



Devil Artemis Cell Vs. By Sentry342

Many years ago after the birth of Dragon Ball Abridged numerous new fans that were inspired started to develop themselves. One of these beings was known as DevilArtemis. His creation was beyond stupid, incredibly cringe worthy, but it was fucking amazing.

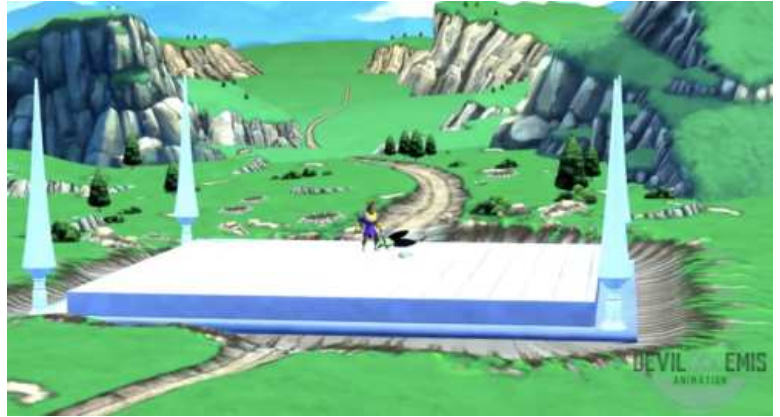
The mixture of utter bullshit, fan service, and occasional fights that actually were good. All of it came to create something amazing. This world follows the adventures of Perfect Cell

You will become a part of this universe and depending on your choices perhaps you will find a place to belong. Or Kermit might just rob you and leave you in a ditch. Take these 1000 Cell Points, you will need them to deal with all of this bullshit.

Location

You can either choose one of the locations below or roll d8 and receive +50cp to let the whims of fate decide your path.

1. **Cells Arena** - Welcome to the Cell Games Arena, this is Cells home and where the “fights” occur. This place tends to explode a lot, but otherwise it's a nice place. You'll tend to meet a lot of interesting people here.
2. **Shonen City** - Shonen City, home to all of the various anime characters and a number of others as well. Maybe you'll see Sonic and Spider-Man when you go to McDonald's. Also for some reason the police seem to all be Storm Troopers.
3. **Planet Namek** - This is Super Kami Guru's home, and home to the rest of the Namekians. It alternates between being on fire and being a relatively nice place.
4. **King Kai's Planet** - This is the residence of the great King Kai. He knows a bunch of useful crap for even the strongest beings. He does like to give stupid challenges before he'll tell you anything though.
5. **The Super Friends House** - This is the home of the Super Friends. You can choose if you appear at the mansion in the middle of nowhere or if it's the house in the middle of the city. Maybe you can remind them to pay the rent when you're here.
6. **Free Choice** - Lucky you, feel free to pick any of the locations above or choose a location not listed.



Time

You start out in the timeline approximately when the first versus video occurs. Not this is time wise, not when DevilArtemis released the first video. Someone all of the videos will occur at one point or another while you're here.

Origins

You may choose an origin below, any of the origins may be taken as a drop-in if you wish.

The Main Character - Free

Congratulations it seems you're actually important. You will likely be someone who is very close to Cell or Kermit. You will be involved or pulled into their adventures more than often than not. This does however mean you'll have to deal with the stupid crap they get caught up in as well though. Lastly, living in the area or the Super Friends House is optional.

The Side Character - Free

Wait a damn minute, who the hell are calling a side character. Yes that's right you're not as important as you think you are. Though that doesn't mean you can't be important or loved by all. Maybe you're like Cell Junior who pops up every now and then or you're like the amazing Pika Juan.

The "Villain" - Free

There aren't really heroes so perhaps villain isn't the best title for you. Instead you are someone that opposes Perfect Cell. You may be one of the various fighters he has faced or a dastardly being that is plotting against him. You could be a minor threat like Kevin the Stormtrooper or you could be as dangerous as the renowned warrior Shaggy.

Age and Gender

Age is freely chosen or whatever makes sense for your origin. Your gender remains the same as the previous jump or you may pay 50cp to change instead.

Races

Dragon Ball Species - Free/100/200

You may choose to become a member of any of the species native to the Dragon Ball Multiverse. Free includes any species that doesn't give any unique abilities. 100cp includes saiyen, namekians, and species with similar abilities. 200cp includes Androids, Majin, and other species with exceptional starting power/potential. For anything that does not have a set standard, judge it for yourself. For example Jiren is likely an outlier, but you could assume his species has a massive amount of potential compared to the other races.

