

by KhainJumper

NSFW Dragonball Fusion Jump

You have jumped into a sexually charged version of the Dragonball multiverse. Based on a combination of the various different canons, such as the games, shows, and manga. Brushed over with a heavy layer of Rule 34.

What you make of this world is up to you. Will you simply indulge in your carnal side, seducing the characters you know or meet new ones unknown. Will you aim to be the most powerful fighter in all of the universes and if you do will you use your power to protect or conquer.

+1000 CP



Origin

You may choose your gender and age freely, however you must be an adult.
You have one of the following as your origin. You gain discounts to perks, based on your origin. If you have the hybrid perk, you may spend your discounts in any origin you possess, however you do not gain additional discounts for doing so.



Earthling: You are human, or some other species that has lived on earth for generations. Such a varied beastmen or the descendants of the three-eye tribe. While not the strongest in raw power, earthlings tend toward developing interesting ways to use their Ki for combat.

Saiyan: You are a member of the mostly dead powerful warrior race known as the saiyans. You are similar to humans, but more violent in nature, with abilities tied toward pushing you toward growing in raw power to match you battle obsessed nature.





Offworlder: You are a non-saiyan alien or some kind of magical/spiritual species. Including and not limited to Namekian or Majin. Your abilities tend to be strangely unique or some form of quirk of biology. While some of these strange abilities can be learned by others, some are simply part of what you are.

General Perks

Basic Ki Control (Free/100 CP): You gain access to a pool of Ki, which grows in relation to your martial art skills, mental fortitude and spiritual enlightenment. This ki can be used to further enhance your physical abilities such as speed, strength and resilience. *[This ability is free during this jump, you may pay 100 CP to retain after this jump. You may **instead** give up this freebie for 50 CP, you may continue to use other perks that achieve the same result.]*

Basic Ki Techniques (Free/100 CP): You gain access to the most common Ki techniques. You can use your Ki in ways other than simply affecting your physical abilities. The first of these is Bukūjutsu, or the ability to fly, for travel, combat or sex. While the second is the ability to fire small orb-like blasts of ki, that are not very powerful but can serve as a good distraction. *[This ability is free during this jump, you may pay 100 CP to retain after this jump. You may **instead** give up this freebie for 50 CP, you may continue to use other perks that achieve the same result.]*



Porn Physics (Free/100 CP): Total porn physics set. No STDs, or no danger from large insertion. Whatever you can think this is within reason that isn't covered by another perk comes with this one. *[This ability is free during this jump, you may pay 100 CP to retain after this jump. You may **instead** give up this freebie for 50 CP, you may continue to use other perks that achieve the same result.]*



Hybrid (200 CP/300 CP): You may choose an additional origin. You may spread where you use your discount across any Origin you do possess. However this ability does not grant additional discounts. Your exact nature depends on your combination. You could be half-human, half-saiyan, or a Majin that has absorbed a Saiyan. For 300 CP you instead are a mix of all three origins.

Breeding Across Lines (200 CP/300 CP): You are capable of breeding with those of other origins (or species in other jumps). Creating hybrids as if they were using the hybrid perk. For 300 CP you can breed/create Tribrids that have all three origins (or chimera without limits in other jumps).

Paragon of the Species (400 CP): You exemplify some of your species traits, and are more skilled in their usage. The effectiveness of any non-capstone abilities from your origin (or origins in future jumps themed around what your species/race is), are improved. 100 CP Perks are improved by 100%, 200 CP perks by 75% and 400 CP Perks by around 50%. You can pass any ability affected by this ability to your offspring, if you want to. If these offspring have additional origins/species that you do not, those are not affected by this ability.



Unlocked Potential (400 CP): You have had your potential unlocked by the influence of another person or force. This acts as a capstone booster for your origin's capstone abilities. This only applies to your original origin, if you gained additional origins from the Hybrid perk. Additionally you become the best at sex you could possibly be with your current skills and/or physical abilities. You could still grow sexually, but would so when you acquired new abilities and/or grew as a combatant.



Impossible Wish (600 CP): Whenever you have a wish granted by the Dragonballs, Genies or other forces. You are not restricted by the normal rules on wishes except asking for more wishes. Eg. Shenron could resurrect people multiple times. If the restriction is because the wish giver is not powerful enough rather than a specific restriction, then your own power is added to theirs for determining what is within their power. Eg. Shenron normally could not kill someone more powerful than his creator, now your power plus the creator is used to determine this.

