

Dragon Ball GT

By Valeria

Introduction

Didn't think you of all people would end up here. Where is this? It's the world of Dragon Ball, one you might be familiar with. Super powered martial artists do battle against aliens, demons and gods to save their home world and live to enjoy life for another day. But this is a world not often visited anymore, the land of Dragon Ball GT.

It has been ten years since Majin Buu was defeated by Son Goku. The world has returned to peace for that decade, a rare break for such a conflict driven world. But now a new threat is rising. Emperor Pilaf, an old foe of Goku and his friends, has snuck into Kami's Tower and activated the Black Star Dragon Balls. Turning his long-time foe into a child, he unwittingly activated the curse of the Black Star balls. The 7 Balls split up and scattered themselves across the universe. If they could not be returned to the place that they were originally used, the Earth would be destroyed in one years' time! Thus Son Goku in his new childish form along with his granddaughter Pan and friend Trunks are planning to set off in a Spaceship to track down all 7 Balls and save the earth.

You enter this world just a few days before they leave, after Pilaf has made his wish, giving you a bit of time to join them if you happen to be on Earth. You'll be spending the next ten years in this world so take these 1000 Choice Points (CP) to buy some things to make it easier.

Locations

You may freely choose any of the below four locations to begin in.

Earth

Centre to many of the universes battles and most important events, this supposedly backwater monkey world is Earth. It's familiar to the one you may know, just filled with dinosaurs, high tech, low tech, animal people and supernaturally powerful fighters. What a trip huh? It's set to blow up in one year's time so you might want to make plans for the big kaboom just in case.

Imecka

A desert world ruled by a tyrannical man known as Don Kee. Don Kee taxes his people to extreme levels, forcing them to live in poverty so he can live in luxury. The few cities on the world are filled with smugglers, swindlers and starship thieves and the few honest merchants are prevented from leaving the world so Don Kee can take their money too. His large army and powerful body guard prevent him from losing power.

Planet Luud

A dusty world home to, surprise surprise, the cult of Luud. An old god, in reality an advanced Machine Mutant, who is slowly gathering energy offered up by the cultists. This is just another of Dr Myuu's creations, intended to store enough energy to power something far more dangerous.

M-2

The world of machines, a planet that has been entirely converted to technology and metal. Its previous inhabitants were exterminated by the Machine Mutants, hyper advanced machines that now rule over the world, directed by General Rilldo, the strongest Machine Mutant, and Dr Myuu, the scientist responsible for the races creation.

Races

Choose one of the following races for free.

Saiyan

The proud warrior race itself. Much of the Saiyan race has been wiped out now and the last few pure blooded Saiyans can be found on planet Earth. Except for you, apparently. You're a natural fighter, it quite literally runs in your blood to fight, and possess numerous abilities. You'll grow stronger when you recover from being defeated, have a keen sense of smell, can turn into a Great Ape/Oozaru when you encounter Blutz Waves and even potentially unlock a series of transformations known as a Super Saiyan.

Machine Mutant

Created by Dr Myuu, the Machine Mutants are a race of robots with organic properties but none of the weaknesses of organic beings. Your appearance could be anything from a steel skinned humanoid to a small floating sphere robot, as you desire. As one of these Machines Mutants, you have the ability to freely reshape and mould your metallic form by changing around your parts and even partially merge with other machines of a similar size to create a more powerful form. Despite your mechanical nature, you still possess Ki and can use supernatural techniques as normal.

Android

Perhaps not as advanced as the Machine Mutants, the Androids are no less powerful and may even hold some advantages. You were created by Dr Gero as the last in his Android series before his death but only recently were you finally awakened. Made in the image of a human and even with numerous biological parts, you still have none of the biological needs of a human. Your energy is generated endlessly from within, never running out and undetectable to those who rely on the ability to sense Ki to find their foes. Despite your mostly artificial nature, you are still perfectly capable of growing in power with training.

Shadow Dragon

The Dragon Balls do not give their wishes without consequences. The more they are used, the more negative energy builds up in the magical items. When they reach critical levels, they'll crack and unleash the 7 Shadow Dragons, each humanoid Dragon representing a single Dragon Ball and being born from a single wish. You will be one of these dragons, whose innate abilities are described in their perkline later, and replace either one of the canon Shadow Dragons of GT (Excluding Syn Shenron/One Star Dragon) or be part of a separate set of Shadow Dragons from another set of Dragon Balls. You may either be released alongside your siblings, your jump timer starting then or begin a few months before the Shadow Dragons would normally be released at the start of this jump normally.

Origin

Choose one of the following for free.

Explorer

The whole universe is out there, waiting to be explored. There's a lot of reasons to do the exploring but whatever the cause, you're out and about doing so. You've got a bunch of experience travelling through strange lands and even a small, low tech star ship. It won't be crossing a universe anytime soon but it'll get you to your next adventure a few planets over. Hope there's someone with a better ship there. This also serves as the Drop In origin for those who wish to have no history or memories here.

Warlord

Hoho, isn't being king great? Only the strongest, greatest and best get to sit on thrones like you. You're a great leader of some sort, ranging from head of a cult to provincial dictator to ruler of a backwater alien world. You might not be benevolent but no one's going to say that to your face. Not without getting killed for back talk.

Scientist

Many of the greatest fighters in history were not made with rough training or mystical rituals but pure, cold, logical science. Men like you are the ones who work the real magic and you've already got a few strong creations in your history...albeit ones for a much more reasonable time in this universe. But no matter, catching up to the science of your peers is part of the fun. Rejoice for technological advancement!

Avenger

You've been hurt badly, dealt a nasty hand of cards in life and taken just about all the shit you're willing to take. Now it's time to strike back. You're an avenger now, an existence that lives to strike back against those who hurt you. Perhaps you seek the death of a single powerful warrior, perhaps an entire race. You've got your goal, time to get the means to achieve it.

Your age, physical only for the recently born Shadow Dragons, is 12+3d10. Your gender is the same as it was previously. Both of these may be changed for 100CP to any possible result.

Racial Perks

100CP perks are free for their origins and other associated perks are discounted.