Muppet - Free

It appears like Kermit you are a muppet. You may take a form of your choice. You will possess a normal body based on an animal or being of your choice. The obvious examples are the muppet characters such as Kermit, Cermit, and Ms. Piggy. You may choose whether you have an actual body like Kermit or you may be a floating hand puppet if you want to for some reason. If Plank can use the Kamehameha then you can be a living puppet.

Other Species - Varies

You may choose any species not listed here that has shown up throughout the series, the price will depend on the power/potential of the species. Some examples include Sonic, Robots, Godzilla, and an Ogre (Shrek). To determine the price of the species use the dragon ball species option for a price guide. Anything far beyond it will instead cost 400cp.



Hybrid - Varies

Choose any of the species above. You may become a freak of nature or just a bizarre existence that appeared one day. Granted more than likely you were created by one of the mad scientists that live here. The total price is number of species * 100cp + Species cost. So if you became a majin saiyen hybrid you would cost 500cp.

Skills and Perks

All perks are discounted to their origins and the 100cp perks are free to their origin.

General Perks

You have an Average Power Level - Free

Ok honestly if you don't have a decent power level you are probably going to get killed here. More than likely it will also be an accident. You will be as powerful as Goku was during the beginning of Dragon Ball Super. Now don't get cocky because everyone is basically operating at Super level. Even the Saibamen are this strong, and if you want to see something cringe seek out Ultra Instinct Yamcha.

Drown a Bitch no Jutsu - 200cp

You are capable of using even basic or otherwise useless powers on beings that should be more than strong enough to resist them. An example of this would be Cell's drown a bitch no jutsu. He demonstrated this ability by nearly killing Rock Lee. For simplicity's sake this allows you to harm anyone with any ability as long as it's capable of doing so. Maybe you want to burn someone who should be immune to fire or drown someone that can breathe underwater.



Interactive Adventures - 400cp

Sometimes you either don't know what to do or you simply don't care enough to decide on your own. This perk will allow you to generate an interactive screen when making decisions. You will be able to simulate the various outcomes and decide which path you want to follow. When you first acquire this you will only be able to see a few minutes into the future, but as you grow stronger and more experienced you will be able to see further. Eventually you may even be able to view consequences that would otherwise take years to appear. In addition you will get a virtual audience that will give their opinions and vote on which path they think you should follow. Keep in mind these beings want to be amused so they might not necessarily choose the best option for you.

Origin Perks

The Main Character

No Balls! - 100cp

What? I'm not doing that, it's stupid! Oh, sorry got caught up there much like your enemies will (and possibly your friends). You are extremely, let's say good at taunting people and angering them until they do what you want. You can heckle people or do something similarly irritating in order to goad people into doing what you want. This will have a weaker effect on those with strong wills, but even then they can be ground down with some effort. Just remember when you're actively pissing them off they might not give you the time to insult them.

The Power Within - 200/400cp

Due to the multiversal nature so many different systems and powers interact here. You may choose a system or energy type of your choice to possess. You will be given a slightly above average amount of energy compared to the normal inhabitants. Some examples include the obvious choice of Ki, while some others include Chakra, Reiatsu, or any other of your choice. This will also include things that aren't necessarily an energy type such as a Quirk or access to the Force.

You may upgrade this to be equal to an elite for an additional 200cp. If this is used on an energy system then you will have a much larger pool (think 150 points instead of 50). You will also be able to pick up a stronger power with this. Using quirks as an example you could get something of the level of All For One and One For All instead of the average quirks. This may be purchased multiple times with further purchases being discounted.

Anime Time Skip - 400cp



As befitting the main character of a series like this you have the ability to undergo anime time skips in order to train. This allows you to undergo massive amounts of training and gain a huge boost in power. This ability however needs to recharge over time. The longer you go without using this ability the greater the amount of time and therefore training you will be able to undergo. Lastly to clarify this essentially will be compressing time similar to the hyperbolic time chamber. The exact rate will depend on how much you have stored up, but Cell commonly can seemingly put weeks if not months of training into five minutes.

Limitless Comprehension - 600cp

Perhaps due to your exposure to the multiverse or some other factor you have gained the ability to learn practically anything. By studying various abilities you are able to use them. This is the ability that allowed Cell to gain a stand, learn how to go Plus Ultra, and utilize his other powers that he shouldn't be able to access. The more powerful the ability the longer it will take however. This will work with any other learning and comprehension perks allowing you to speed up the rate that you can gain abilities. Lastly and perhaps most importantly will be the ability to push them beyond what they otherwise would have been capable of.



The main restriction on this power is that you must be able to study and observe an individual. You can't simply invent new powers on a whim. However once you gain an understanding your potential with the ability will be limitless. Though the farther along you get with an ability the more effort it will take to improve it further.