Earthling Perks

If you have this origin, you may use your discount in this section. You get one discount for 100 CP, 200 CP, 400 CP, and 600 CP. This halves costs, with an exception for 100 CP perks which cost nothing. If you gained this origin from the hybrid perk you may spend your discounts in this section but do not get more discount. You may also use a higher level discount on a lower level perk.

Underdog (100 CP): You face down impossible odds with fervent determination. Whenever you are fighting an opponent that is stronger than you/fucking someone more experience then you, your abilities improve. This is more effective, the larger the gap but only improves your skill enough to give you a fighting chance. Not equal to their ability.



Greater Ki Control (100 CP): You are capable of suppressing or flaring the Ki you naturally release, as well as any other form of detectable energy that could be used to ascertain your strength. You can make these energy levels seem as if you were weaker or stronger than you really are, and methods that attempt to read it such as Scouters will either read you as being weaker or could fail by being overwhelmed. Additionally your ability to use Ki to improve your physical abilities improves in efficiency.



Solarflare (200 CP): You can use the solarflare technique, an ability that creates a blinding flash of light. Additionally you know how to prevent yourself from being blinded in sexual situations such as receiving facials or are skilled at blinding others in sexual situations such as giving facials.

Multiform Technique (200 CP+20 CP): You can create clones of yourself by splitting your Ki between them. You can create up to 3 copies, for four total versions of yourself but your Ki (or other pools of energy such as mana) is split between them. For each additional 20 CP you spend, raise the limit of clones you can create by one. However, each additional clone splits your ki further.

Kamehameha (400 CP): You gain access to the trademark ability of Master Roshi and his pupils, the Kamehameha. This charged Ki blast, is vastly more devastating then the ki blasts provided by the Basic Ki Techniques perk and can be charged up to use more and more of the users power. During sexual situations, the longer you can hold off your climax, the greater you can charge it, leading to explosive climaxes when you do finally do so.



Destructo Disc (400 CP): You gain access to Krillian's trademark ki attack. This charged disc attack is capable of slicing through targets vastly more easily than others due to the way Ki is concentrated. Though it is easier to avoid because of the smaller size then major ki blasts. A small disc is also good for cutting clothes open in a hurry if used carefully.



Android Generator (600 CP): You have been modified cybernetically in the same way as Android 17 and 18. This grants you unlimited energy. You cannot use all this energy at once, however you will never run out of stamina or ki. This synergises with the Multiform Technique perk incredibly well. By mitigating the splitting of Ki between forms.

Capstone boosted: Your infinite energy comes with a significant boost to all of your physical abilities. The amount of energy you can access, at the same time, from your infinite generator increases significantly.

Creative Ki Manipulator (600 CP): You are capable of manipulating Ki in interesting and impressive ways. Homing attacks, constructs, and remote manipulation. Your Ki is malleable to your will in ways others cannot manage. Additionally you can burn other pools of energy to fuel your Ki based in addition to ki to empower Ki abilities such as burning through your own lifeforce. You can also use these in the bedroom to achieve inventive results.

Capstone boosted: You can create autonomous attacks, Ki clones that explode and have enough will of their own to react and adapt to achieve the best results. Or invent new forms of Ki manipulation.



Saiyan Perks

If you have this origin, you may use your discount in this section. You get one discount for 100 CP, 200 CP, 400 CP, and 600 CP. This halves costs, with an exception for 100 CP perks which cost nothing. If you gained this origin from the hybrid perk you may spend your discounts in this section but do not get more discount. You may also use a higher level discount on a lower level perk.



Saiyan Pride (100 CP): You exemplify the Saiyan's love/addiction of battle. This improves how effective your training is as long as you are facing someone of greater abilities. The greater an opponent the greater this growth. Unlike the Earthling Underdog perk, this applies to your growth after a confrontation and does not boost your abilities during it. You can make sexual bets with those you train with, if they accept whoever wins in your training session is submissive to the other.

Power Ball (100 CP): You know the Saiyan warrior Power Ball technique. This ability combines Ki with energy in the atmosphere of a planet to mimic the effect of a full moon temporarily. This can trigger a Saiyan's transformation into the Great Ape, Oozaru form.

