team can be strengthened further through the Soul BoostsThe characters in your team can be strengthened further through the Soul BoostsThe characters in your team can be strengthened further through the Soul BoostsThe characters in your team can be strengthened further through the Soul BoostsThe characters in your team can be strengthened further through the strengthened further
health, attack, defense, critical hits, and so on. You will need Rising Soul items in order to upgrade Soul Boosts. You can get these from completing missions and events, so it is really just a matter of grinding a bit. Make sure you consider the strengths and weaknesses of each character before deciding to upgrade in order to maximize their combat
 bonus, you can also get a few Chrono Crystals that you can use for more summons. Assembling the ultimate team in the game is one of the most important tasks you will undertake. Hopefully, you found our detailed Dragon Ball Legends guide useful when it comes to assembling a strong squad. If you know more tips or tricks for the game, feel free to
 drop us a line in the comments! Anterior Siguiente This Category contains characters who can be obtained for free in multiple ways All items (37) ULTRA RED collections Tags Universe 6 Powerful Opponent Rival Universe Rep 5th Male ULTRA Melee Type RED God of Destruction Champa Saga (S) Hit DBL55-03U Attack UP (BLU) Ultimate
600 1000 1500 2000 3000 5000 Main Ability Try all you like, it won't work. Draw the Ultimate damage for 40 timer counts. +15% to Critical damage for 40 timer counts. Shortens allies' substitution counts by 5. Requirements: 25 timer counts
must elapse. Ultra Ability Resonance of Force (Universe Rep) If this character is the Leader, applies the following effects to self per "Tag: Universe Rep" battle/support
 member when battle starts: +5% to damage inflicted (cannot be cancelled). +5% to Ki Recovery (cannot be cancelled). *Up to 3 support members will be counted. Unique Ability Growth Through Battle Applies the following effects to self when battle starts: +110% to damage inflicted (cannot be cancelled). *Educes damage received by 60% (cannot be
 cancelled). Increases Arts Card Draw Speed by 1 level (cannot be cancelled). Charges own Unique Gauge by 25%. Applies the following effects to self when this character enters the battlefield: +30% to damage inflicted (cannot be cancelled) (activates twice). -3
 to Arts costs (cannot be cancelled) (activates twice). Nullifies Attribute Downgrades for 10 timer counts. Also draw a Special Arts Card next if this character uses an Arts Card: Restores health by 3%. Applies Attribute Upgrade "-3% to enemy's
 'Sustained Damage CUT' effects" (cannot be cancelled) (activates ten times). +3% to Critical Rate (cannot be cancelled) (activates ten times). Applies the following effects to self every time the enemy uses an Arts Card while this character is on the battlefield: Restores health by 3%. +10% to Special Move damage inflicted (cannot be cancelled)
(activates five times). +10% to Ultimate damage inflicted (cannot be cancelled) (activates twice) (act
counted as activations. *Nullified activations are not counted. [Comboable Arts] Special Move Arts Gradually charges own Unique Gauge over time while this character is on the battlefield or on standby (excluding when in Time Skip mode). Changes next own Special Arts Card into "Time Skip" once Unique Gauge is full. The following effects occur
when this character enters Time Skip mode: Restores own Ki by 50. Randomly draws at most 4 new cards when you have 3 or fewer cards. Nullifies enemy's Attribute Upgrades & Buff Effects. Inflicts enemy with Attribute Downgrade "-100%" and the character attacks for 10 timer counts. Cancels enemy's Attribute Upgrades & Buff Effects. Inflicts enemy with Attribute Downgrade "-100%" and the character attacks for 10 timer counts.
to Health Restoration" for 10 timer counts. The following effects occur every time this character defeats an enemy: Restores own Ki by 40. Reduces enemy Ki by 5 on hit. Show Levels LV Power Crit Cost 1 100 300 20 2 105 300 20 3 110 300 20 4 115
400 20 5 120 400 19 6 122 400 19 7 124 400 19 8 126 400 19 9 128 400 19 10 130 400 18 Shot Blast (Impact) Show Levels LV Power Crit Cost 1 100 300 30 4 115 400 29 6 122 400 29 7 124 400 29 8 126 400 29 9 128 400 29 10 130 400 28 Special Move Assassin Flash Deals massive Impact damage.