Saiyan

Tiny Amazon- 100

You may be a member of a proud warrior race...but those other guys around you look a whole lot more scary to your opponents. Even if you've demonstrated otherwise to them, your foes have trouble treating you as the threat you really are when you've been defeated or other opponents are around. If others are around, unless you've directly shown your power in that fight already, you'll inevitably be treated as less of a threat than your allies and even if your enemy has defeated you, they'll likely hold off on killing you until your friends are down to. Just in case. It won't hold up too many times against the same opponent though and if you've got no friends there, it's lights out for you.

Kid Jumper- 200

You earned the power you have now, through blood, sweat and being handed the advantages. Wait, that doesn't sound right. One way or another, you matured into the power you have now, training or being handed it, and it's settled into your being. No matter your size, shape or age, you'll retain the power of your fully mature self no matter what. If you're shrunk down to the size of an ant, you'll be as strong as you are in your default size. If you're brought back to the age of a child, you'll retain all the abilities of your adult self. If you're turned into some strange shape, you'll be able to act as normal even still. Once you earn your power, you keep it, at least against these sorts of threats.

1/16th Saiyan- 400

You might be more human than you are Saiyan but what reason is that to stop you from going for all the goodies your alien heritage has in store for you? Just having a little heritage from another race is enough for you to unlock over time all the abilities and benefits of that race. So long as you are directly descended from a pure blooded member of that race with no more than 6 steps between you (Your great-great-great-great-grandfather), you'll inherit the full abilities of that race as if you yourself were a pure blooded member, though it may take a bit of time to unlock the initial powers of that race. Once you've got the basics down, you'll quite speedily unlock any other innate racial abilities, several times faster than a normal member of your race at least.

Manly Monkey Man- 600

Despite your violent heritage, you feel no unnatural urge for battle unless you desire to. You aren't even driven mad at the sight of the full moon and your transformation into the Oozaru state. You remain in control of yourself no matter the emotions running through you or state of mind you find yourself in and that control has allowed you to find a terrifically powerful secret. You have the ability to push the Oozaru state, and any similar berserker or monstrous transformation, into a humanoid form that holds a far, far greater power than the original state. You've unlocked the ability to use the Super Saiyan 4 state, the pinnacle of Saiyan power that has been discovered, and to push similar transformations to the Oozaru form into the same sort of humanoid body. These other transformations will be human in appearance but retain some cosmetic traits from the original state, while being as powerful in comparison to the original form as Super Saiyan 4 is in comparison to the Oozaru form. Once you have created these forms, you will be able to enter them directly instead of through the original monstrous or berserker transformation.

Machine Mutant

Jumper Jumper Boogie- 100

Up, down, side to side. I've heard about hips being hypnotic but your body is the first one to really live up to the hype. You can hypnotise and charm other people just by dancing, regardless of what you actually look like, forcing them to follow along with your movements. It'll be like they have no control over their own bodies. While you've mastered your dance to the point that distractions will not be able to break the hypnotic effect, those with strong enough wills can resist and even break out of the effect. A much easier task if they have something to desperately protect. Of course, this ability also makes you a fantastic dancer. Shake those hips jumper!

Transforming Beam- 200

With a shout, you unleash a blindingly bright beam of energy from your mouth to attack your foes. Rather than create some big explosion like normal, this energy will transmute anything it touches into a material of your choice, so long as that material is something that you yourself are made of. As a machine mutant you could turn your foe into a metal statue if they got hit by your beam, whilst a human could turn their targets into puddles of plod or solid masses of flesh. It's possible to resist this attack if the target has enough raw power beyond you or to transmute a target back safely, though this reversion is only possible if they are still in one piece after being turned into a new material.

Machine Madness- 400

So much of the universe relies on Ki to grant them power or natural biological abilities. Why pursue scientific perfection when you're already able to claim to be perfect? Why NOT pursue scientific perfection? Despite the lack of need, you buried yourself into science and found ways to use technology to match mysticism. So long as you have a good understanding of how a supernatural effect or technique or ability works, you are able to replicate it through technology, creating a device or being capable of performing that effect or technique or ability. The method, resources, cost and so on may change to fit the new medium but the ultimate result will be as if you had use that magical spell yourself...just through the lens of beautiful, beautiful science.

World of Steel and Iron- 600

As a Machine Mutant, reshaping your body is a simple task. Only the most basic of your kind lack the ability. But there are levels beyond just reshaping yourself. Reshaping the world around you, creating a metal paradise? Wouldn't that be something. You have the ability to invade material of the same type as your body and make it part of yourself, with full awareness and control of it, as if it were an extra arm or leg. A machine could take over metal that he is in contact with, a human could do the same with flesh and so on. This take over is permanent, unless resisted by an active will within your target that proves greater than your own will, and will count as being part of you for all intents and purposes. You'll live so long as this material lives too, your main body being just an extension of a much greater, much larger whole.

Android

Antivirus Subscription- 100

You were programmed in a very insistent manner to behave in a very stubborn way. One might even call it a bitchy way but they can't deny the strength of will you were made with. You're not just given a strong will and determination, you're also guaranteed to take precedence as the dominant personality when it comes to fusions or possessions. People can influence or control your mind from the exterior but if they're trying to take over you from the inside out, it's just going to fail outright. They'll still be in there, they just won't be able to control you from inside with those methods.

Prototypes Aren't The Best- 200

The latest in the long line of your model, you're the most superior version of yourself. Sounds a bit redundant, doesn't it? You'd be surprised at the number of clones and different versions of you that you can run into here. As the latest model, you have an innate advantage against any clones or similar models as yourself, including yourself from the future or past or from another world. This advantage significantly improves your chances in a fight against them, though hardly to the point of making victory a certainty. However, you are able to telepathically communicate with any such clone or alternate self that you are aware of no matter where they are and attempt to control their minds through this connection, though such a thing will pit your wills against each other.

Perfected Construction- 400

Who'd be so stupid as to design an attack to have an innate weakness? Only a true fool would think that could be beneficial at all or that the enemy wouldn't notice and take advantage. The hero always finds the weak points so now you have a whole lot fewer weak points. You are no longer vulnerable to any temporary weak points created by techniques or abilities. A permanent weakness, such as a vampire to sunlight, would not be affected but things only active for the duration of a technique no longer become so. Martial arts stances miraculously lose any holes in their defences, abilities that would have increased your physical defence at the cost of your spiritual defence would only grant the increase and not the decrease.

