

Dragon Ball Z: The Strongest Guy in the World

A Dragon Ball Jump by SpiritualStill
Version 1.0



Hello, Jumper, and welcome to the world of Dragon Ball. Or, more precisely, “a” world of Dragon Ball, distinct from the canon timeline. In this one, it appears that the Z-Warriors defeated the Saiyans with minimal-to-no casualties, as Piccolo is alive and well, and Goku has the Kaioken and Spirit Bomb techniques. Alas, peace does not last forever, for Dr. Wheelo, a maniacal biotechnologist, has at last been freed from his entombment under ice for the past fifty years. His mission? To obtain the body of the world’s strongest warrior. Though he believes it to be Master Roshi, he’ll soon learn that fifty years changes a lot, and now Son Goku is the strongest guy.

You will be sent to this timeline just a few days before Kochin gathers the Dragon Balls and melts the ice covering their base at Tsurumai-Tsuburi Mountains. Take these, you could use them.

+1000 Dragon Points (DP)

Background Selection

You are free to choose whatever age, sex, and gender that you want, so long as it fits the setting and whatever options you choose. You may start anywhere on Earth that you desire, whether it be Kame House, the Mountains, city, Tsurumai-Tsuburi, or some other location. Perks and items down the chosen origin have a 50% discount, though relevant **100 DP** perks and **50 DP** items are Free.

Origins

Defender of Earth [Free]

Perhaps you're a friend of Goku and the Dragon Team, or maybe the two of you just happen to share common goals with each other. In any case, you are one of the protectors of Earth, seeking to fight for peace and justice...though you might just like to fight people.

The Science Team [Free]

Well, the other bad guys here are biotechnologists and creations of said biotechnologists, so the team name fits. You might be one of the big bads related to Dr. Wheelo, or maybe you are an unrelated evil scientist.

Race

Earthling [Free]

You are one of the many races that are native the planet Earth. By default, this is a human being, but it can also include the various sorts of monster-like beings, or beastmen. They are typically rather weak for intelligent lifeforms in the universe, but there are exceptions.

Biotech Lifeform [100/200 DP]

You are one of the biotechnological beings that Dr. Wheelo created for his army. For **100 DP**, you are one of the Bio-Men (the intelligent creatures that visually resemble Saibamen), though you can choose a different form. For **200 DP**, you are one of the Brutal Warriors.

Namekian [200 DP]

You are one of the people from the planet Namek, much like Piccolo. Due to the specific nature of this Jump, you may only be of the Warrior-class of Namekians.

Saiyan [200 DP]

You are one of the survivors of Planet Vegeta, alongside Goku. Saiyans are roughly similar to humans in appearance, though they are notably much stronger, have innate love for fighting, and a tail that lets you transform into a Great Ape during the Full Moon. Though it's not present here, you do have the potential to become a Super Saiyan.

Perks

Undiscounted Perks

Ki Affinity [Free]

I imagine that you will probably want this, seeing as most Jumpers that come here usually want to fight. You have the ability to generate and manipulate your own ki, be able to hover, shoot out ki blasts, and potentially create your own techniques.

Fixing Meals [Free]

As punishment for breaking the Dragon Radar, Oolong was made to cook dinner by Bulma. Of course, neither Oolong or Bulma are actually good cooks, so they just decide to order takeout. Unlike them, you can actually cook, and do so very well. You know how to cook any type of food that you see, and even with middling ingredients, it is spectacular.

Environmental Resistance [100 DP]

How much the cold and heat actually affect you may vary, but unsurprisingly, you can't really ignore ice being slippery, or extremely hot environments taking away your breathable air. In addition to just being generally resistant to the heat and cold, you are also immune to the secondary effects of those sorts of environments.

The Strongest in the World [400 DP, Discounted for *Namekian* and *Saiyan*]

The entire premise of the movie is that the characters who matter are all the strongest people in the world, and considering you won't be here for very long, you probably don't have much time to actually train to reach said height, so take this. This makes it so that you are as strong as base Goku would be, which is roughly 10,000.

Defender of Earth

You Have to Keep This a Secret [100 DP]

To say that Oolong was dubious as hell bringing along Gohan of all people is an understatement, but he's still a friend, so Gohan trusted him, and told nobody until it couldn't be hidden. Whenever you share secrets with people, they are unusually resistant at keeping it hidden, and unless it benefits everyone or the target has literal mind-reading, they will never reveal it.