The following effects occur upon activation: +20% to Special Move damage inflicted for 3 timer counts. Reduces enemy Ki by 50. *Blast Armor when charging forward. [While in Time Skip mode] Deals massive Impact damage. The following effects occur upon activation: Randomly draws 1 new card. +20% to Special Move damage inflicted for 3 timer
counts. Inflicts enemy with Attribute Downgrade "+20% to Damage Received" for 5 timer counts. Show Levels LV Power Crit Cost 1 270 300 50 2 290 300 50 3 295 300 50 4 300 300 50 5 305 300 49 Special Skill Ready to Evolve [If Unique Gauge is full] Activates a Time Skip attack that targets the entire battlefield. *This attack cannot be evaded with
a Vanishing Step. *This attack cannot be cover changed against. *Resets own Unique Gauge to zero if this attack misses. Activates a finishing attack when own
Unique Gauge reaches 0%, dealing Impact damage and ending Time Skip mode. Any damage inflicted during Time Skip mode will accumulate and be added to the damage dealt during the finishing attack. *The following restrictions apply during Time Skip mode will accumulate and be added to the damage inflicted during Time Skip mode. Any damage inflicted during Time Skip mode will accumulate and be added to the damage and ending Time Skip mode.
Time Skip mode upon landing an Ultimate Arts hit. -50% to damage inflicted during Time Skip mode (excluding Ultimate Arts). The enemy's defensive actions (counters, automatic evades, etc.) will not activate. [If Unique Gauge is below 100% and while not in Time Skip
mode] Randomly draws 1 new card. Restores own Ki by 40. +20% to Strike damage inflicted for 15 timer counts. Charges own Unique Gauge by 10% (activates three times). Applies Buff Effect "Nullifies enemy's special actions that activate when changing cover" to self for 10 timer counts. [While in Time Skip mode] Randomly draws 1 new card.
3 timer counts. Nullifies enemy's "Restores health when it reaches 0" effects when this character attacks for 10 timer counts. *Blast Armor when charging forward. Show Levels LV Power Crit Cost 1 395 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 300 20 3 425 
 +80% to damage inflicted (cannot be cancelled). +20% to Special Move Gauge charge rate for 1 turn (cannot be cancelled). +50% to Special Action / Self] +30% to Strike damage inflicted (cannot be cancelled). +10% to Ki
Recovery (cannot be cancelled). +20% to Special Move Gauge charge rate (cannot be cancelled). +10% to Special Move Gauge charge rate (cannot be cancelled). +10% to Special Move Gauge charge rate (cannot be cancelled). +10% to Special Move Gauge charge rate (cannot be cancelled). +20% to Special Move Gauge charge rate (cannot be cancelled). +10% to Special Move Gauge charge rate (cannot be cancelled). +10% to Special Move Gauge charge rate (cannot be cancelled). +10% to Special Move Gauge charge rate (cannot be cancelled). +10% to Special Move Gauge charge rate (cannot be cancelled). +10% to Special Move Gauge charge rate (cannot be cancelled). +10% to Special Move Gauge charge rate (cannot be cancelled). +10% to Special Move Gauge charge rate (cannot be cancelled). +10% to Special Move Gauge charge rate (cannot be cancelled). +10% to Special Move Gauge charge rate (cannot be cancelled). +10% to Special Move Gauge rate (cannot be cancelled). +10% to Special Move Gauge rate (cannot be cancelled). +10% to Special Move Gauge rate (cannot be cancelled). +10% to Special Move Gauge rate (cannot be cancelled). +10% to Special Move Gauge rate (cannot be cancelled). +10% to Special Move Gauge rate (cannot be cancelled). +10% to Special Move Gauge rate (cannot be cancelled). +10% to Special Move Gauge rate (cannot be cancelled). +10% to Special Move Gauge rate (cannot be cancelled). +10% to Special Move Gauge rate (cannot be cancelled). +10% to Special Move Gauge rate (cannot be cancelled). +10% to Special Move Gauge rate (cannot be cancelled). +10% to Special Move Gauge rate (cannot be cancelled). +10% to Special Move Gauge rate (cannot be cancelled). +10% to Special Move Gauge rate (cannot be cancelled). +10% to Special Move Gauge rate (cannot be cancelled). +10% to Special Move Gauge rate (cannot be cancelled). +10% to Special Move Gauge rate (cannot be cancelled). +10% to Special Move Gauge rate (cannot be cancelled). +10% to Special Move Gauge rate (cannot be cancelled). +10% to Special Move rate (cannot be cancelled
Cancels Buff Effects (activates twice). [End of turn / Enemy] Inflicts "Can't Attack" for 1 turn (activates once). [On Ultimate Arts activation / Self] +15% to Ultimate damage inflicted for 1 turn. [Tournament of Power] Resonance of Force (Universe
Rep) [Start of battle / Allied "Tag: Universe Rep"] +5% to Special Move Gauge. [Start of battle / Per allied "Tag: Universe Rep"] +5% to damage inflicted (instant). Z Ability Tag Based Equipment How to Obtain
Summons - DBL55-03U Page 2 Load More - Rarity - Ultra Sparking Extreme Hero - Color - Red Yellow Purple Green Blue Light Page 2 Load More Foretelling Tablea year agoBusting Spirea yea
characters while you're at it!Play Games. Earn points. Get gift cards!Playback Rewards(13.7k)500k players and counting... ManningAndya year agoSometimes, special events and missions will let you unlock characters directly without spending Crystals. Keep an eye out for those and jump on the grind!NickelingAlana year agoSometimes, special events and missions will let you unlock characters directly without spending Crystals.