Energy Eater- 600

You're not just powered by an energy source without limit on its supply, you're able to improve its output without limit as well...so long as you're able to keep taking in new sources of energy. You're an incredibly advanced type of Energy Absorber, allowing you to create a field around yourself that absorbs all energy attacks, including energies of a supernatural origin, and add a portion of what you absorb to your permanent power level. There is no limit to how much energy you can absorb at once, save that you can only absorb what actually touches your body. However, while in this state you cannot take any other actions than maintaining the field and you are far more vulnerable to physical damage than when the field is down, potentially to a lethal extent.

Shadow Dragon

Dragon of Darkness- Free/Mandatory for Shadow Dragons

As one of the 7 Shadow Dragons, you represent a specific Dragon Ball and specific Wish and specific Element. You may choose each of these for yourself, with some guidelines. You may represent any Dragon Ball except the One Star Ball, allowing you to replace any of the Shadow Dragons except for Syn Shenron though you may optionally choose to be of a different set of Dragon Balls if you do not wish to replace one of the Earth set. You may freely choose what Wish created you and you will not be mentally altered by the good or evil of this wish. Finally, you may choose an Element to gain powers from, much like the existing Shadow Dragons. This may range from basic elements such as fire or electricity to things such as pollution or darkness. You will be able to create, manipulate and even have unique powers associated with your element.

Dragon Princess- 100

The Shadow Dragons rather live up to their draconic name. None of them are attractive, not in their true forms, and their appearances range from noble dragons to gross animal dragons. A particular Dragon was vain enough to desire a fix to this situation, a fix you picked up yourself. You're able to transform any form you may take on into a far more beautiful, far less ugly and much more traditionally humanoid shape at your will. The size and abilities of this form will remain the same as it was before and it may be impossible to rid all the inhuman traits or limbs but you'll at least be certain of looking good, even if you do turn into a monster.

The Mirror Trick- 200

How do they keep falling for your tricks? Surely they should recognise what a cheat and filthy liar you are just by your reputation but no! Not only are you a masterful liar, dirty fighter and trickster but you seem to have an effect on the people around you that blinds them to your sneaky acts, making normally hyper aware people far duller in the senses in regards to your tricks. You could even pull the same dirty move two or three times in a row against the same guy and have him fall for it with each time. So long as you don't do it more than once to a person, you'll also often be let off despite your gross cheating. More than that and while they might be tricked again by your cheats, they won't be tricked again by your character.

A Shell of a Man- 400

Doesn't your skin feel awfully dull, these days? That's because what you thought was your skin until now was really just a heavy, restrictive shell that adjusted to your movements. You can shed this shell at any time now to reveal your true form and power, far greater might than what you had access to before. The difference between this shell, your original power, and your new true form in power is the same as the difference between a normal Saiyan and that same Saiyan in their Super Saiyan 4 form. Your true form is usually slimmer, more streamlined and shinier than your shell, though this is optional, and you may regain your shell at any time with a few moments concentration. It may even be possible to unlock a further transformation, a Super True Form, that is just as much more powerful but such a thing would take both great effort, many years and likely be only a temporary thing without even further mastery.

Omega- 600

Syn Shenron, first and last and greatest of your siblings, was a great devourer of a dragon. Rather than manipulating an element, his unique power allowed him to devour the other Dragon Balls and take their powers for himself. Akin to your brother, you too are able to gobble down magical

artefacts and make their powers your own. You'll have all the abilities of these items as if you were the item yourself or have the abilities of the wielder of the item, if the item only works in that fashion. If you wish the items may manifest as part of your body as well, giving a visual sign of their presence within you.

Origin Perks

All 100CP perks are free for their origins and other associated perks are discounted to those origins.

Power- Free

Many powerful fighters live in this universe and you're about to join their legions. Ki is the source of power for these beings, a mystical energy that comes from the body and spirit and can enhance the body, be unleashed in destructive blasts or many stranger techniques. As this world takes place in a time of great advancement in the story, where many of the foes are very powerful and the heroes that make a difference are equally so, you'll be quite powerful as well. For free, you will gain a level of power and martial skill equal to Goku in his child form at the beginning of GT. Unlike him, you will not rapidly regain lost power but you will still be capable of obliterating entire solar systems at your current level and be capable of making a good fight against many of the early to mid-foes he encounters on his upcoming journey.

Explorer

Youthful Grin- 100

A robot with inbuilt programming to always follow its orders or an alien with generations of racial hatred encoded into its genes, they sound like pretty hard to get along with fellows, don't they? Not once they see your bright smile. You can befriend people even when they have every reason to not accept that friendship or should be incapable of returning your positive feelings. The nastier they are, the harder it'll be but no one's entirely without good in them. Or at least that's what you believe. It doesn't hurt that you're awfully easy to get along with even for normal sorts of people.

FU-SION-HA- 200

A magical dance to combine two beings into a single greater being. It's one of the most powerful techniques in the universe, provided the right participants are in it but...does it really need to be so garish? Your enemies might regret giggling once they see the result of this fusion, a warrior far greater than the two halves from which it was joined. You know this technique and unlike the original, you are not held under a time limit no matter how powerful the resulting fusion is, though you may only make a single fusion at a time. Your fused form is the combination of the bodies, minds and powers of you and another being, magnified to far higher levels. You can teach this technique to others but they will need to deal with a time limit on their fusions based on how powerful the resulting fusion is.

The New Heroes- 400

The young shall surpass their fathers! Each generation in this world is only getting better and better at what their predecessors focused on. Children learning to become Super Saiyans before they're even in the double digit years, unlike their middle aged parents. You follow this rule as any other, growing and learning ten times faster than normal for your parents' generation, though in your case this simply increases your growth and learning rates ten times over. Your children will grow and learn ten times faster than you do as well, their children following the same rule and so on. Careful your kids don't surpass you old man.

Super Spirit Attack- 600

Why fight alone? A hero like you has hordes and hordes of believers and helpers. All the people you're fighting for are ready to support you, if you're ready to call out to them. You're able to gather energy from anyone willing to give it that can hear your call for help, taking their life energy and converting it into whatever form you need. There is no distance limit on this aside from needing to hear your call for aid, so with the right way to broadcast, you could gather energy from across the entire universe at once. Beings capable of free thought must give permission but any non-sapient being such as plants or simple animals can have their energy forcefully taken, so long as your voice reaches that far.