The Side Character

Go Away I'm Busy - 100cp

Now being involved in the plot is a lot of fun, but it also means every important badass in the universe wants to punch you in the face. This perk however allows you to say screw it and instead just relax. You won't have to worry about getting dragged into important events related to the plot. This will also ensure that the plot still occurs so you don't have to worry about dooming the world by taking a vacation. This won't prevent you changing minor points in the plot as well. So if you wanted to go save a minor character that's fine as long as you don't kidnap the main character or something similar.

The Ultimate Pimp Slap - 200cp

There are a lot of moments where you can't help, but wish for someone to shut up. Maybe this is due to their attitude or simply because they won't stop talking. Anyways that's a thing of the past with this perk. This gives you the ability to slap someone and do one of two things. The first option is to simply knock them out and force them to stop whatever they are doing. The second is to snap them out of whatever they're doing. That's right with this you can literally slap sense into someone or knock them back into control. For example if someone's being mind controlled or suffering from a similar "status effect" you can knock them out of it.

The Anomaly - 400cp

It seems your nature as a multiversal being has granted you some unique advantages. The bonds of this universe or any other will be unable to restrict you. This makes it so that you cannot be bound or sealed away. This can be considered useful when you think about how many powerful beings end up being sealed away. In addition this will also include barriers and wards. Some examples would be age lines, dimensional barriers, or wards against various types of beings.

Arriving at the Last Moment - 600cp

Misfortune is something that often comes when you can't see it coming. However, you have acquired a sixth sense for these types of problems. Whenever someone you care about or something that's under your protection comes under threat you will be alerted. The greater the danger the stronger the feeling you'll feel. Lastly this will also make it so that as long as you genuinely are rushing to their aid events will seemingly slow down allowing you to reach them even if you should have been too far away to help.

The “Villain”

It's Called Class - 100cp

Now don't you know the real evil villains know not only how to do things properly, but how to look good doing it. Now you might be wondering who cares if I look cool while I'm doing something? Well the answer is everyone. This perk will boost all aspects related to fame and your appearance when others see you. Your glares will become more intimidating, your gear won't look tacky, and people will understand you're the real deal.

Didn't We Kill You Already - 200cp

You have the ability to mysteriously survive certain death. Maybe your enemies forget to check your body after attacking you or they actually missed without realizing it. Regardless you will gain a 1-Up that will allow you to survive an otherwise lethal attack. This will work once per jump or once every ten years post-jump.

Dark Charisma - 400cp

Keeping all of these powerful and temperamental individuals in line would certainly be a challenge for most. You on the other hand are capable of easily manipulating powerful individuals. Whether this is to ensure they are following your plans or simply building up future alliances to call upon matters not. This perk is more effective on beings that are considered evil or at least neutral. After all it's easier to convince a thief to plant a bomb than it is to convince a hero to break their precious rules.

I Have Come Up With A New Evil Plan - 600cp

Isn't it irritating when you have to come up with a new plot after being bested by the hero. Well in your case it's not that bad. You are a genius easily outwitting some of the greatest minds in the universe. You can engineer a plot practically guaranteeing the outcome you desire with a dozen back up plans at the ready. The most impressive part, however, is the grander your ambition, the more impressive the plan can be. Planning to take down a single well known hero might create something interesting, but nothing truly worthy of note. If instead you targeted the largest hero alliance in the world you could come up with something worthy of mystifying even the greatest of evil geniuses.

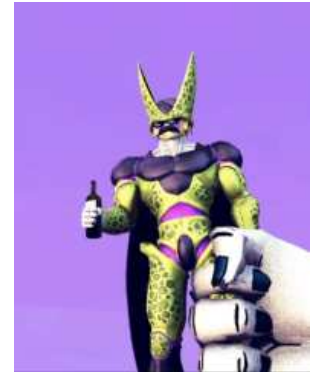
Items

All items are discounted to their origins and the 100cp items are free for their origin. In addition, you gain 400cp to spend freely in the Items section.

General Items

DAU Merch 100cp

Get your DAU merch, this will include all of the DevilArtemis videos, the shirts, and any other items related to the DAU. It will also come with the limited edition Perfect Cell action figure. This will include anything made that has yet to be created as well.