Rage to Power (200 CP): You have the power to turn your Saiyan rage into additional power, pulling out additional strength when needed such as after losing someone you care for or against a stronger foe. If you also have both the Saiyan and Earthling Origin, this is even more effective due to being in tune with your emotions. You are masterful at angry sex and hatefucking.



Great Ape (200 CP): You gain greater control over your Oozaru form or gain the Great Ape form if you are not a Saiyan. The Oozaru form grants a significant boost to physical strength and size without reducing speed or agility. Can only be activated during full moons or with the Power Ball perk. Also can be ended if your tail in this form is damaged or prevented from occurring at all if your tail is not healed.



The Legendary (400 CP): This ability modifies transformation abilities that you possess. Making you stronger while using them, but with a risk of losing control. When you use abilities boosted by this ability you tend to be larger than others would and have some major change in appearance. Such as green hair vs blonde hair in Super Saiyans. *[This ability acts as a capstone booster for Super Saiyan and other similar transformation capstone abilities.]*

Zenkai Boost (400 CP): Whenever you are defeated in combat, if you were close to death as a result but manage to recover, your power increases. The increase is greater, the larger the gap between your strength and that of the one who defeated you. This ability cannot take place if you are invulnerable, but does work if you have a super accelerated means of healing. For Saiyan that already possess this ability, how close they have to be to death is reduced and how much strength they gain is increased.

Super Saiyan (600 CP): You can turn into a super saiyan or some equivalent transformation, if you don't have the Saiyan origin. This heightens your physical abilities in every way at the cost of burning through stamina faster. This perk can be capstone boosted multiple times, both by perks in this jump or by other jumps if those capstone boosters apply to transformation type abilities.

Capstone Boosted: Each additional capstone boost unlock the next level of transformation. Such as Super Saiyan to Super Saiyan 2. Each level increases power further for greater stamina consumption.





God Ki (600 CP): You gain access to god ki, allowing you to sense other god ki and only able to be sensed by those with go ki. This also turns your transformations into divine ones. *This ability acts as a capstone booster for Super Saiyan and other similar transformation capstone abilities. This ability is also boosted by Super Saiyan in return.*

Capstone Boosted: Your base form becomes equal to your highest level of Super Saiyan. You may apply each level of Super Saiyan you possess on top of this new base level. SSJ to SSJG, SSJ2 to SSJB, SSJ3 to SSJBE or SSJB KK, and new forms beyond.

Offworlder Perks

If you have this origin, you may use your discount in this section. You get one discount for 100 CP, 200 CP, 400 CP, and 600 CP. This halves costs, with an exception for 100 CP perks which cost nothing. If you gained this origin from the hybrid perk you may spend your discounts in this section but do not get more discount. You may also use a higher level discount on a lower level perk.

Stretchy Limbs (100 CP): All of your limbs are capable of growing and stretching. Allowing you to throw long distance punches, or around objects like a Namekian. If damaged you can regrow limbs, but doing so is draining and painful.



Body Switch Technique (100 CP): You possess some technique that allows you to switch the bodies between yourself and another. You can even swap the bodies of others, though you may have to do so via yourself. This technique is hard to use correctly. However if you do, you gain any physical perk/traits from the body you steal, while maintaining your own mental perks/skill.



Kaio-Ken (200 CP): You have learned the trademark technique of King Kai from the otherworld. This ability allows for a short burst of extra power by doubling your abilities at the cost of significant stamina drain. With significant training this stamina drain can be offset, allowing you to use higher multipliers but this can take years of mastery.

Biological Teleportation (200 CP): You possess an innate ability to teleport from one location to another. This technique has some start up delay but this reduces with mastery, as does the distance and precision of where you teleport to. There are some restrictions to this power, either you must be able to target a person in some way to teleport to them or you must know the location you are going to well enough to teleport to it. One method of gaining this as a non-offworlder, is usually via the Yardrat species.

Fusion (400 CP/600 CP): You possess one of the techniques for achieving a fused state with another. For 400 CP you have learned the Metamoorans, fusion dance allowing you to become one with an individual near your power level temporality. For 600 CP you instead possess a more permanent form of fusion such as Namekian fusion between members of their species.