Warlord

Talkative Taker- 100

Certainly the charming one, you are. The men and women practically hanging off you indicate that at least. You've got a very particular kind of charisma, the sort that makes it easy to lead on and take advantage of those with weak wills or broken dreams. A cult leader is what some might call you, though you like prefer a more benign title like father or teacher. It works much better with those looking for support, the sorts of people you seem ever so charming to. With enough time and effort, you can craft these weak willed people into fanatics, so long as you're there to be the pillar for them to use as support.

Monster Massive- 200

Born as a native of Monmaasu, the planet where everything is massive, the air of this world did you more good than any amount of milk and vegetables would. You grew and grew and grew as a child and didn't stop till you were ten times the size of any of your family. As a Monmaasu native, you're able to increase the size of any of the forms you are able to take on to be up to ten times their normal size in and, since you're buying this here, you can even reduce that size to the natural limit once you're done, though that process might take a few minutes.

Luud Transformation- 400

With a flash of light, your foe has been reduced to quite literally, a child's plaything. You can fire a fast moving beam of energy that will convert any touched into an immobile doll, still fully aware of themselves but unable to physically move, and then suck their power from this form as long as you stay in contact with the doll. This power will slowly add to your maximum, increasing your overall strength over time as you drain them until they have nothing left to give and die. This beam can be resisted by those with enough power in comparison to you, such as any that is more than an equal to you, but the beam will move at least as fast as you yourself do to keep pace with you as you grow in power.

Level Up- 600

Originally, you were created in order to act as a gatherer and storage unit of energy for use in other, greater projects. It seems as though your creator has forgotten about you and left you to your own devices, allowing you to discover much more about your energy storing abilities than your creator believed possible. By taking in energy beyond your usual maximum storage, whether through an existing means or someone specifically offering it up to you to be taken, you may take on a Level 2 or even Level 3 state, provided with sufficient energy. Each state will vastly increase your power, 2 granting ten times your normal power and 3 granting ten times the power of Level 2. These states are strictly temporary however as they will deactivate once the energy you have temporarily taken beyond your max has disappeared. If you would somehow be unable to take in energy beyond your maximum for a purely temporary time, you will be able to store energy you absorb in a separate, rapidly draining temporary store to make use of this ability. Regardless of whether you are in the Level Up stages however, your raw durability has also been vastly increased. Apart from a single cell at the core of your being, the rest of your body is now hundreds of times more durable than normal. While it can still be broken through with enough power, the only way to hurt you at your 'normal' durability would be to strike that one cell from the inside and the outside.

Scientist

Do You Love Me Father- 100

Muahaha! It's every mad scientist's job to practice their mad scientist clichés. You really do embody the mad scientist trope to the fullest, to the point you could have people recognise you as one on sight if you wanted. But you've also learnt how to manage the less desirable parts of being a mad scientist. When it comes to your creations or allies or benefactors having ill intentions towards you, you know. You know just what sort of things those groups intend towards you, whether they're genuinely loyal or just pretending, whether they're out for revenge against you or using you for their own benefit, even whether that ladybot really does love you or if she is just following her programming. Mad scientists do that too.

Gero Expy- 200

At least you don't need to have the beard. You're a brilliant scientist, an equal for the infamous Dr Gero, after he had a bunch of years in HFIL to study more. While you're a genius with just about every field of science on Earth, robotics are where you really shine. Creating Androids and Robots capable of destroying planets or even stars, along with having a huge variety of strange abilities and weird appearances. You're even pretty good about remembering to program them to not kill you, already making you superior to the late Dr Gero. You're also excellent at working with other scientists, combining your proficiencies and knowledges to create significantly greater creations than either of you could manage alone.

Symbolosis- 400

There is a deep, spiritual connection between a creator and his creation. A love that was built into that creation as the creator slaved over it to produce a masterwork, a sign of their affe-hahahahaha. A connection? Don't be silly. You're working with science here. There's no room for such petty emotions. You've definitely got a connection to your creations but it's one used only for more science. You're able to create symbolic connections between any two things that you have personally created, causing actions or effects on one of them to affect the other. When one powers itself up, the other will be forced to power up too. If one is made to shut down, so too will the other. These connections can even be made between two things made at different times, creating a new thing to enact effects on a past creation of yours, but they must still be your personal creations.

Hell Jumper Creator- 600

Why let just one thing take pride of place as your favourite creation? If you make two, you can make them into an even better single creation! It just needs a bit of work here and there. With your personal creations, you're able to combine any two similar creations into a greater whole. While this combination can only be done once, it will be more and more effective the more similar the two parts that are being combined are. Two swords that you've made, without being the same type of sword or same material of make, would only be half again as good once combined. Two swords that are exactly the same, down to the method of creation and time spent on the smithing? You'd have a sword hundreds of times more powerful than either of the originals. So long as you personally made it or had a large hand in its creation, you'll be able to apply this fusion and even reverse the fusion to separate the two halves once more.

Avenger

Hero Shield- 100

The villain can't always manage on his own, sometimes he needs to get a little advantage to push him over the line. A hostage is a great little equalizer if you can get your hands on one. The problem comes up when your enemy doesn't respect the long tradition of hostage holding or your hostage tries fighting back. You'll find that your enemies now take your hostage threats extremely seriously, even when it would ultimately do you more harm than them, and your hostages will be much more docile. Natural fighters and strong willed people may still fight back once you've soundly caught them but with quite a bit less ferocity than normal.

Ruffled Tuffles- 200

One race gets slaughtered to almost the man and then that last survivor goes on to exterminate his killers...save for one man. A cycle of revenge and hatred that goes around and around. You'll be magnanimous though and stop. Just after you get your revenge. These cycles are actually ended by you in fact as the only ones to ever come after you for your actions for revenge are the direct victims of your choices. If you beat the shit out of a man, he might still come after you later for revenge but none of his friends or family will join him. Even wiping out almost an entire species will not see the last few survivors seek revenge on you...provided you didn't directly harm them. The authorities will still pursue you if able and willing if you break the law however.