What Are You Doing Here? [100 DP]

Piccolo happened to be training in the mountains as the start of the movie began, letting him arrive in time to save Gohan from getting brutally jumped. You seem to have similar good fortune, either being in areas where people can help you, or happening to be in the area when someone you'd want to help is in trouble.

You Know Something? We're Pretty Lucky [200 DP]

The opening of this movie begins with, of all characters, Oolong and Gohan figuring out that someone was collecting the Dragon Balls, which Oolong only discovered because he was fiddling with the Dragon Radar despite having no reason to. This little coincidental luck happens to follow you where you go, and when strange or special events happen, things work out in a way that ensures you will observe or at least know of it.

God of Martial Arts [200 DP]

Though he certainly doesn't seem like it, Master Roshi's name is rather literal, and though not literally a god, he is one of, if not *the* greatest martial arts teachers in the world. You now have perfect technique and skill in all forms of combat, letting you know every single move to defeat enemies, and while this doesn't mean you are directly stronger, a great technique certainly lets you hit well above your paygrade. This also enables you to train very well.

Due Diligence [400 DP]

The Son family are all, in different ways, rather diligent. Goku loves to train, Gohan is rather studious (ignore the part where he was singing rather than studying), and Chi-Chi is a good housewife that is nevertheless determined for her child to have a good life. You possess their great level of diligence as well to any of your tasks, and when you work towards it, you find that it's both easier for you to do, and opportunities to do so seem to fall onto your lap.

It's All Your Fault! [400 DP]

When Piccolo's mind was controlled by Wheelo, his signature rage caused his power to increase tremendously, and even Wheelo was smart enough to treat it seriously. Much like Gohan, your rage causes your power to absolutely skyrocket.

Movie Level Pacing [600 DP]

It's fairly easy to notice, but characters in the DBZ movies tend to both work faster, go for the kill, and are remarkably less likely to die, even if they get absolutely brutalized in the fighting. You and your allies get this level of narrative competency and protection most of the time, unless your opponent is genuinely too strong for you to reasonably get.

Nice "Complex Hax Ability" Dipshit [600 DP]

As proven yet again, Dragon Ball's weird abilities in this show can be overcome simply by being stronger than them. Goku pierced Misokatsun, and could resist Wheelo's attempts to control his body. Additionally, Wheelo's world-destroying attack was fully neutralized by the Spirit Bomb. When an opponent is weaker than you, you are able to completely ignore any of the strange abilities that are not directly combat-related.

The Science Team Perks

Dreaming for Fifty Years [100 DP]

Dr. Wheelo and Dr. Kochin were trapped beneath the ice of the mountains for fifty long years. Strangely, this didn't seem to dull their wish for revenge, and it isn't even clear if they meaningfully changed in those fifty years for the worse. You are a terrifyingly determined individual that does not suffer from ennui or madness (well, at least madness not inherent to who you are), even in absolute isolation.

Scientific Prodigies [100 DP]

Before their entombment beneath the ice, Kochin and Wheelo were profoundly brilliant biotechnologists, and also likely lunatics. While I can't say much for the latter part, I can say that you possess an equivalent of their level of knowledge in any scientific field that you desire.

You Saw! [200 DP]

The moment that Wheelo's base was excavated from the ice, the Bio-Men jumped Gohan and Oolong who saw that it was free. You are hyper-aware of your surroundings, and can instantly determine when someone is near you or wherever your current location is.

There's a Commotion on Earth [200 DP]

Wheelo, despite being a mad scientist with a battle maniac streak, is actually quite aware of his surroundings to a far greater degree than his minions, able to instantly detect Goku, determine Gohan's actual power, and the nature of the Spirit Bomb. Like Wheelo, you are frighteningly level-headed, able to immediately identify the methodology and nature of your opponent, along with any spatial anomalies connected to them.

Testing Fighters [400 DP]

The Bio-Men and the Brutal Warriors are, by their very nature, disposable minions meant to test fighters. Ergo, not only does it make sense for them to fight as a team, but it's kind of the point that they do. You are extremely good at working in perfect tandem with your allies, growing in considerable strength as you pool your power together.

Mind Seizing [400 DP]

It's revealed that, after defeating Piccolo, Wheelo took control of his mind to use him as a weapon and tool, which was quite impressive. When you defeat your opponents, you are able to take over their mind, and compel them to fight and even try to kill their allies.

Evolved Mind [600 DP]

Wheelo - what exactly is going on with this dude's brain? It's strangely not explained in the movie, and the most that is acknowledged of it is Bulma making a stupid pun. One of the guides offers a possible explanation, which is that his brain somehow "evolved" into its current state. While your own brain will not grow to such absurd sizes (at least without your direct desire), it will be hyper-advanced, enabling you to fully comprehend new things at a rapid pace, and quickly figure out solutions to problems.