I'll Eat You (400 CP/ 600 CP): Instead of fusing willingly with a target you instead have some means of consuming them to grow in power. For 400 CP, this method is directly physical such as Cell using his tail. For 600 CP, you instead gain the ability to use this effect at a range, such as Majin Buu being able to turn others into food with a ranged attack. Your strength must overcome a target to affect them with this, but the stronger a consumed target the greater strength this perk provides.



Unsurpassed Prodigy (600 CP): Your ability to grow in strength is absurd. Even when you don't try very hard, you tend to keep pace or even exceed most foes. If you are ever defeated due to meeting someone who does manage to surpass you by any significant degree. A few months of training can close a gap that otherwise would take a decade. This does require a reachable target and significant motivation to make you train as this ability leads to complacency without a direct goal in mind.

Capstone Boosted: Whenever you are forced to actually train in order to catch up to another. If that target you are training towards has multiple stronger forms such as with Super Saiyan, you can unlock your own transformations or access a higher tier, if you already have your own form of transformations. Bringing the two of you closer to being equal foes once more.

Temporal Manipulation (600 CP): You are capable of stopping time completely, during this time you can move around and move others but cannot do any harm to them until you restart time. No form of pain or injury can be inflicted, however you can inflict pleasure on them. Instead of stopping time you can instead skip 1/10th of a second forward in time, allowing you to vanish and attack unexpectedly if you have the skill and strength to pull it off.



Capstone Boosted: You can now inflict pain but not injury while time is stopped in addition to pleasure. Any damage prevented by time being stopped causing greater pain instead. Your ability to skip forward in time improves to match your ability, effectively meaning that the weaker you are the longer the time skip you can perform is to compensate. You may also rewind time for yourself an equal amount.

Items

You have discounts for items, the same as perks but they are not locked to origin. You get one 100 CP, 200 CP, 400 CP, and 600 CP discount each. They provide 50% off, except for 100 CP items which are free when discounted. You gain a 300 CP stipend to use in this section.

Power Pole(100 CP): You gain a copy of Goku's power pole. A red magical staff that is capable of extending and shortening in length at the will of the user. Way more resilient than a staff normally would be, and its additional size when made larger doesn't make it more un-wielderable.

Flying Cloud (100 CP): You get a copy of Nimbus, a flying cloud capable of carrying multiple people. Unlike the original, your version will carry you regardless of if you are pure of heart. Additionally passengers you allow can also ride it, even if they are not pure of heart as long as you have had sexual relations with them, before or during your flight.



Senzu Beans (200 CP/400 CP): You get five Senzu Beans. These small beans can be eaten to recover you to your full strength all the way from near death, however cannot cure death. For 400 CP, you get an entire bag of Senzu Beans, while not limitless you should find running out difficult. This supply refreshes at the beginning of each jump.



Scouter (200 CP): You get a scouter that can measure the power level of others. Unlike other scouters, this scouter will not break if overloaded and just come back with an error. This scooter can also tell you about the sexual biology and kinks of those you look at.

Capsule Corp Spaceship/Timeship (400 CP): You gain a spaceship that can be used to travel across space at faster than light speeds. For 600 CP, you instead gain a timeship which can also travel to alternative timelines, however these timelines do not interact with each other.

Dragonball Radar (400 CP): You get a Dragonball Radar. This device allows you to find the dragon ball more easily than others would be able to without it. Streamlining the process of recollecting the dragon balls after their use. However it cannot find them until after the inactive period between usages is over.



Lookout (600 CP/1000 CP): You take over the lookout, and can use it as a remote viewing platform to watch the rest of the world. In future jumps you may import any species for Dragon Ball into the next world along with the Lookout. For 1000 CP, your version of the look out will come with a copy of the hyperbolic time chamber.



Dragon Balls/Superior Dragon Balls (600 CP/1000 CP): You gain a single wish on one of the normal sets of dragonballs such as the Earth Dragonballs or the Namekien dragonballs and are limited to the effect of those dragon balls. After which they scatter. At the beginning of future jumps you may import one of these kinds of dragon balls into your jump to use. During this jump Piccolo/Kami must live, after which you are the anchor for the dragon balls.

