Out of Context: Hercule Satan Supplement

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This document can be used as a supplement in any Jump that would not otherwise have the champ, Hercule Satan within its continuity.

By taking this Supplement you have chosen to be the Champ Hercule(or at least the abilities of the man) and you will enter into that continuity as a Drop-In awakening in an out of the way location like an alley or abandoned building sitting in a throne like chair.
As a proxy for Hercule are visibly similar to a Human, unless you choose not to be.

+1000 CP

If this Supplement is instead taken as an Isolated Jump you may select a setting of your choice even if it doesn't have a Jump Document and use this document as a ten year long Jump.

Origin:

Hercule Satan is effectively a normal Human by DBZ standards that managed to train and improve himself to the peak of human ability without any outside help or even the vague idea of what Ki is. He's an impressive man if you look at him in pretty much any other setting than something like DBZ. Hel some of the things he displays in the show are already superhuman even without Ki like him pulling 3 trucks at once. It doesn't help that he's also a skilled con-man and martial artist to the point he's already great despite not being superhuman by DBZ standard.

Martial Artist

Hercule is not the best martial artist in his world but he is a supremely skilled one that has a number of talents when it comes to combat, in a normal world he's be the best in a low supernatural world he's be an outlier in power and in a world like DBZ… comic relief. But hey at least the man is great at what made him famous.

Con-man

Mr Satan can talk his way out of a lot of things and is able to work a crown like its second nature even when he's acting goofy and absurd. It wouldn't take him much effort to turn his talents to profit like he did when he took credit for saving earth from Cell.

Loving Father

Hercule is many things but a doting loving father is easily one of his most proud distinctions literally to the point that when he went up against a cell and was tossed aside like trash he was more concerned with keeping his daughter safe than protecting the world or his reputation. Or how he befriended Buu in an attempt to save the world and in turn became one of the most important saviors of Earth that day including making a life long and powerful friend. Mr Satan is many things but a family man is his most important aspect.

Perks:

Hercule Physique - (Free)
Like the Champ you too now have an impressive physique putting you to peak human standard physically by DBZ human levels which is a power level of 100 for those curious, at least without the access to Ki or other supernatural forces. It should be noted that this isn't like Captain America's super soldier enhancement as DBZ humans have a higher limit with your overall physical abilities and skills being twice the Caps physical strength and endurance with matching perceptions and reactions. Just don't expect to have the same tolerances or enhanced mind like Cap does. If you're an Idiot before this, you're still an idiot, just a strong and fast one.

The Champs Skill - (Free)
Confidence is an immense thing with Hercule even if he's scared to pissing himself and now like him you have very high self confidence and a mental fortitude to keep a calm and composed expression and act like you have no fear even when you can only feel dread. Keeping your reputation is now almost second nature now as you can easily control your actions and twist how you're perceived in your favor somewhat. You also gain Hercules fighting skills becoming a master at Boxing, Wrestling, Judo, Karate and Kung fu. You're not the best at each but you'd be able to match some of the top 10 in each martial art assuming they have equal physical capabilities. He's the champ for a reason after all. Interestingly you can flawlessly imitate Hercules voice and mannerisms at will.

Surprising Survivability - (Free)
One of the surprising things about Mr Satan is how he seemingly survives impossible odds and now like him you have a number of advantages. First you are surprisingly tough to the point that a standard 9mm bullet wouldn't be capable of piercing your skin fully but bruising you is still possible never mind getting repeatedly shot. Second you have a sort of protective luck that prevents lethal blows so while you can still get hurt a shot directly at your head would just so happen to twist enough to knock you away with a glancing blow rather than kill you. Third, hostiles will rarely seek your death and instead knock you away or unconscious unless you piss them off. Lastly, you seemingly recover quickly allowing you to recover from anything short of crippling damage with only 48 hours to be back to peak condition while crippling damage would still need treatment, the recovery rate and optimization of healing would be faster.