Dragon Balls 600cp

Clearly the most valued item and the namesake of the franchise, these are the Dragon Balls. They are a set of seven magical orbs capable of granting wishes. These can be anything from immortality to giving you a candy bar. There are some restrictions such as that they can not be used to kill anyone stronger than their creator, can not revive people multiple times depending on the version, and grant you anything ridiculous like a Spark or more CP. You may choose whether you want to receive the earth version Shenron or the



namekian version Porunga. The easy simplification is that Shenron grants a single wish that is very powerful and has a wide focus. Porunga can grant three wishes, but they are less powerful. You may optionally buy both versions if you can afford it. Since you will be leaving this universe more than likely they will be linked to you meaning you will be recognized as their creator. You also won't have to worry about the shadow dragons/wish corruption unless you want them to do that for some reason.

Origin Items

The Main Character

Shades - 100cp

You have acquired a pair of shades that make you incredibly cool looking. Anyone that sees you wearing these will feel immense respect for you. This effect will be magnified if you are wearing it at an appropriate moment such as when you walk away from an explosion. As a final bonus you can either summon them to your pocket or call out to one of your friends to throw them to you should you suddenly need them. If they are destroyed you will be able to pull out another pair after a few seconds.



Fusion Earrings - 200cp

Fusion earrings or Potara feel free to call them whatever you want. This is a powerful item that allows you to fuse with a being of similar power. You will be able to turn into an immensely powerful fighter that multiplies your added power together. You may choose before doing this whether the fusion is permanent or not. By default it will only last for an hour. You will receive a box of earrings containing 10 sets. You may give them out to create powerful fusion warriors. If the rings are given away then they will be replaced within a few days.

Jumper's Ramen Shop - 400/600cp

I guess Kermit wasn't the only one who decided to open up a business. This is a small business of your choice. It will take the form of whatever you pick such as a restaurant, a



massage parlor, or a clinic. Unlike Kermit's store it will come fully staffed by experts in their field. Using the restaurant as an example you'll get a skilled cook, a friendly waiter/waitress, and a janitor. The amount of people will depend on how big it is. However the useful aspect of this is that it will attract characters important to the plot or powerful beings of the world you're in. For example if you were in Bleach then maybe Ichigo or

Aizen would come for a meal. No one will ever start a fight in the store though they may simply go outside instead as well. For 400cp you will receive the basic version. This will consist of a small store equal to a family run restaurant. For 600cp instead you will receive a business equal to a named brand. You will possess approximately a dozen stores and the fame that would give you. As a final bonus any growth your business undergoes will be retained. So feel free to expand.

The Perfect House - 600cp

Obviously one of the most important things you need is a nice place to go when everything is done. In this case it takes the form of a large area with a beautiful home for you to live in. You may choose what it is whether it appears as a castle, a log cabin, or something else you desire. The second major use is that it will be able to house all of your family and guests. You may allow your companions or anyone else to live within the building. Post-Jump it will continuously expand giving all of your companions a room. Each of them will be the equivalent of the luxury suite in a fancy hotel. Lastly you won't have to worry about cleaning it. It will come fully staffed with either maids or butlers and anyone else needed such as cooks.

The Side Character

Lightsaber - 100cp

You have a gimmick artifact such as a lightsaber. It will be useful, though it is more for a memorabilia/cool factor than anything. You may choose to receive any minor artifact of your choice though it can't be incredibly powerful. So you're not allowed to choose a god killing weapon or something similar. Please be responsible when choosing something. You may purchase this multiple times if you want. Only the first item will be free to those with the side character origin.

A Shark Suit - 200cp

You have acquired a powerful set of armor that is themed after an animal. Before anyone says something, no this isn't a fursuit. It will look similar to the shark suit that Shallot possesses. This doesn't necessarily have to be a shark suit though you may take it. In addition this will function as a set of actually useful armor. It will be capable of taking powerful blows equal to 90% of your full power. This effect will scale with you allowing you to ignore the majority of weak attacks. Though beings significantly stronger than you will likely be able to destroy it without much effort.

Jesus's Sandel - 400cp

That's right this sandel belonged to the son of god himself. During the Great Koochi Wars Jesus and Master Roshi fought side by side. In one battle Roshi needed a melee weapon so Jesus gave him his sandel to battle with. As a result this mighty footwear has slain numerous thots and absorbed the holy essence of god due to its wearer. This can either be used as a shoe granting you the aura of a holy figure or may be used as a weapon. As a weapon this can cause devastating injuries to demonic or evil beings. Lastly if for some reason you don't want to wear this or use it as a weapon you may import an item instead. You may import any clothing/armor or a weapon of your choice to pass on the effects to.

A Gun - 600/800cp

You have acquired the ultimate weapon of the DevilArtemis universe. This weapon takes the form of a pistol of your choice. As decreed by DevilArtemis this can be used to kill anything. For example Kermit has casually killed Godzilla, the farmer managed to erase Kermit from existence, and many other special cases. For an additional 200cp you can upgrade this to a more powerful weapon such as a shotgun or a rifle. A simple example of this is Kermit's Ak-47 with extendo mags. Post-jump this weapon won't be able to one shot everything, but it will retain its ability to injure and kill anything. You may import a weapon to give this an alt form and to allow both of them to use its power.