You instead gain a wish on either Super dragon balls or the Black star dragon balls. Either of these sets of dragon balls can grant almost any wish at once but have downsides. The super dragon balls require the use of the divine language (or some polyglot skill) to use, and to be reused require means of interdimensional travel as they scatter over multiple universes. While the black star dragon balls will destroy the planet they were used on after a year if not brought back there to prevent it and will scatter over the entire universe to make this as hard as possible. You cannot import a Superior Set of Dragon Balls without completing the related scenario.

Companions

Import/Create a Companion (50 CP/100 CP): You may create or import a companion into this world. This costs 50 CP, if they are given the Earthling origin they have 400 CP to spend. If they are given the Saiyan or Offworlder origin, they are given 600 CP to spend, but cost 100 CP instead.

Canon Companion (0 CP/200 CP): You may add any character who willing joins you or is otherwise enslaved or mind controlled by you as a companion for free. Any character can be added as a companion even if they wouldn't be willing/forced into doing so by spending 200 CP.

Drawbacks

You can take drawbacks to gain additional CP. There is no limit to the number of drawbacks you may take. However you must make sure not to take drawbacks that are listed as conflicting with each other.

Setting: The following drawbacks relate to the setting, and change towards it.

- **Choosing Canon (+0 CP/+200 CP):** You can choose to exclude characters, or objects from certain different canons as you choose for 0 CP. For 200 CP you must pick a specific canon, such as the anime, games, manga or even the TFS Abridge version. Only objects and characters that have appeared in that canon can appear in this jump.
- **Collateral Damage (+100):** The dangers of superhuman fighters make damage to moral normal cities/planets inevitable. Random death on mass is likely. You better ‘wish’ you had some dragon balls to fix stuff every now and then.
- **Plot Beacon (+200 CP):** No matter how much you try to simply use this jump as a relaxing and enjoyable sexual escape, the plot always seems to

find you. Goku will want to fight you, New Androids are to kill you or pulled into fight some major threat.

Saiyan Drawbacks: These perks can only be taken by those with the Saiyan Origin and no other origin.Only one of these drawbacks can be taken.

- **Universe 6 Saiyan (+100 CP):** You do not have the Oozaru form as standard due to not possessing a tail. You cannot gain the Great Ape perk or Power Ball perk.
- **"No Kakarot, I Am Your Brother!" (+200 CP):** You replace Raditz as Goku brother when he lands on earth. All of earth's fighters will see you as a threat.
- **Did Someone Drop You? (+300 CP):** You replace Goku as the Saiyan sent to earth. You start this jump as a child, and cannot engage in sexual situations until you are 18.You will face the threats Goku did throughout his younger life. Your time limit for this jump starts on your 18th birthday.
- **Filthy Monkeys (+400 CP):** You are not on earth, but instead you are on Planet Vegeta. In orbit above the planet is Frieza and the Frieza Force. Your planet and species is about to be wiped out. Survive!

Personality: The following drawbacks relate to personality archetypes, only one drawback should be taken in this section.These perks will tend to affect scenarios in this jump.

- **Power Hungry (+200 CP/+400 CP):** For 200 CP your main goal is the acquisition of additional power. You will not show mercy to those who get in the way of your goals, even if it means crushing innocence on-mass. For 400 CP instead, this also applies to your allies, companions or family, you have no loyalty to them if they try to stop your acquisition of power they will be crushed.
- **Battle Junkie (+200 CP/+400 CP)** For 200 CP you seek the thrill of battle, above other goals, whenever you come across a worthy foe you will seek to fight them unless there is significant reason not to do so. For 400 CP instead, you will no longer just want to face worthy foes, but actively allow or help them achieve higher levels of power so that they could provide a better challenge to you even at the cost to those around you or the risk they would become strong enough to easily defeat you.
- **World Protector (+200 CP/+400 CP, incompatible with Speedrunning):** For 200 CP you seek to protect the weak, as long as it is reasonably possible within your power or you at least have the potential of saving lives by interfering you will do so. For 400 CP instead, your drive to protect

others is taken to a foolhardy extreme, even if you have no real chance of winning and saving lives is effectively beyond your limits, you will attempt to save others in danger anyway.

Gender Swapping: The following drawbacks relate to the swapping or rearranging of genders and sexual characteristics.