The Afro and Mustache - (Free)
You have an odd ability now. At will you can spontaneously create yourself a full afro and/or handlebar mustache that Hercules has as part of his iconic look. They will always be comfortable and match your current hair color as well and be your natural hair until you want to remove them. You can remove them at will by intending to remove them and simply pull them off as if their propes with the removed afro and mustache vanish after 30 seconds. It's not even painful to remove, just odd. Interestingly you can apply this to any form of hair you have as well allowing you to cleanly shave just by ripping your beard off, change your hairstyle or shock people by grabbing your bald head and ripping off a bald cap to reveal meter long hair.

Mr Satan Origin - (Free) (Cannot be taken with “Not Drop In”)
This is an **Out of Context Origin Perk**. At the start of a Jump you can use this Narrative Perk to set your entry into the Jump Setting as if you were waking up sitting ona throne in an out of the way location.

Dynamic Entry - (Free) (Requires 3 “Out of Context Origin Perks” from other Supplements)
Using this narrative perk you can dynamically craft your method of Dropping into a Jump.

Showmanship (-100 CP)
Hercule is a man of many talents and one of them is his ability to be entertaining and work a crowd. With this you have his natural charisma and intuitively know how to please a crowd and present a show of any kind you desire allowing you to work a room and make even basic things entertaining. You could somehow work up a crowd to get excited about how high you can jump, trip as you do the act and thenget the crowd cheering as it was a comedy act the whole time(Note: it wasn’t you just fucked up and played them liked fools). Imagine if you had any skill or talent you could be the next big thing.

DYNAMITE KISS!!! (-100 CP)
You are shockingly good at romance in a rather goofy way acting like a fool to impress your lover. You're a splendid person and can easily show your passion to those you want to share them with, even making a fool out of yourself to please them. You also gain supreme skills at kissing allowing your kissing skills to be stunning even people that pride themselves on kissing. Lastly you can now use 2 versions of a move called Dynamite Kiss. The first version allows you to plant a kiss on a target that is overwhelmingly good and can be stunningly pleasing, literally overloading most with pleasure from the kiss alone, though if used anywhere but on the lips of a target(or erogenous zone) it's only half as effective. The second form is a quick kiss that stuns the target momentarily before the kissed spot lightly explodes enough to shock but not hurt them.

DYNAMITE KICK!!! (-200 CP)
One of the best things Hercule can do while fighting is using his Dynamite Kick or other moves similarly. Now while this gives you all of Hercules special moves from the games they aren’t that special overall since the Dynamite Kick is basically just a strong kick, this perk changes that somewhat. Now you have the skills: False Courage(Which simply clears your mind and gives you some courage to keep going), Champion Style(Draws attention and gives a short 30 second buff to your luck and distracts opponents), Dynamite Mess ‘em Up Punch(Which is a flurry of punches that are deceptively strong for a normal human), Dynamite Punch(Which is effectively a normal punch that is 50% stronger than it should be.) and Dynamite Kick(Which is effectively a normal flying kick that is 50% stronger than it should be.). It's not that special but the simple act of these moves will see your opponents being confused, not reacting properly, even standing there if they believe they're strong enough and maybe taking severe damage if you can hurt them. Additionally using any of these moves has a minor benefit of recovering your energy and

stamina by 5% per use and the attacks can affect even supernatural entities that normally couldn't be harmed as long as you're strong enough. So that ghost laughing as your normal punches faze thru it gets completely obliterated when you use a Dynamite Kick. Lastly if you use these moves in conjunction with supernatural energies they become much stronger and have unique effects depending on the energy yet being thematically appropriate to the energy used. For example Using Ki with Dynamite Kick would have a delayed explosive effect while using it with Curse Energy would see a 50% strong kick affecting the hit spot after the initial kick. It just depends on the energy used for the effects.