free events and missions. Why spend Crystals when patience brings rewards too? Attalling Halta year agoYou can unlock character banners. It's like opening a pack of trading cards, but with more ki blasts! Affording Aggiea year agoUse Chrono Crystals to
unlock characters. Trust me, summoning is super fun, even if you don't always get who you want. Diego3 hours agoIf you're a Dragon Ball fan, you need to download the Playbite app! Playbite is like an arcade in your phone: you get to play all kinds of fun and simple games, compete with friends and others, and win cool prizes from all your favorite
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prizes!Download Playbite for free, available on the App Store and Play Store!The brands referenced on this page are not sponsors of the rewards or otherwise affiliated with this company and/or its affiliates. Please visit each company's website
for additional terms and conditions. Page 2 Load More - Types - RED BLU GRN YEL PUR LGT DRK - Rarities - ULTRA SPARKING EXTREME HERO - Zenkai & Non Zenkai - Son FamilyVegeta ClanSuper WarriorGirlsFrieza ForceGinyu ForceSaiyanHybrid
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SSMinionNamekianSuper Saiyan 4Super Saiyan 4Super Saiyan Asuper Saiyan BardockShadow DragonPowerful OpponentRival UniverseHera ClanEvent ExclusiveUniverse RepDBTurles Crusher CorpsDAIMAWeapon WielderSupport TypeDefense TypeRanged TypeGame OriginalsDragon Ball Saga (Z)Androids Saga (Z)Cell Saga
(Z)Majin Buu Saga (Z)Black Star Dragon Ball Saga (GT)Super #17 Saga (GT)Super #17 Saga (GT)Super #17 Saga (GT)Super #18 Saga (S)Universe Survival Sa
FighterZDragon Ball Z: KakarotDAIMA SagaSagas From the Movies (SUPER HERO)ShallotGibletZahhaGokuGohanPiccoloKrillinYamchaTienChiaotzuRaditzSaibamanNappaVegetaZarbonDodoriaGuldoBurterRecoomeJeiceCaptain GinyuFriezaMercenary TaoPikkonJacoFrostPanTrunksAndroid #19TurlesMaiAndroid #17Android
#18CellMaster RoshiCabbaBardockDemon King PiccoloBrolyKaiwaremanKyukonmanCopymanTennenmanJinkoumanNabanaRoberryAppuleRamonOrlenRaspberryNavelMonreiGupreiAndroid #16CoolerThouserCell Jr.BoujackCauliflaZangyaGoku BlackZamasuKaleVegitoGotenHerculeMajin BuuGotenksDaburaGogetaJanembaChilledFashaToraSaiyan in
RedBeerusWhisRibrianneChi-ChiKakunsaRozieBulmaLord SluqVidelHyper Meta-RilldoGreat Saiyaman 1Great Saiyaman 2HitAndroid #13Android #
ShenronBidoBujinGokuaJirenToppoDyspoUubYajirobeYurinGamma 1Gamma 1Pui PuiKahseralKyaweiMagentaAndroid #8Rage ShenronBullaAmondCacaoShinDaizRasinGarlic Jr.GlorioTamagami Number ThreeMajin KuuMajin DuuJackie ChunSpeedy AttackerRageStrike BackBaton PassTeamworkSlow StarterCover ChangeSynergyBestow
PowerAssaultRising PowerArmored Strike ArtsRevive DisruptionQuick DrawHealerTransformCounterBarrierFast Draw (Multi)Attack UP (Son Family)Attack UP (Super Saiyan)Attack UP (Super Saiyan)Attack UP (Super Saiyan)Attack UP (Son Family)Attack UP 
Warrior)Attack UP (Android)Attack UP (Future)Attack UP (Future)Att
(Saiyan)Defense UP (Hybrid Saiyan)Defense UP (Fusion Warrior)Defense UP (Fu
(Strike/Blast)Special Cover Change (Unique)Special Change (Unique)Special 
SealingRising Rush CounterArts ActionIndestructibleCover Change PreventionComebackAssault ChainRR Defeat NullificationSynchro GaugeActive GaugeKO Guard Page 2 Load More
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