- **Generic Genderswap (+0 CP):** You can swap the gender/sex of canon characters that appear in this swap on a case by case basis. Applying it to characters as you choose.
- **Dysphoria (+100 CP, take only if you have been changed by another genderswap drawback):** You suffer from dysphoria due to the changes in your self identity or physical body. Your mental well-being is frayed due to you not being who you think you should be, and you are more prone to anxiety and depression.
- **Mandatory Genderswap (+100 CP, cannot be taken with other genderswap drawbacks):** All characters including yourself have their gender/sex swapped. Those who non-binary/agender do not change their gender but if they have biological sex, that is still swapped.
- **The Third Option? (+0 CP/+200 CP):** You may choose to make any biologically female characters in this jump into futanari. Giving them large balls and cocks, along with retaining their pussies. They can both be bred and breed others. For the 200 CP option, this applies to all characters it could apply to (even you, if applicable) and they will expect you to show their cock attention in sexual situations.
- **The Fourth Option!? (+0 CP/+200 CP):** You may choose to make any biologically male character in this jump into a breedable sissy. Shrinking their cocks, and giving them anal wombs. They can be bred, but would find breeding other difficult without intervention. For the 200 CP option, this applies to all characters it could apply to (even you, if applicable), plus they are completely unable to get hard or breed others.

Time Sensitive: The following drawbacks relate to the length of time you will spend in this jump.

- **Speedrunning (+200 CP/+400 CP, incompatible with Completionist):** For 200 CP, you time in this jump is reduced to 5 years, you can only take up to 2 scenarios, if you do you must complete them prior to the end of your five years or you fail your jump. For an additional 200 CP, you can further reduce your time to only 1 year in this jump, if you do you may only take one scenario and must complete it if you do.

- **Completionist (+300 CP/+600 CP, incompatible with Speedrunning):** For 300 CP your time in this jump is extended to 20 years, additionally you must take every scenario that you meet the requirements for. You must complete all but two of those scenarios during your time or otherwise fail your jump. For an additional 600 CP, your time is increased to 30 years, and failing more than one scenario you meet the requirements for will end your jump.

Jump Restrictions: The following drawbacks relate to restrictions on your other jump abilities and possessions. If this is your first jump you cannot take these drawbacks. Instead you gain a consolatory 100 CP.

- **Powerless (+300 CP):** For 300 CP you gain none of your perks or powers from previous jumps. You also arrive in this jump feeling tired until you have rested.
- **Poverty (+300 CP):** For 300 CP you have no previous items, bases or the warehouse. You also arrive with no valuables.
- **Private (+300 CP/+150 CP):** For 300 CP you cannot import companions or followers into this jump. You can still create or purchase companions from this jump, however if you do this drawback only provides 150 CP.



Scenario: Great Demon King

Requirements: Less than 600 CP in drawbacks. Cannot possess any 600 CP perks from this jump.

The Great Demon King Piccolo has been released, and seeks to take over the earth. He is one of the greatest threats the world has ever known and needs to be put down for the good of all.

Power Hungry: Instead of defeating the demon king in hopes of saving others, you have done so in order to usurp him. If you instead have the Offworlder origin, and have the Stetchy Limb perk, you can decide to have to replace King Piccolo in the first place and must defend yourself from the world's heroes.

Battle Junkie: You will not attempt to defeat King Piccolo by means other than a direct physical confrontation. If you manage to defeat him unaided, you gain an additional reward from this section.

World Protector: You will not allow the world to be conquered by any means. You will put yourself into harm's way to do so. However your heroic example in doing so, will lead to allies that are more likely to assist you in defeating the demon king. You must take the King Piccolo reincarnating into Piccolo Jr. as you will not destroy the defenseless egg.

Failure: The world is conquered by Demon King Piccolo.

Rewards: You may pick up to two of the following rewards.

- You may allow King Piccolo to reincarnate by not destroying his egg, or prevent it by destroying the egg. Destroying the egg prevents the dragonball workings as killing Piccolo Jr. also kills Kami. Not taking this option leaves Piccolo Jr. survival up to chance.
- You gain a free wish on the Dragon Balls. You may use this reward prior to destroying the egg.
- If you did not purchase the Dragon Balls, you may gain them for free in following jumps.
- If you have purchased the Dragon Balls (but not Superior Dragon Balls). You may import Piccolo/Kami into future jumps as a free companion to act as the anchor for the Dragon Balls instead of yourself.