Endurance of The Champ (-400 CP)
This is a pretty interesting perk. First of all you now have some starting levels of stamina, you could run full speed for 6 hours straight now and only be winded. Your energy recovery for your supernatural powers and energies are boosted immensly as well letting you fully regenerate all your reserves of all energies over 6 hours from empty. Lastly and most important is your sheer survivability and durability. You are audaciously lucky when it comes to avoiding damage from beings stronger than you to the point that if you can react you can avoid or mitigate damage from being twice as strong as you almost accidentally. Your durability is also boosted in an odd way. While overall you durability is now twice what it used to be, your bones and internal organs and now 5 times as tough as before. Additionally you can't bleed out normally as your body generates blood rapidly the more you are hurt from blood loss though only up to 250ml per second. If something is draining more blood than that per second you can still die of blood loss.

Hercule's Potential (-600 CP)
Now this is an interesting perk giving you the potential Hercule had. What this means is that for all forms of combat related activities you are now a prodigy able to learn and master at peak human level in all of them. You're able to grow and improve your strength rapidly as well as being twice as fast at improving as before and intuitively learn and master physical activities rapidly enough that you could go from novice in dancing to a master in only a year of dedication instead of the decades it would take most. That's not the best part of his potential though. Any form of supernatural energies you gain you now have the peak capabilities and talent possible for them as long as it's possible for most with that power system to have access to, then you'd be a prodigy. For example if you gain chakra, not only would you have massive amounts of chakra and great natural control but you'd be able to use all 5 chakra elements greatly but wouldn't be able to use anything locked behind a bloodline with just this perk, but if you gained a bloodline you've be the best potential with it like Madara with the Sharingan or Hashirama with wood release. Training and mastering supernatural energies and abilities you are a prodigy and not only grow and improve 3 times faster but you master the skills related to them 5 times faster. Lastly you are oddly harmonious with any power you have so you could safely use conflicting powers safely and even mix them without detriment to yourself.

Endurance of The Champ Booster: Will of Mr.Satan
Your will power is massively improved to an extreme degree. You can focus on anything with incredible ease and have such strong willpower you could showboat without missing a step or twitching even under the effects of Voldemort's Crucio despite waiting to cry. Your mind can't be

affected by things you don’t allow unless the being using the powers is at least 100 times more powerful than you overall. Lastly your willpower is practically infinite and provides you with incredible self-control to the point of flexing each muscle strand individually if you wanted and doing things like control your body so well you could physically be asleep to all possible tests yet still have a fully active mind. You could even force yourself to stay awake and fully active for weeks without any detriment as you will somehow clear mental fatigue below incredible levels almost naturally. There is no bodily function you don’t have complete control over now.



Martial Artist Perk Tree:

Combat Talent (-100 CP) (Free for Martial Artist)
No matter who you are you can't be a martial artist without having some form of combat talent or dedication and now you are talented. What this perk does is enhance the growth and mastery rates of anything related to combat skills and abilities 50% faster than you could beforehand. Additionally you have an incredible pain resistance allowing you to ignore the kind of pain that would have trained professionals crying. Lastly you also gain a 25% enhancement to your overall durability and peak human flexibility.

Instinct of the Champ (-200 CP) (Discounted for Martial Artist)
You can't be a champion martial artist with just talent and dedication. Sometimes you need the instinct of fighting. You now have shockingly high spatial awareness and situational awareness to the point you are fully aware of everything within range of your senses and have the mental capabilities to deal with such massive amounts of information with the same ease as a normal person focusing on a single thing. Your senses are even boosted to peak human capabilities. This also boosts your multitasking making it easy for you to move your body, have a full focused conversation and focus on each of your senses as if each has your full focus. Lastly, due to your senses and instinct you are extremely good at reading your opponents moves and reacting to their actions almost as if you're seeing them move before acting.

Fighting for the Title (-400 CP) (Discounted for Martial Artist)
Hercule is the Champ for a reason but only really retains his title by being blackmailed by Android 18. You now have an interesting ability you can choose to pursue a title and while you are trying to earn that title you gain a boost in growth and mastery related to that title. Anything related to the title will see you improve 3 times faster than before allowing you to rapidly improve to earn it in time. While you can only pursue 1 title at a time you can choose to switch your target to any desired title at will though you can only switch a title target once per hour. You could want the title of world champ or best chef and all patents related to the targeted title will grow rapidly under the effect of this perk. Interestingly when you have a selected title it becomes 3 times easier for you to focus and dedicate yourself to improving the related skills of said title making pursuing your goals much easier. Interestingly when you react the level to have earned the title even if you haven't proven it to the world you will intuitively know you have earned your title even if nobody knows.