Negative World- 400

You're real familiar with bad feelings, what with all that vengefulness floating around inside you. You're able to draw it out of other people and turn it into power for yourself, both increasing your own power over time and allowing you to use that negative karma in attacks. Consisting of all the negative feelings someone has, it'd take the energy of millions of suffering beings to make much of a noticeable difference to you in this world but to make up for that, any loyal follower of yours is able to offer up their negative energy to you, giving you a little bit of the negative karma that they feel each day. While it might take a lot to gather this negative energy, it's a potent enhancer to supernatural energy based attacks, magnifying their power greatly.

Revenge Made Manifest- 600

The Tuffles, a race of highly advanced aliens that were wiped out by the Saiyans, created a pair of bio-organisms engineered specifically to seek out the destruction of the Saiyan race as revenge, one of this pair being you. Your body is totally malleable, down to the cellular level, allowing you to freely reform and reshape yourself or turn into liquid and even regenerate from a single cell. Your primary ability however is the possession of other beings, something you can do by entering the body of another through even the smallest cut or opening and overpowering their will to resist. Once possessed, you may change the host to look more and more like you as time goes on. You have full control over their body and mind and will start to assimilate their power and copy their techniques, though you may recolor any techniques you copy to fit your own style, making them your own even if you left that body, provided you stayed in their form for long enough. Even a powerful Saiyan such as Vegeta would only need a few days at most to fully assimilate in this fashion. If you wish you may leave the host before taking all of their power and instead lay an egg inside their brains. This egg will hatch in a few minutes and brainwash the host into being a loyal servant to you, even to the point of attacking their own families, possessing all the power that you left them. If you decide to just assimilate all their power and leave, they will be left as a lifeless husk once you have exited their body.

Items

Explorer

Magic Sword- 100

An enchanted long sword, without any sort of ornamentation. It won't solve fights on its own or boost your power but it's enchanted to keep up with you no matter how strong you get, ensuring that your powerful swings will never damage the sword. Even if you can tear apart entire planets, the sword won't shatter or lose its edge. It won't break if you hit something much harder than you are strong either. Even comes with its own sturdy scabbard.

Sacred Water- 200

Holy water made to clear away mental impurities, ranging from corruption to possession to having alien eggs nesting in your brain. Gross. Just a single drop of the Sacred Water is enough to clear any kind of mental control from a person and the water can be spread through the atmosphere of an entire world if you shake it all out into the wind. You can even have it target only a single, specific kind of mental control. Get rid of just the brain eggs without ruining your own spells of control. The bottle you get, a clear glass bottle, will refill a week after being fully emptied.

Grand Torino- 400

How are you going to go on a Grand Tour without a ship to tour on? This octopus-like spaceship is capable of travelling across an entire universe in a few weeks at most whilst powered solely by water. It can even be shrunk down to fit in your pocket when not in use. It's got enough room to comfortably fit up to 6 people and enough supplies to keep those 6 well fed for several months before needing refuelling. Incredibly enough, the supplies can be made from water and are actually quite tasty. The wonders of technology these days.

HFIL- 600

The Home For Infinite Losers has a new watchman. That'd be you Jumper. What some people may erroneously call hell, which is far too nasty a name, is an afterlife dimension where the souls of nasty bad guys go after they die. Once there, they are to be tortured for the rest of time...unless they can break out, upon which they are free to roam the dimension as they wish, though they cannot escape. As the new watchman of HFIL, you're able to send any being that you slay to this dimension the moment you kill them and trap them there. If they can defeat whatever guards you set there, they can then roam freely, so you might want to be careful about going there if they've gotten loose. HFIL also possesses a gauntlet of various pools, devices and special rooms that are designed to cleanse the soul of evil. You could make good men out of anyone you manage to put through this process. The dimension will follow you to future worlds, trapping the souls of your villains there until you see fit to release them, releasing any of the beings trapped here will force them back to their original world to whatever afterlife truly awaited them there.

Warlord

Mook Life- 100

They're charming, they're cute, and they're totally useless in a fight. You can't expect much from a mook squad of mascots but at least they'll give you a laugh here and there or be useful as meat shields. This quintet of minions have little use in a fight, being not much stronger than normal humans, but always seem to be able to cheer you up with their antics. Even if those antics are being violently murdered. They'll reappear a day after being killed though and follow you to future jumps, though they are not companions and cannot be imported as such.

Wonderful, Wonderful Gammet- 200

Money is life, life is money, you can't live without money. And look at all this lovely money in your lap and around you. It looks like quite a lot of money. In fact, it looks like all the money that might come from severely taxing an entire planet. But that can't be right because that'd be just awful! It's an exorbitant amount of money that's legally yours now, somehow. The equivalent of ten years of full taxation over an entire world. What you do with all that dirty money is entirely up to you. In future worlds, rather than a lump sum like this, you'll take 10% of the world's tax revenue for yourself, entirely legally. This is directly taken of course so you can choose to lower or eliminate your take percentage if you have something as silly as morals.

General Metal- 400

All rise for General Jumper, great commander of wherever the hell we are now. You've been gifted with one of the highest military ranks of your starting world, which may make it more or less valuable depending on where you are. You're not the highest authority of the military but you are very clearly the second highest, though you may be equalled by other generals of equivalently high rank. You'll retain this rank in future worlds, beginning as one of the highest generals in the army of your starting location or closest equivalent.

Bloody Idol- 600

An expedition down below the surface of your homeland led you to discover something both horrifying and awe inspiring. An immense statue, coated in dried blood, of some ancient beast. From what you can examine of it, the statue appears to be some sort of automaton that was long since abandoned or lost. The blood? Perhaps it was used as an object of worship by some crazed cult. It did give you enough clues to figure out how the Idol works. By making living sacrifices to it, through killing them on the idol or just transferring all their life energy to it at once, you can slowly bring the idol towards an awakening. With one living sacrifice made every week for a year, you may bring the Idol to life, animating it with a terrible and gruesome spirit. The Idol possesses power magnified many times over that of the ritual leader who directed the sacrifices, allowing it to serve as an extremely potent ally no matter your own power. As the leader, you'll even have a rudimentary control over its actions, though this amounts to little more than "Attack That" or "Stop" or "Go There". Powerful as the Idol is, its energy is limited and it can at most run for a full month, perhaps only a week if it constantly fights during that time. It is possible to delay its awakening however and even empower it further, though this may eventually run the risk of becoming too strong to control.