Scenario: Hunt on Planet Namek

Requirements: Capsule Corp Spaceship or other means of interstellar travel. Piccolo/Kami is dead.

Due to the lack of Earth Dragon Balls, you have been sent to the planet Piccolo/Kami came from. Namek. You hope to find that planet's dragon balls and use them to resurrect Piccolo/Kami and bring back the Earth Dragon Balls. However as you touch down on the planet, you discover that you are not the only one hunting for the wishes granted by the Namekian Dragon Balls.

Power Hungry: You don't necessarily care about wishing for the return of the Earth Dragon Balls, unless you are sure you will be able to use them to gain more power. Otherwise you will just use the Namekian ones to gain the Power you wish. If you have the Otherworld Origin and the Unsurpassed Prodigy perk, you can instead replace Frieza in this scenario.

Battle Junkie: You will not attempt to simply use the Dragon Balls and run. You must face Frieza. You don't have to win, but if you do lose, you will either be forced to flee or Frieza will kill you.

World Protector: You must not allow Namek to be destroyed by Frieza in the process of this scenario or if you do you must use your rewards to wish for the creation of New Namek.

Failure: Frieza manages to wish for immortality. Namek is destroyed. Piccolo is still dead and the earth does not have dragon balls.

Rewards: You get the following rewards.

- You get three wishes on the Namekian Dragon Balls. One of these wishes must be the resurrection of Piccolo/Kami unless you are **Power Hungry.**
- You gain one wish on the Earth Dragon Balls. If you could not prevent Namek from being destroyed, you can wish for New Namek to be created.
- You gain the **Super Saiyan** perk, if your main origin was Saiyan. Otherwise you gain the Impossible Wish perk.



Scenario: The Race to Perfection

Requirements: None
Optional Requirement: Android Generator or Capsule Corp Time Ship or Temporal Manipulation or Hybrid+I'll Eat You

A threat from a future timeline has come back to the past. Cell in his imperfect state seeks the means of his perfection. You must seek to stop his rise to power, prevent him from achieving his perfect state or if he does destroy him afterwards.

Power Hungry: If you possess the Hybrid and I'll Eat You perks plus this drawback, you can instead replace Cell in this scenario. You will do absolutely anything within your power to absorb 17 and 18 in order to become perfect.

Battle Junkie: You will not try to stop Cell until he has achieved perfection and will even prevent others from interfering in his goal to reach it. You must defeat Cell at his strongest. If you do, you gain an additional reward.

World Protector: You must not allow Cell to reach his perfect state, even if it means destroying Android 17 or 18 instead. Trying to destroy 18, will have Krillian attempt to stop you. If you have this drawback, you can use either of the following options.

- **Android Generator:** You are instead one of the pieces needed for Cell's perfection in place of/or in addition to 17 and 18. You may destroy yourself and wait for others to defeat Cell, in his weakened state. You must spend one of your rewards on being wished back to life, however you will have no control on how long you were 'dead' before being brought back.
- **Time Machine/Temporal Manipulation:** You instead of coming from the current time are coming to the past to face the original Androids. Your future timeline has been destroyed but you wish to save this one.

Failure: Cell becomes perfect and destroys the earth, and you if you are on it.

Rewards: You get up to two of the following

- You gain a wish on the Earth Dragon Balls.

- Whenever you face an overwhelming foe, you can receive telepathic words of encouragement from your dead allies and families. This grants the **Underdog** perk or improves its effectiveness to the point it might tip the scales of a fight.
- If you did not destroy/absorb Android 17 or 18, you may take one of them as your companion for free. You may spend both rewards to purchase both.
- If you replaced Cell, each of Android 17 and 18 you consume grants you an additional level of transformation, as if by the Super Saiyan perk and capstone booster version.



Scenario: Tournament of Power

Requirements: God Ki or Unsurpassed Prodigy or Super Dragon Balls

You have managed to gain the attention of Zenos, due to your acquiring God Ki, your unmatched potential or due to you previously using the Super Dragon Balls. During your meetings, you or another in your presence suggested a tournament and Zenos took this suggestion to heart. You are now a contestant in the tournament of power along with nine others from the universe you represent.