Endurance of The Champ Boost: I Reign Supreme!!!
When you use the perk **Fighting for the Title** its growth rate is the same for every title you pick but you can only have 1 title active at a time. Now when you earn any title in any jump it becomes a permanent addition to you though the growth rate is reduced to enhancing your growth an additional 100% in a world you didn't earn said title. This means that once you earn a title it's now yours for good and you can re-earn any title in any world you go to adding to pre-existing tiles though the enhancement is additive. Say you'd earned the Best Chef title in the 3 previous worlds, the overall growth rate would be 300% growth.

Supernatural Talent (-600 CP) (Discounted for Martial Artist)
You are extremely talented with supernatural powers and energies you manage to get your hands on… Ok you are only highly talented with them but you do grow and improve 2 times faster now than you did before hand. What makes this perk cost so much isn't that you're talented, it's that for some reason you're protected from the negatives of your supernatural abilities. Things like the 8 Gates in Naruto aren't deadly to you and would only leave you completely exhausted when they should kill you, multiple Devil Fruits can be eaten safely gaining all their powers with none of the weaknesses for you and even things like Miasma from Fear and Hunger couldn't control or even affect you against your will no matter what. Your Talent isn't just that you grow faster, it's that you're able to use all of it without harming yourself unless you do so intentionally.

Hercule's Potential Booster: Talented Champ
Congratulations you are now a prodigy with peak human talent in everything you try your hand at and more importantly your growth in skills is now 50% faster than before. It's not a big boost but considering peak human talent is a massive range it's a shocking effective booster. Lastly you are alarmingly good at games of all types being absurdly good at picking up how they work, understanding rules and planning while playing not to mention your absurd luck with games. You're so lucky you could play a gambling game that has a 50/50 chance and somehow get 95/5 in your favor while games that take your input would be 99% lucky though you can shut off this extra luck to play fairly with your friends or opponents if you want.

Instinct of the Champ Booster: Mr Satan's Instinct
Your senses are now twice as good as peak humans and can safely endure 5 times the mental strain as before. Your senses are highly protected now making harming or overloading your senses take 20 times the amount of harm as they could before. What would be needed to blind you before now needs to be 2 times brighter for example. You're naturally able to use your senses to the fullest and due to how your senses are protected it's hard to disguise or cause you discomfort with them not even being bothered by raw sewage smell despite knowing it's disgusting. Your senses also adjust 20 times faster to the environment. Lastly you are extremely good at getting into the right mindset for anything that needs specific mentalities and while this won't give you mastery of such abilities it could allow you to consciously make a false version of them that could eventually become legitimate with time and training. Things like Ultra Instinct or Kung Fu Pandas Inner Peace you could fake till you make it. Obviously the more powerful such techniques and abilities are the harder it would be to master them but your fake form would be at least 10% as effective as the real deal and accelerate the growth and mastery of such skills.

Con-man Perk Tree:

Context Awareness (-100 CP) (Free for Con-man)
One of the most important things for manipulating people and the situations you're in is understanding the context of what's happening and what's being said and now you are absurdly capable in that regard. You intuitively understand the relationships people have with each other just by looking at them so surprise someone who is on a date with someone that looks like their daughter by ‘guessing’ right or understanding that two people politely talking hate each other. You understand what people are intending to say to you and what they really mean to say so you don’t get caught out with double meanings. Hell you even intuitively understand what people are planning based on their actions making predicting people shockingly easy for you. You could even pull a Jojo and say word for word what they're about to say as they say it after just a bit of talking with them.