The “Villain”

The Black Book - 100cp

After a while you're going to have a large amount of properties and other important things to keep track of. That's where this handy book comes in. It contains detailed information on all of your assets and live information of their status. Want to see what your mad scientists are up to go ahead. Want to see if any of your safe houses are being used check it out. This book also can only be viewed by you so you don't have to worry about some detective or Batman stealing it and using it as evidence. Post-Jump this will update with all of your assets including out of jump ones.

Gaggle of Minions - 200cp

When you're important you don't do the minor task yourself anymore, not when you have a handful of overqualified servants like these. This is a group of oddly endearing yet skillful workers. They are capable of handling miscellaneous tasks that you assign them. You will receive a dozen of them. Each will be skilled in a variety of fields. If you ask them to do something they can't they will either swap out someone who can handle it or train themselves quickly to do it. Should any of them die they will quickly be replaced. Lastly you may optionally make any of them companions if you get attached for no charge.

The Roster - 400cp

This is a detailed list of information on powerful individuals and potential recruits in your universe. This will contain a great deal of information about their capabilities, motives, and any other useful information. This list will update each time you go to a new jump or a different universe. Given all of this information perhaps if you had enough charisma or knew what buttons to push you could recruit a number of these individuals. In the end though, what you do with it is up to you.

The League of Jumper - 600cp

Honestly, what self respecting crime lord doesn't have a criminal empire. This organization is made up of thousands of skilled individuals operating in all aspects of crime. If there is anything you don't want to dabble in you may withdraw yourself from that field. In addition to the skilled members that keep the empire running there will be a number of elites in charge of everything when you don't want to deal with it. These individuals are peak masters of their fields and capable bodyguards if the need arises. Lastly you will have a capable second in command. They will be an extremely powerful warrior capable of matching some of the universe's best fighters. After all you wouldn't leave a scrub in charge. All of them will hold absolute loyalty to you. You may choose whether you are actively leading them or if you have retired. If you choose the second option they will gladly welcome you back should you wish to take command.

Transformation Customization

As befitting a place that runs on anime logic, your rite of passage wouldn't be complete without giving you a powerful transformation. You may choose any of the options below to customize or enhance your ability to transform. All options can be taken together even if some of them would normally conflict with each other. You receive 1000TP to customize your transformation. You may convert CP to TP at a 1:2 rate (so 50CP equals 100TP).

You Dyed Your Hair - 200TP

Similar to the Saiyans of legend you have the ability to yell and turn your hair a different color. This ability will work regardless of a race and if your species does not possess a transformation it will create one suited for you. Since you are paying with CP you will get access to all levels of the transformation, however the amount of time you can spend in it will depend on how strong you are and your mastery over it.

This may be purchased multiple times to gain higher levels to transform to. For example if you bought this 3 times then you would gain your equivalent to Super Saiyan 3. If you were a saiyan you could choose whether this unlocked Super Saiyan 3 for you or instead boosted the amount of transformations you do. Maybe you could unlock the power of Super Saiyan 10 only dreamt of in legends and fanfiction.

Budget Increase -300TP/+100TP

You have gained the power of the budget increase. This form has two effects, first you look absolutely amazing. Even those who are still stronger than you will be left in awe of your sheer fucking sex appeal. Second you will gain a power boost as a transformation should. The best part is that these effects will not be removed even when you aren't using your

transformation. If any other abilities are bought then they will also work on a lesser scale as well. For example if a transformation should make you 10 times stronger than you will be twice as strong outside of it.



Optionally you may instead receive 100TP for taking a Budget Decrease instead. This will cause your transformation to appear incredibly

cringe worthy. People will be frozen in disgust when they gaze upon you which I guess is useful for fighters. Still though, do you really wish to sacrifice your fabulous appearance for a slight boost in power? Also the power boost will function on a lesser scale as you decided

to give away the budget you needed. Instead of gaining a massive power boost from this you will instead only gain a minor boost.

Buff Form 300TP

Similar to Master Roshi and Broly or Billy as he's called here you have gained access to a buff form. This transformation is focused far more on your physical aspects such as strength and speed rather than your energy. This form in addition excels at handling techniques that strain your body such as the Kiai-Ken or similar sacrificial moves.



God Form 400TP

So you have found a way to break past the limits of your mortality. You now possess God Ki and have successfully infused it into transformation. This has a number of effects on your transformation.