Body Transference [600 DP]

How Wheelo exactly *intended* to transfer his gigantic brain in the body of the world's strongest warrior is unknown, but he clearly had some means to do so. He's also notably able to fly and sense ki, so having some sort of strange technique would not be out of the question. When you defeat an opponent, you are able to transfer your consciousness into their body and override it, claiming it and their power for yourself.

Ki Techniques

Ki Sensing [Free]

Though this is not exactly a universal trait among those who use ki, the Z Warriors and Wheelo can all use it. You are able to sense the location, life force, and power level of anyone around you. The stronger and closer the target, the more powerful the sensation.

Kamehameha Wave [100 DP]

The signature attack of everyone at the Turtle Hermit school. By cupping ones hands, and gathering ki, they are able to fire off a devastating wave of power that is considerably stronger than the user's power.

Flight [100 DP]

A very useful technique that most fighters by this stage are able to use. By utilizing ki, you are able to fly in the air, with your reaction time matching your speed. The stronger you are, the faster you can fly.

Frozen Fist [100 DP; Free if *Biotechnological Lifeform*]

The technique of Ebifurya. By channeling your power, you are able to send out a wave of freezing energy that traps targets into blocks of ice, and will freeze them to death quite rapidly if they don't have the means to resist it or empower themselves to break free.

Electric Whip [100 DP; Free if *Biotechnological Lifeform*]

The technique of Kishime. You are able to generate whips of electrified ki from your body that paralyzes and greatly pains your opponents.

Kaioken [200 DP]

One of the two techniques that Goku learned from King Kai. This is a rather dangerous but powerful technique, enabling you to multiply your power, speed, and other parameters, albeit at the cost of bodily recoil. By default, you can comfortably use it up to Kaioken x2 and x3, with anything beyond that being possible, but absolutely liable to wreck your body without plenty of training.

Spirit Bomb [300 DP]

The second technique that Goku learned from King Kai. Through it, the user is able to gather a huge amount of energy from the world, via animate and inanimate objects. When gathered up, the user has obtained a massive amount of destructive power, which can be used to destroy a target.

Items

All items, if destroyed, will be fully restored within your Warehouse in a day.

Undiscounted Items

Some Winter Clothes [50 DP]

This movie largely takes place in some frozen hell, so this should help you. By wearing these clothes, it doesn't keep out all the cold, but it does ensure that your body doesn't turn into a goddamn icicle.

The Dragon Balls [400 DP]

If you didn't want the Dragon Balls, then I think you are lying. Anyway, you now have your own set of Dragon Balls, and some sort of Eternal Dragon of your choice, though said dragon will be roughly equivalent in power to Shenron. Once every year, you may ask for a wish from the Eternal Dragon, though it cannot be beyond the power of Shenron, nor can you ask for anything that influences the Jumpchain. Unless specifically desired, the Dragon Balls will simply go inert and travel to your Warehouse or equivalent.

Defender of Earth Items

Flying Vehicle [50 DP]

Gohan and Oolong, at least in the movie, can't reasonably fly around. With this environmentally controlled jet, you are able to travel around the world, with it being on autopilot and generally being able to take you places decently fast.

Dragon Radar [100 DP]

The wondrous invention of Bulma, all the way back when she first sought out the Dragon Balls. When activated, it maps out the entire planet and gives you a rough estimation as to where the Dragon Balls are currently at. Post-Jump, this can be used on any sufficiently mystical or special McGuffin in a setting.

A Nice Home [200 DP]

Whether it be Goku's home at Mount Paozu, or Roshi's island, (most of) the Z Fighters live or can generally go to pleasant places to stay at. Like them, you have your own place of relaxation and comfort. While in your home, you or anyone present cannot be directly harmed, though if the planet you are on blows up, good luck.

Flying Nimbus & Power Pole [400 DP]

Known also as the Kinto'un an Nyoibō. This is pretty much the last movie where either of them are particularly relevant, so you should have them. The Nimbus is a magical cloud that allows one to fly when they are pure of heart (though this one is fiatbacked to work at all times for you), and the Power Pole is a weapon that also extends. Due to fiat, the Nimbus will always be faster than your top speed and can be summoned, and the Power Pole is always stronger than your direct attacks.