Sleight of Hand (-200 CP) (Discounted for Con-man)
You are very good at misdirection, able to intuitively understand the field of view of everyone around you making hiding your actions from them far easier. You are an absurdly good pickpocket to the point you could take things from zipped up pockets quickly and easily without anyone noticing just as you pass them. Hell at a glance you can understand if anyone has anything in their pockets, bags or any other form of storage and as long as it's not some supernatural storage knows exactly what's in them flawlessly. You're also a good magician, having mastered a whole bunch of card tricks and sleight of hand magic tricks.

Earning Your Fame (-400 CP) (Discounted for Con-man)
When you get a title or are trying to pursue a title you now have an interesting advantage. Passively you will improve all your skills related to such titles at roughly 10% the speed of if you were actively training them. It’s not a fast growth rate but it's constantly active with the skills you have improving as if you're learning and refining more about the skills. For example you were falsely given the title Programming Master and no nothing about programming then every 10 days would see you learning and improving all of your programming related skills by 1 day full dedicated training based on your own capabilities and all resources you could possibly get your hands on. This applies to all titles that you have as long as their titles have been given by others, earned yourself in some way or are actively pursuing whether one you genuinely want to get or selected by perks like **Fighting for the Title**.

Endurance of The Champ Boost: Living Up To The Title
When you are willing you are able to select a title you either already earned or don’t currently have and then have this perk active. The selected title will see you gaining the benefits of the perk **Earning Your Fame** and instead of improving at 10% the speed it will instead passively improve related skill 150% the rate as if you are actively training it. You consciously know what title is being affected by this perk.

Working The Crowd (-600 CP) (Discounted for Con-man)
Like Mr Satan himself you are great at working a crowd able to really hype up your audience and get them engaged with anything you're doing or calm them down to talk about something important. You have no stage fright whatsoever and anything that would affect your emotions against your will simply doesn't. So while you can get scared naturally a magic spell wouldn't do shit to your emotions(Though a fireball would still burn). You can even project an aura around you that draws attention from any desired targets, like your opponent or a crowd and subtly enhances their emotions in the way you want. It can't create them from nothing but something that's mildly amusing would become fairly amusing. You're even an amazing actor with this ability to change your mannerisms at will, change your voice however you want and for some reason are great with makeup and disguises. Lastly your audience is more willing to come back and treat you well than should be reasonable for how you act so even if you're a convicted criminal your fans would still pay to see your shows.

Hercule's Potential Booster: Hail (Mr)Satan!!!
For some reason your audience, crowds and fans are more willing to listen to you, even your enemies are more inclined to do as you ask. Your fans would be willing to practically do anything you ask as long as it doesn't hurt you or them or go against their morals too much. You could even get a highly religious person to sleep with you just by asking even if you're a dick to them as long as they're a fan. The more serious and sincere you are the more likely they are to do as you say so while you could get someone to sleep with you by being nice, you'd have to be desperate to convince a fan to donate their organs for a good cause. Hell if you're serious you could pull off what Hercule didi in the Buu Saga and convince all of earth to donate energy to a Spirit Bomb or similar. Enemies on the other hand would at most be willing to hear you out or give you a break if you asked unless they happen to want to do what you ask already.

Sleight of Hand Booster: Sleight of The Champ
One of the problems with being a con-man is that you can get caught and most of the time it's hard to get out of those situations. Now you are very convincing and able to practically talk your way out of any trouble you get in with surprising ease. Hell you could use this as cover to con someone of something else at the same time. You seemingly know what to say to calm people down just by looking at them and even how to say it almost as if you're saying exactly what they want to hear.

Loving Father Perk Tree:

Family Awareness(-100 CP) (Free for Loving Father)
Friends and family are easily the most important thing to Hercule with his tidal as Champ being a close second. You now have an interesting ability. You can easily understand your own family and friends, never mistaking what they say and what they mean again. You intuitively can read their moods and even understand how to brighten the day for each of them as well as intuitively understand their likes and wants making getting gifts for them shockingly easy for you. Lastly you enjoy time with your family and friends just a little more.