Scientist

Capsule Machine- 100

A man made miracle technology, the capsules are small, well, capsules that are able to contain far larger objects and instantly release them. The most one can contain is an object about the size of the average suburban home, though given each capsule is only the size of a finger or two, it's not hard to carry quite a lot of them around with you. You've got a machine capable of producing these capsules so long as some water and metal is put into the side, you can produce several dozen a day through the small machine.

Robo Bunker- 200

What kind of man of science would you be without your very own lab? Hidden underground in your starting world, this high tech laboratory has everything you need to get started on your robotic weapons of mass destruction. While the facility can function as a normal lab, as well as having basic living quarters and strong security measures, it works best towards designing and manufacturing androids or robots on the individual scale, increasing the quality of these personalised products significantly and cutting the time and resources required to make them to just below half the usual amount.

DNAbase- 400

The greatest of creations can only come about with the greatest of sample data. DNA's the way to go and some of the craziest creations in this world came about from having the right DNA. You've got a personal stock of comprehensive DNA samples from a wide range of the strongest fighters in this universe. With the right tools and knowledge, you could make some terrifying warriors out of this and in future worlds, you'll have a similar store of DNA samples from some of the strongest warriors in those worlds. There are a few limits to who you gain samples from however. Obviously they must have DNA to take from and thus non-biological beings are invalid. They must exist in the open or have recently existed in the open at the time of your entry to the world, something that is only born later or is sealed away until later will not work, and must be in your iteration of the world. Alternate worlds or other dimensions cannot be used to gain from.

Machine World- 600

A brilliant light amongst a cosmos of the supernatural, a world of science and metal and true intelligence. Your very own Machine World, an orb of metal and machinery and electronics the size of the planet Earth. This robotic world is populated by countless millions of sapient machines and androids, all far more powerful than an ordinary human, though only a few will reach into the levels of power seen in some of the Machine Mutants such as General Rilldo. They see you as their creator, essentially their god, and look to follow your orders and teachings in all things. The world and its populace will follow you to new worlds, placing itself in a location of your choice in space. Do note that only original citizens of the Machine World can be brought along this way, those created on this world, and not any who migrate to it. It will otherwise retain any changes done to it.

Avenger

Crystal Sphere- 100

A huge glass ball, several times the size of a man that has been set in your warehouse or another property of your choice. It's able to look into any unprotected location that you wish it to, showing you events happening from across the universe or even across dimensions in real time. You won't be able to communicate or act through it but it's a handy way to keep an eye on your creations or creep it up.

Mauve Star Dragon Balls- 200

7 grey balls, each with a different number of stars on them. These are a partial replica of the dreadful Black Star Dragon Balls. They do not possess any Dragon within them nor the ability to grant wishes, instead only being able to doom the planet that they are used on to destruction within a years' time. When activated, they will deliver a warning to the heroes of the world that their planet is doomed unless all 7 balls can be brought together once more within a year's time. The balls will then spread themselves across the world or, if the heroes of the world possess space travel, across the entire universe. If they want their planet to survive, they'll need to chase down these 7 artefacts and leave their home defenceless as you go in for the kill.

Blutz Wave Generator- 400

A tank fitted with large wave projectors on the back, designed to emit special Blutz Waves. The special form of waves are created when light is reflected off the moon and is responsible for the Saiyan race transforming into the Great Ape when they take in enough of these waves. The Generator is able to refine and concentrate these waves, not just inducing the Great Ape mode in Saiyans but also an equivalent giant bestial form in any other race which will work in a similar fashion to how the Saiyan's Great Ape form does. Concentrated bombardment with Blutz Waves from the generator can also heal and even temporarily empower those who are able to transform with the waves. You may of course exclude beings from these waves, preventing the machine from empowering your enemies unless they happen to be Saiyans. Then you just need to be careful about the targeting.

Reborn Homeworld- 600

Smell that? It's the beautiful, refreshing air of your home world. Quite specifically, Your Home world. This entire planet you see before you is a planet that acts as the perfect planet for you, within the limits of what is possible in the Dragon Ball GT series. You can freely design the world's climate, landscape, special features and so on and it will even have a small but growing population that you may also design to your liking. This is effectively a paradise world for you to stay on, homelier than home itself. It's about the same size as Earth and will continue to follow you to future worlds, being placed in space in a place of your choice. In space. The population and any changes to the world will come along and continue to grow as time passes, provided they're not killed, but outsiders cannot be brought along. Only those entirely native to the world and present on it will come with.

Companions

Import- 50CP per

Get your buddies into the Grand Tour with you! Every ticket costs 50CP and lets you import one of your friendly companions into this jump or even create someone entirely new to join you here. They'll get a free Race and Origin, along with all associated freebies and discounts, as well as 600CP to spend on any perks that they feel interested in buying.

Canon- 100/200CP

But hey, maybe you wanna join up with someone already in here. That's okay too. It'll just cost you 100CP for every canon character within Dragon Ball GT's confines that you want to get the chance to convince you to come along. Whoever you choose will be predisposed to like you and you'll have at least a handful of guaranteed meetings but you do need to get them to accept. For an extra 100CP you can have a pre-existing relationship with them, within reason. You could be a close friend or even family member but you couldn't be their eternally adored master or sole, favourite pupil to whom they will pass on everything they know.

Jump Fighter- 500

With how awesomely awesome you are, is it any wonder that people wanted to create their own, more pliable versions of you? Thankfully the one successful attempt escaped and met up with you. They're a bit on the naïve side, having just been born, but you can already see yourself in them. Makes sense given they're a perfect Android clone of you. They've got all of your powers and abilities, along with the innate traits of an Android, and even share many of your personality traits. That said, they're still developing and unless you specifically guide them towards being the same as you, they'll likely end up as being similar but a little different. They definitely look up to you as the original though and desire your guidance and care, becoming a companion for future worlds. They do have a quite unique power though. They're able to fuse with you to become Super Jumper, a being where you are the dominant personality but possess a larger, more matured and far more powerful form. While in this state, they will not take up a companion slot but may still talk to you from within. You may freely separate from this state when you wish. As the copy of you is linked to you on every level, they will also grow stronger as you do, though this is only in overall power levels rather than gaining every individual ability that you do. Purchasing this option and choosing to start fused will also increase your power in other respects, boosting the power of any 600CP perk that you have bought previously in this jump. You will retain this boost if you later defuse. You may choose to withhold perks and powers from this clone but they will lose out on power, including the power you gain when fused, depending on how much you hold back.