First by transcending and acquiring the power of the gods your energy is now much denser. This means that if you were fighting someone with an equal amount of power you would be stronger because your energy was literally worth more. Second any non divine being will be unable to sense how powerful you are or locate you due to the fundamental differences in the energy. Lastly as all gods are technically immortal you will gain ageless immortality. You will still be able to die if someone kills you, but otherwise you'll live forever.

Power Across Dimensions 400/600TP

Across the multiverse there are numerous transformations unique to their universes and powers. Some examples of these powers would be Bankai, Hollowification, and Sage Mode. You may incorporate the powers that are unique to these aspects into your transformation. The way this will manifest will depend on the power. For example Hollowification will allow you to gain the abilities of a Hollow and let you manifest a unique ability. For 400TP you can choose any of the options similar to those listed above. The second option is to pay 600TP instead. This option is used for the transformations that possess multiple levels. For example using Bankai or the Resurreccion of the Arcanar. A bankai is actually a second level transformation since the user's Shikai is the first state of the Zampakuto. Similarly for the Resurreccion you would gain the Segunda Etapa. You will not be restricted from unlocking the second transformation without purchasing it, but this will grant it to you immediately as well as ensuring that you are capable of unlocking it. If your transformation requires a physical item such as a Soul Reapers Zampakuto then you will gain one. In addition using the Zampakuto as an example again if for some reason your

transformation would manifest a spirit, perhaps to represent your ability then you will gain it as well. They will be loyal to you though how much they care will likely depend on the level chosen. Using the Bankai as an example the user must have earned the acknowledgment of their Zanpakuto and as a result will likely be very close to them.

The Legendary Jumper 600TP

Much like Broly or Frieza you are a unique being among your race. You possess a truly monstrous amount of energy and a terrifying amount of talent. You will actively be able to improve yourself and grow stronger as long as you are fighting a worthy opponent. Your greatest advantage is that you will be able to enter a berserk mode should you become angry enough or sufficiently injured. When you first use this transformation you will be consumed by rage and unable to control yourself. However, given enough time you will be able to control it and use it freely.

Ultra Instinct 800/1000/1200TP

Ok this is one of the options that everyone should want. You have unlocked and combined Ultra Instinct into your transformed state. This will eliminate any strain from using multiple forms at once. You may remove this protection if you want to train your body optionally. This state for those who don't know allows the user to fight independently of their thoughts and emotions. Your reaction time is enhanced to your utmost limits. Using this it becomes virtually impossible for someone of similar power to injure you while also enhancing your ability to attack.

For 800TP you can gain the ability to use the basic state of Ultra Instinct. This will be similar to when Goku first unlocked it in the Tournament of Power. Given time you can unlock the others states, but purchasing them here will grant you perfect control and adaptability with them. For 1000TP you instead gain Mastered Ultra Instinct similar to Goku when he fought Jiren at the end of Tournament of Power. This state when applied to a sufficiently powerful being can immediately elevate someone to be stronger than the Gods of Destruction. Lastly for 1200TP you can unlock the forbidden power of Ultra Dripstinct. This is a forbidden transformation of the DAU and even the mighty Shrek was powerless against it.



Companions

If it is not otherwise specified then each companion receives 600cp to customize themselves, and may choose one origin. All companions are allowed to take drawbacks as well.

Import companion 50-400cp

Depending on how much you pay you can import a number of companions into this jump. For 50cp you can import 2, For 100cp you can import 4, for 200cp you can import 8, and lastly for 400cp you can import all of your companions. Each companion receives 600cp each and gets to pick an origin.

Canon Companion - 0/100cp

If you befriend any of the various beings in this multiverse you may recruit them as companions. After all, if you're going to put that much effort in you shouldn't have to pay for it. If you pay 100cp you may guarantee that you start out with a positive relationship with a character of your choice. This could be a good friendship or some other relationship of your choice.

Kaggy - Free

Maybe you want to take Kaggy with you. Kaggy voices some of the characters, reacts to the channel often, and makes excellent songs. He will comment on your adventures, provide advice (probably won't actually help, but you never know), and most importantly compose music that you can play during your adventures.

Namekian Koochi - 50cp

The legendary namekian koochi was sought out by many people over thousands of years. Honestly this is just a female namekian. She is attractive enough that a large majority of people would be interested. She also would be incredibly helpful in convincing Super Kami Guru to assist you in most matters. Optionally you may choose a different race if you don't want a namekian. This can be purchased multiple times.

Jumpette - 100cp

Much like how Kermit crafted Perfect Cellette, you have acquired a being of the opposite gender as you. This may still be taken even if you are female as well. You will simply get a male version instead. This being will possess unrivaled beauty and be worthy of the admiration of entire universes. You may design their personality and appearance within reason.