Power Hungry: You must take the Super Dragon Ball wish as one of your rewards. You cannot wish for the resurrection of the defeated universes as your

reward, and you must use your wish selfishly and for the purposes of acquiring greater power of some kind.

Battle Junkie: You will seek out whoever is the strongest fighter in the tournament and attempt to defeat them. This is likely to be either Goku or Jiren. If you manage to defeat this combatant, you gain an additional reward, if you fail you instead gain one fewer reward.

World Protector: You must take the Super Dragon Ball wish as one of your rewards and must use it to resurrect the defeated universes. You may still use Zeno's wish as you want.

Failure: The universe that was defeated as part of the contest is erased, this means if your universe fails you should also be erased. Instead you jump ends and you are kicked out by Zenos from the Dragon Ball multiverse.

Rewards: You may pick up to two of the following rewards.

- You gain one wish on the Super Dragon Balls for free. If you use this wish to undo the destruction of the other universes destroyed as part of the tournament of power, Zeno will grant you a lesser wish as if using the normal dragon balls for free.
- If you bought the Super Dragon Balls at the beginning of this jump, you may now import them into future jumps.
- **Ultra-Instinct:** This special state is different from other transformations. Instead of changing your power, it instead allows your body to defend, dodge and attack purely on perfect martial artist instinct. You don't even have to be aware of most attacks to be able to effortlessly dodge them, and you will attack opponents in the most optimal way without even thinking.
- Whenever you enter a tournament of any kind in the future, you set the stakes of the tournament for your opponents if they lose to you. You do not have to suffer the same if you lose. The only way to avoid the stakes you set, is to either defeat you or concede before their match with you. They know this is binding.



Scenario: Black Star Saga

Requirements: Super Saiyan or Great Ape or Black Star Dragon Balls

After achieving a certain level of power or after you use the Black Star Dragon Balls. Someone has used the Black Star Dragon Balls to turn you into a child, in hope of depowering you enough to defeat you. Now you have to track down the Black Star Dragon Balls again. Bring them back in order to save the planet, as well as find a way to undo the fact you have been de-aged. As long as you are performing this scenario, you cannot engage in sexual activity of any kind.

Power Hungry: You do not care if the planet is destroyed and do not fail if it is. However you must undo being de-aged by the power of the Black Star Dragon Balls and you must take revenge on whoever it was that used them on you.

Battle Junkie: After passing this scenario, the Shadow Dragons of the Earth Dragon Balls are unleashed and you must defeat them. If you do, you gain an additional reward.

World Protector: If you also have the Did Someone Drop You? Drawback and replace Goku, you must take this scenario if you qualify for it.

Failure: The planet is destroyed due to your failure to stop the black star dragon balls effect. Additionally you are now stuck as a child. While you still grow, you will have to spend years waiting until you are an adult again before you can engage in any form of sexual activity.

Rewards: You may pick up to two of the following rewards.

- You gain the **Super Saiyan** perk or your **Super Saiyan** perk is capstone boosted to Super Saiyan 4 (SSJ4) level. If you already had SSJ4 equivalent or higher, then this only provides a single capstone boost to that perk.
- You gain **Great Ape** perk or if you already possessed the **Great Ape** perk it became the **Golden Great Ape** perk, which allows you to use the **Super Saiyan** perk at the same time while in great ape form.
- If you bought the Black Star Dragon Balls at the beginning of this jump, you may now import them into future jumps.
- You become immune to effects that would reduce your age against your will or otherwise prevent you from being able to take part in sexual activity.

Artist Credits

Krabby	**Shadow soulless**	**Zhiendmch**
PenPen	**Naturalman3**	**Shablagooo**
Guillion + Waru-Geli	**Rickert kai**	**Arakai / AKA Nobody**
Amonzone	**EliteNappa**	**Edtropolis**
Bloodchann	**Thegoldensmurf**	**mr. chuushuu setsu**
Frostedink	**Elee0228/Skyraptor**	**hotsaurus**
Adsouto	**Jammeryx**	**captainjerkpants**
Novasayajingoku	**Tensa-zangitsu**	**nashdnash2007**
Dacro	**Loonyjams**	**Kameseru/Kamekuzu**
Unski113d	**Rickert kai (again)**	**dindakai**
Ttrop	**EliteNappa (Again)**	
Apteraclytia/Spacy	**rhodesio**	