Drawbacks

You may take up to 800Cp in drawbacks from the following list.

Dragon Ball Jumper Tour- +0

You're an old hand at all this dragon balling. If you've been to a jump set in the Dragon Ball universe before the time of GT and you'd like to continue, this drawback will allow you to carry over any changes you made during your time there. It'll be like you're just popping back in where you left off. Only a few years later.

A Hero's Legacy- +0

The story of the Grand Tour doesn't end at just a year or two after it begins. When Goku left with the Dragon Balls, he returned a 100 years later to see his descendants on their own journey and give them a hand. By taking this option, you'll have the chance to stay for another century or so in this world until the time the TV Special 'A hero's Legacy' would have occurred, at the finishing of which you will end your jump time here as normal.

Half-Jump- +100

Maybe it wasn't a wise idea to let that one enemy go years back because they've made a wish on some magic balls to turn you into a child. You're stuck in the form of a physical child, no matter the form you take on, and this has resulted in a big drop in your control and maturity. You're every bit as strong as you once were but now you can barely control any ability that required finesse and you'll be dealing with some stamina issues that leave you out of breath much faster for your time here. If you have a transformation of some sort, you can temporarily take on an adult form to get past these but that transformation will only last a few minutes at most before reverting to your child form.

Oceanus of Barf- +100

Ew. That's your face? Really? Would you mind getting a paper bag? Calling you ugly would be a teensy bit of an understatement. This is supposedly your true form and shines through any disguises or attempts to hide it away. That might even be a good thing if you didn't make people ill at the sight of you. Probably not literally. Hopefully people can look past the gross looks to the stunning personality on the inside. Provided you have one. Do you have one?

I'm Not Just Saiyan This- +100

You're a Saiyan are you? Taking an awfully long time to show it, don't you think? One might even suspect you had somehow missed out on all the goodies of being an Alien. One would suspect right because that's exactly what you've been hit with. You completely lack any abilities that come as a result of being a nonhuman being, from here or other places, because you're an ordinary human. Other abilities, even supernatural ones, are completely unaffected. You won't be going blonde any time soon but you can still shoot energy from your fingertips. You'll gain your rightful racial heritage after the ten years here are up though.

Meddling Robot- 200

Giru, giru. Seems like you turned into a very particular form of robot, the Giru type Machine Mutant. Surprisingly, the robot actually has the racial abilities of whatever race you choose to be, rather than being the default Machine Mutant race. But there seems to be a slight problem...oh no. Did your creator forget to give you a Ki generator? That's a bit of a worry in this world. You completely lack the ability to use Ki or any other kind of supernatural energy, meaning you lack any power not

inherent to your physical form, which is that of a small white, floating robot now. You'll still have any powers or perks that do not rely on supernatural energies and any racial abilities from your chosen race here but until the jump ends, you'll only be as strong as your body normally is. If taken with I'm Not Just Saiyan This, you'll lack even these allowances and be nothing but a tiny, annoying, Giru bot. Post jump you can keep this form as an Alt Form.

Karmic Dragons- +200

The Black Star Dragon Balls didn't react as Emperor Pilaf had hoped they would. Instead of dooming the Earth and reducing Goku to a child, they released the Shadow Dragons from the get go. These powerful, and not so powerful for some, warriors will carry out their original mission, despite the heroes of Earth lacking some of their critical power ups to fight back. It might not seem much of a bother but it seems as if your actions, including those from previous worlds, have now empowered the Shadow Dragons and motivated them to seek out and kill you. Every morally good and bad thing you've done will give an increase to the dragons, the bigger the scale of either good or bad thing, the stronger it's going to make the dragons.

Baby Baby Baby Oooh- +200

The evil parasite, Baby, was released far earlier than he normally would have been in this story. Already he has planted Tuffle eggs in many of the Z Fighters on Earth, though curiously Goku remains free of any egg, and then proceeded to attack your companions, infecting a number of the stronger ones to turn them against you. He's decided that you have the body he wants most, especially with your unique nature, and seeks to infect you by using those companions he has infected and the Z Fighters he controls against you. You, Goku and your other free companions will need to fight this force off. At the end of the jump, the eggs will be cleared from any of your companions that still have them for free.

Myuusic To my Ears- +300

Dr Gero and Dr Myuu got together and made something really nasty this time. An Evil Robot You! In fact, they're not just a perfect robot copy of you with some rather evil intentions towards your person, they even have a bunch of influence over you. They can telepathically communicate with you at any time and force their will on you to try and make you follow their orders. Unlike the rest of them, they're actually a fair bit stronger than you in this regard and will be able to take control of you at least a few times during your stay here. If they can manage to take control of you mentally while being in contact with you physically, they'll fuse with you and remain in control of that fusion. If you end the jump in this fused state, it's the end of your chain for sure, but you can be defused so long as anyone beats or kills your defused self, splitting you harmlessly away from them. Given the evil intentions of your evil robot self, there'll be at least a few determined heroes. If your evil robot self is somehow alive at the end of your time here, you'll have a chance to try and convince it to come along with you without its antagonism being enforced. If you can convince it, it'll become a companion.

Seven Black Stars- +300

7 items, each one with a special meaning to you, have been taken from you and spread across the universe. Hidden on worlds ranging from dangerous jungle worlds where the fauna has grown far too strong on supernatural food to the capitals of galactic empires, these 7 items are things you'd dearly want to retrieve even if they didn't have emotional significance. Why? Because if you don't retrieve all 7 items by the end of ten years here, you're dead for good. The theft set the ten year doom timer off and it's up to you and your friends to retrieve these items. And you do need to find

and retrieve them, as any attempt to do so automatically, from a distance or with supernatural means will fail. You've gotta track down and physically retrieve them. They won't be hidden in some random junk heap though as each item will be in a rather obvious place once you track down the world they landed on. It's just a shame that that obvious place is usually the crown of a powerful villain or something similar.

Taking the Tour- +300

Did you think the tour would be over once you beat that bad guy? He had to have someone to support him from the shadows to achieve what he did, someone who's pretty annoyed you tore down all their work. Someone who, of course, has even more power. Any antagonist you defeat will be revealed to have a scarier, stronger antagonist behind them all along that is now all for seeing you die. And that antagonist will have a shadow behind the throne too. Things are rapidly going to spiral out of control here, so be careful who you piss off as even a street brawl might get out of hand if you don't keep out of trouble. Which might be a bit hard given you're a magnet for trouble for the next ten years. But hey, miracles happen.