Fan service/Waifu 200cp

Pick any female character from your favorite series. If you pick a character that has been used in DAU they may possess some additional abilities due to the multiversal nature present. Some of them include Bulma, Kushina, Midnight, Yoruichi, Dark Magician Girl, and far more that I'm not going to bother listing. If you don't want to bother finding them then you can pay to recruit them directly here. As mentioned above they will possess all of their abilities and any that are unique to the DevilArtemis universe. For example Bulma has a habit of pimp slapping Beerus. They receive 800cp to further customize their abilities, further purchases are discounted. Optionally you may also buy a generic companion if you aren't interested in any of the canon members. You may customize their appearance and personalities if you wish, otherwise it will be random. This may be purchased multiple times if you want a full team that can cheer you on.

Your First Pokémon 50/100/200/400/600cp

Get a Pokémon similar to Pika Juan, Jigglypuff, or Pip N Robert. This Pokémon possesses the ability to speak and has the potential to become a powerful warrior. For 50cp you can get any Pokémon equivalent to a first stage evolution. For 100cp you can choose a Pokémon at the second stage or an evolved Pokémon with two evolutions. For 200cp you can have a fully evolved Pokémon like Gardevoir or Garchomp. 400cp covers any Pokémon including legendaries, mythical, ultra beast, or anything except for Arceus who cost 600cp.

The Super Friends - 600cp

Rather than grabbing one of them, why don't you just take all of them with you. That's right this option will allow you all of the Dragon Ball Super Friends. This includes Perfect Cell, Kermit, Frieza, Master Roshi, Zarbon, Goku Black and Towa. This will include the main characters from the Dragon Ball Super Friends series. Therefore it will not include Pika Juan, Pump Daddy C, Cell Junior, or Micky. All of them will take up one companion slot. Optionally you may instead choose to receive the League of Memes (See drawback for members).

Toriyama 800cp

The creator of Dragon Ball and founder of this eternal dynasty. He was fascinated when he learned about your nature as a jumper and is willing to come with you. This aspect from the DevilArtemis universe is incredibly powerful, capable of dealing with all of the Super Friends at once effortlessly.



Drawbacks

There is no drawback limit, but make sure you can handle whatever you take.

Supplement Mode - 0cp

Well it turns out this entire time you only filled out part of the paperwork. You may take this jump and use it as a supplement to a second jump. This will allow you to either merge the two jumps or for you to take all of your purchases into a new world. Just remember you can't run from the drawbacks, no matter how hard you try to.

Not Abridged? - 0cp

Ok I have no idea why you would choose this, but instead of going to the Cell Vs series you're just going to the normal dragonball universe. Seriously why are you taking this, it defeats the whole point of coming here in the first place.

The Greater Universe - 0cp

As it has grown many others have joined or become associated with the DevilArtemis universe. This drawback will ensure all crossovers are considered canon. Maybe you want to go hang out with emo Gohan and wander around the Daitomodachi universe. Regardless, a number of new characters and opportunities will now be available to you.

Alternate Appearance - 0cp

As the lore has been developed the DevilArtemis universe has grown far beyond it was initially. You may choose to appear at any point in the timeline. Whether you want to go back to the beginning of the Koochie wars to view Roshi's greatest act or to travel to another time. Perhaps you want to wait until Shallot shows up and try to be a decent person.

Depressed Jimmy +100cp

It seems something is wrong with you. Depending on who you ask you may receive a different answer. Cell will probably say you're retarded and give you a stupid nickname. Frieza will probably say you're happily challenged and the rest probably won't care. You will have difficulty being enthusiastic about most things, though given time you may be able to improve much like Cell Junior has. Anyways enjoy depression (this won't make you suicidal to clarify).



“I’m Just So Pent Up” +100cp

Oh dear, it seems Zarbon isn’t alone anymore. At the very least I suppose he now has a kindred spirit in you. You will now have very little control when dealing with any urges. Any time that you hear anything that can even be remotely interpreted as an innuendo will cause you to let out a loud moan. You can restrain yourself within limits, but the longer you do the worse it will be once you lose control.

The Budget Decrease +200cp

As the universe has developed (and DevilArtemis either got better character models or increased the budget) things have continuously grown to be more amazing. Primarily this can be observed through the sleek designs that change in updates. You will never receive access to these however and in fact you have managed to the other way. As an example when Piccolo used the Budget Decrease after getting pissed off he turned into a literal



pickle with his outfit. Yes that is your future, at best you’ll become a shitty caricature or take the form of a horrible pun based on your name.