The Science Team Items

Loyal Goon [50 DP]

Dr. Kochin is absolutely, unflinchingly loyal to Dr. Wheelo. This may have to do with him literally being a robot, or at least someone who had everything but their brain replaced with metal. Whatever the case is, you now have your own equivalent of Dr. Kochin, who have extremely advanced knowledge of some field, either equivalent to or directly the same as to how Kochin and Wheelo have doctorates in biotechnology. You may decide if they are fully robotic, a cyborg, or fully human.

Organic Mind Transference System [100 DP]

While Kochin's state is somewhat unclear, there is no doubt that Wheelo was once a biological individual, as his gigantic brain would imply. You possess the ability to transfer the minds of individuals into mechanical exoskeletons, which can either be human-sized facsimiles, or awesome mechs.

Cool-Ass Base [200 DP]

No pun intended here, I can assure you. You now have a cool science base/research facility, containing all the sorts of things needed to do things like creating Bio-Warriors. By default, Bio-Warriors cannot be stronger than any of the Brutal Warriors, and the vast majority will be Bio-Men in terms of strength. Post-Jump, the Bio-Warriors can scale up to your power, though only to a fifth of your own.

Wheelo Exoskeleton [400 DP]

Among the most menacing tools in the entire movie. You now possess an exoskeleton that can be modeled however you wish, though it will by default visually resemble Dr. Wheelo's own. You do not have to be a giant brain to use it, and can instead just submerge yourself into it. This exoskeleton will massively increase your power, turning what should be a bog-standard human with advanced knowledge into a threat that requires Goku to use the Kaioken to even scratch. You can even use the Planet Geyser attack, which can instantly obliterate the planet, or reduce an area to a desert.

Companions

Import/Create Companion

For every **50 DP**, you may either create or bring along any companion you want, with them getting **+600 DP**.

For **200 DP**, you may import as many companions as you want, or create up to eight companions. Each companion receives **+600 DP** to spend.

Recruitment Drive [100 DP]

If you can convince them, you are able to recruit any canon characters that you want.

Drawbacks

You may choose as many Drawbacks as you desire.

Here For the Plot [+0 DP]

Who wants to stay here for ten years? You may leave as soon as the plot is finished.

Supplement Mode [+0 DP]

You may choose to have this mode either supplement any other jumpdoc, or have it supplemented by any other doc that you please.

Prolonged Stay [+100 DP]

Stay a while longer, why don't you? For an extra **+100 DP**, you stay in this Jump for an extra five years. You may take this as many times as you want.

The Unmelting Snow [+100 DP]

For one reason or another, you will be unable to leave the Tsurumai-Tsuburi Mountains, where the snow itself is unable to be destroyed or melted without the power of the Eternal Dragon. Maybe you can take the time to train or something.

Demon King Piccolo! [+100 DP]

This movie takes place in the odd time period where Gohan is friendly with Piccolo, who is now closer to a hero, but is still distrusted by the rest of the Z Fighters. You seem to suffer a similar issue, where people seem to treat you in an antagonistic or wary way, save for one or two.

Indestructible Environments [+200 DP]

For some strange reason, not even Piccolo's attacks could reasonably shatter the ice of the mountains, which is indicative of some shenanigans being afoot. Unfortunately for you, you cannot destroy pretty much anything that should reasonably be destructible, unless you are being trapped and the only way to escape is to break it - and even then, you'll need to exert yourself.

Ragebaiting [+200 DP]

Despite Wheelo warning against it, Kochin chose to deliberately provoke Gohan in spite of his power very visibly increasing. Like the idiot, you have an almost compulsory need to provoke your opponents, even if it provides no benefit or even a severe penalty.

Outdated Knowledge [+200 DP]

This isn't even a case of having only watched *Dragon Ball* and being confused. You are horrendously confused by a lot of modern innovations in a similar vein to Dr. Wheelo. This doesn't *exactly* ruin your memories of events, but expect to be confused by a lot.

Perk Lockout [+300 DP]

Any perks from out of this Jump are sealed for the duration of this one, unless part of your Body Mod.

Property Lockout [+300 DP]

Any items or properties from out of this Jump are sealed for the duration of this one, unless somehow part of your Body Mod.

Memory Lockout [+300 DP]

Any memories from out of this Jump are sealed for the duration of it, and as far as you can tell, you have always been a person from this world.

Final Choice

Your journey in this Jump is over, and now it's time to decide your next move.

Go Home: Do you feel nostalgic for home? You return to your home world with everything you've brought with you so far.

Stay Here: Were your adventures here that impactful? You now stay in this Jump, with everything that you've gained.

Move On: There's always something new to experience. You move to your next Jump.