Ending

And the Tour is over. Hope you had a Grand time here. Ready to make your choice? You better be.

Do you want to *Go Home* to your first world?

Do you want to *Stay Here* and get back into the Grand Tour?

Do you want to *Continue On* to a new adventure in a new world?

Notes

Super duper special thanks to my NuBee, the biggest motivation for all of this.

HFIL/Planet Items- Any non-active companions may reside on these worlds during jumps if they wish.

Dragon Ball Wishes- Don't be a dick about them. Dragons, even Ultimate Shenron, have limited power. There is only so much that they can give and pushing your luck just gets them to fuck off. If you wish to be immortal, it's only going to work until a being stronger than the dragon comes along and hits you hard enough, so don't rely on it. You can't take the balls out of setting and don't be an idiot about meta wishes. They're not gonna work and you're a fool for trying.

Capstone Boosts- (Capstone Booster is found in the Companion Section)

Manly monkey man-

Your Saiyan heritage grants you much more than just a single new form when you master a berserk or monstrous state. What you now gain is the full Super Saiyan potential, able to take on several states beyond the initial transformation, with time and training to unlock them, and even variations of those states, similar to the Super Saiyan line of transformations a normal Saiyan can gain access too.

World of Steel and Iron-

Rather than being limited to just your physical matter, you are now able to use your ki to invade and take over other things, material or immaterial. So long as your ki can interact with it somehow, you will be able to attempt to take over it and control it. Similar willpower contests will apply if the target is aware but the more complex or powerful the thing you are targeting, the more ki it will take to make it part of you.

Energy Eater-

Your hungry nature is now woven into your very physical form. You can drain energy directly from beings or objects with a touch at incredible speed, fully draining even star destroying beings with a touch and adding all of what you drain this way to your own levels, rather than just a portion. This also does not possess the physical vulnerability of the energy field but this form will also only work on direct bodily contact, rather than on any external energy attack.

Omega-

Before now, the items you took into yourself were a part of you but remained as they were. Being part of you now changes that. Any items you absorb with Omega will be empowered by your innate ki, raising their effects in power to match your own ki levels and continuing to grow in power as your ki does.

Super Spirit Attack-

You'll no longer need worry about getting everyone to answer your plea for assistance. Your voice now reaches the entire setting of the jump you are in at once, including every part of your current universe, any alternate dimensions or pocket worlds, any hidden places and any higher or lower dimensions. It can even reach into alternate timelines, though it cannot call to the past or future. Even the worst villain could surely find some willing allies in this way.

Level Up-

You've broken the Level Cap and found yourself able to turn into stages beyond Level 3, so long as you have an appropriately large amount of extra energy beyond your normal maximum. You're also now able to store this beyond-max energy in a permanent but separate container. This container may not be used for anything but this perk and will drain as quickly as ever when in use but when Level Up is not engaged in transformation, the energy in this container will not drain.

Hell Jumper Creator-

Improvement is one thing, hybridisation is another. When you combine two things, you now choose which properties of both transfer over to the new whole. You can choose for one personality of two combined clones to dominate the new body or for a sword to possess just the benefits of one of its' halves, retaining the flaws from just one half. You are also able to choose to, when you use the combining effect of this perk, focus the improvement on specific things to boost them much more at the cost of improvement in other areas.

Revenge Made Manifest-

A racial revenge makes this a rather fitting method, to take from other races into yourself. On infection of a being via this perk, entering their body, you will instantly gain any racial or biological abilities that they possess for your own, even if you spend just a second within them. Draining their power level will still take time but you will count as part of their race for as long as you wish to retain those abilities. You also gain the ability to freely customise these racial abilities cosmetic appearance, as well as any other racial abilities you may already possess.

HFIL-

It's not just hell that you find yourself watching over now. A second half has been added to your personal dimension, one separate yet beside HFIL. This is HEVN, also known as Housing Eternal Victors Now, the good side of life after death. Those in HFIL can never, no matter what they do, cross over to HEVN unless you allow it. While HFIL may carry those you kill, HEVN will serve as a resting place for all those you love and care for. The spirit of any family, friends or other loved ones that die may be guided here if you wish and spend their afterlife in this place. Unlike HFIL, HEVN is a true paradise to live in. You may also guide the souls of anyone who dies or has very recently died in your vicinity to HEVN if you wish. Much like with HFIL, those souls stored in here will return to their original worlds if they are taken out. As an aside, a dusty old corner holds a collection of machines, baths and special rooms that were made to corrupt any good soul and turn them evil. Apparently someone had a bit of an obsession with opposites.

Bloody Idol-

The idol you found was just the beginning. You unearthed an entire group of similar, larger godly statues, revealing an entire pantheon of bloody beasts that were once worshipped. Your original idol was just a low level god, with numerous larger idols that possess even greater power, including a truly nightmarish God King idol. These more powerful idols do not require more quantity in order to be awakened. Instead they require more brutal sacrifices. A mid-tier idol may demand only teenage victims or the infirm elderly. A high level God may ask that only children be sacrificed in their name in order to awaken. The greatest idol of them all, a being of such power as to almost drive you mad, would require the genuine sacrifice of your own loved ones in order to awaken.

Machine World-

No longer just a small speck amongst the cosmos, the constant march of science has seen your world grow to become a slightly less small speck amongst the cosmos. Rather than a planet, your Machine World has now taken form of one of the pinnacles of science- a Dyson Sphere. Centred around a star, this massive construction is populated entirely by your machine army, which has grown quite a bit larger. In future worlds, you may have this be summoned in a nearby solar system to the one you are in or just outside of your current solar system on its own.

Reborn Homeworld-

Did we say home world? We meant home system. It's your very own small space empire, rather than just a single world. A solar system with several dozen worlds, sixty in total, is now under your total control. You may freely design these worlds and their populations, even to the point of having a serious space faring civilisation spread across these sixty worlds. You may even freely specify the star and any other special features within this solar system, so long as you don't get too crazy. It'll otherwise follow all the same rules as the homeworld option and appear nearby to your starting solar system in future jumps.