Stupid Fucking Shark Suit +200cp

It seems your attempts at developing your character will either backfire or simply go horribly. You will be inspired to try new outfits and develop yourself as a character.

All of these however will be incredibly cringe worthy. Anyone that knows or witnesses these events will be extremely reluctant to associate with you and likely will lose all respect for you. I hope you enjoy acting like a horribly made fanfic character for the next decade.

No Bitches +200cp

That’s right you heard me, you have been restricted from joining or participating in anything that can be considered fan service. You will be unable to join the beach episodes. You will not be able to perform any “adult activities” while you are here. It’s true this might not bother some, but in that case what the hell is wrong with you.

They’re my Evil Twin +300/400cp

It seems that you’ve got some awkward family history. In this case it takes the form of a sibling or twin that looks almost identical to you. The only way to tell the two of you apart will be some minor gimmick such as a mustache or each of you favoring a different color. They will possess a copy of every perk you have taken from this jump as well. More often

than not they will either try to take over your life in order to replace you, or just come up with some plan that inconveniences you.

For 300cp they will be like Giblet and despite being powerful their plans typically won't actually do anything. For 400cp instead they will be closer to Cermit with a C. They will be capable of acting competently every now and then. Their plans will actually have a good chance of succeeding and if you're not careful they might actually beat you.

You're Shallot, but Worse +400cp

Shallot is a powerful saiyen who happens to be voiced by DevilArtemis's friend. Perhaps due to this or another reason he was able to join the DevilArtemis universe. Unfortunately he is cursed with horrific luck. Nearly every one episode he dies or suffers. Despite this he does receive some respect and is given the opportunity due to demonstrating his immense power. You will now be treated like Shallot, but you won't get the second part. Fate will conspire to hurt you and put you into situations that force you to suffer. You will become the butt of every joke and should you try to fight back you will lose. As a mercy you won't face anything that is completely impossible for you to survive. I hope you enjoy the next few years.

My Stuff!! +400cp

It seems that your benefactor forgot to pay DevilArtemis upfront before you entered the universe. As a result you have been restricted and aren't allowed to use items that don't belong here. In addition, you have been banned from accessing your warehouse while you are here. You get to keep access to your powers, but any items that don't belong to this universe are forbidden.

The League of Memes +600cp

The League of Memes is made up of some of the most dangerous beings in the entire multiverse. All For One, Shaggy, El Hermano, Shrek, Mecha-Eli, Wigglytuff, and Miss Piggy. Each of them are incredibly dangerous threats that require Cell to pull some bullshit or to bribe DevilArtemis in order to defeat.



Originally they assembled in order to fight Cell and his friends, but now they have a new target. You, all of their efforts will be focused on crushing you. Be warned they won't simply rush you. They will study you and only move once they believe they are ready. You will not start with any knowledge of them, but should you learn about them in jump you can move to attack them before they are ready.

Dragon Ball Evolution 2 +1000

What the hell is wrong with you, it's not worth it! "Deep Breath" Ok if you truly wish to do this to yourself then you may. Instead of going to the Cell Vs universe you will instead travel to the nightmarish realm known as Dragon Ball Evolution 2. This horrific verse was long thought to be, but a nightmare, however your arrival has somehow made it manifest.

This world contains all of the beings belonging to the dragon ball universe, but everything is made of nightmares made manifest. The greatest horrors imaginable by dragonball fans everywhere exist here. You will be stuck here and have to survive for your stay here. The very universe itself will attack your sanity, but maybe you can find a way to survive. Perhaps you can resist the urge to end it all or maintain your sanity. Please before you do this think about it, are you absolutely sure you want to do this.

Ending

Go Home: Maybe your time in this world made you realize life wasn't that bad. Go home with the abilities you've gathered and enjoy your life.

Stay Here: Maybe you've gotten attached and are determined to make this your home. If you really want to stay here, take +1000 CP for additional purchases and get ready for the long-haul here.

Keep Going: Perhaps this is just one more stop on the road for you. Maybe you did nothing or maybe you changed everything. Regardless, you're determined to continue your journey. Maybe the next world will be a bit nicer than here.

Notes

First things first I would like to thank SoulShifter for their help in making the jump.

All images are from and are animated by DevilArtemis and his associates so thank you.

I highly recommend his videos, they are hilarious so go watch them. The link is placed below, so no excuses.

Link to DevilArtemis's channel - <https://youtube.com/c/DevilArtemis>

Changelog

- Version 1.00
- Added Power Across Dimensions (other series power ups)
- Added clarifications about power within and anime time skip.
- Will add third level to Power Across Dimensions and make multiple purchases discounted