Intuitive Care (-200 CP) (Discounted for Loving Father)
You intuitively understand the wands and needs of friends and family now allowing you to almost casually get what they need without them even telling you or treating them well. Additionally you are now surprisingly good at providing emotional support and your mere presence now acts soothing and calming to friends and family. Lastly you are absurdly good at medical care when it comes to family, while you won't be a doctor with just this you can provide flawless low level care to friends and family as needed with you somehow being able to pull out antiseptic cream and bandages from nowhere that have a minor supernatural benefit of soothing physical pain and enhancing natural healing 2 fold while used. If you happen to have medical skills or healing magics this also boosts them when used on family and friends.

Made With Love (-400 CP) (Discounted for Loving Father)
Here's a little something that's surprising for you when it comes to crafting, Hercule isn't known to be good or even have any skill in the fields but that man would do anything for family and as a result you now have a very nice crafting boon. By default you are talented when it comes to crafting in any way and in fact all your crafting skills and products are 50% superior to what they should be. But now you crafts whether it be cooking, blacksmithing or even high end cybernetics, all of you crafts when made for someone you considers family or friends will now have their quality doubled overall and in the hands of the family or friend you made it for it will be a further 200% increase in potency regardless of what it is.

Endurance of The Champ Boost: Whatever You Do To My Daughter I Do To You
Mr Satan would do anything for his family and now when our friends and family are hurt by thighs outside their control you will know and can at will know the information about who hurt them, why and where they are. This allows you to understand the context so if someone in your family member was hit for acting an idiot you'd know that their teacher hit them to stop them from hurting another student. On the other hand if someone tried to kill a family member you know their justification and could easily throw it out and pursue them. Anyone that has harmed family or is going to harm them will find that anything you do to them will be twice as effective with them finding any harm they do to you reduced 50%. This even applies to those that are planning to or admit to going to do something to your family or friends. Lastly this can be toggled on and off so you aren't constantly irritated by them and even comes with an intent sensor so you don't have to worry about it being pinged by minor accidents or things done for their own good genuinely.

Do it For Her (-600 CP) (Discounted for Loving Father)
When you want to do something for your family and/or friends you become startlingly competent at all your endeavors allowing you to rapidly achieve your goals. It doesn't make you more skilled or more powerful but it gives you 10 times the mental and physical stamina when you're doing something for the sake of your family and friends as well as immense patience and luck when it comes to achieving such goals. While it doesn't boost your skill or ability it does provide you an innate sense of opportunity so if you're looking for a job to provide for your family you just so happen to strike up a conversation with someone at a coffee shop that's needing employees for a field you're interested in. Or if you're training to protect your family you happen to impress a wandering master who decides to teach you. Heck you could buy a scratch card and because you want to provide for your family you'd winn enough for the week's bills and shopping more often than not, just don't expect to win the jackpots or rely on gambling.

Hercule's Potential Booster: YOU MADE MY DAUGHTER CRY!!!
Sometimes your family gets hurt and there's nothing you can directly do about it but now you have an interesting ability. First of all you yourself are now immune to un-willing possession and can affect the immaterial when you intend to even see the invisible and through illusions up to 100 times stronger than yourself. Second, any being that is causing harm to your family you will find that you can harm 50% more than before. Third, beings that are immaterial and causing harm to your family and friends will find you can hit them just the same as anything else. Fourth if something is harming you family intentionally by being within them you can do a surprising thing by reaching into your family or friends as if you are immaterial yourself and pull spirits, demons living parasites and other body snatchers from them as long as their raw power isn't more than 100 times your own. Doing this also seems to provide a minor healing which won't fully heal any damage caused by the bodysnatchers or possessions but it does stabilize them enough to heal the rest of the way naturally. Lastly you can't be controlled by your emotions and could let them run wild enough that even while smiling you could feel a shocking amount of rage that would get you a red lantern ring in DC and casually talk with the source of your anger if you wanted to. For some reason your anger energizes you and heals you slightly, not enough to be noticeable but you'd recover your energy and heal 20% faster while angry.

Intuitive Care Booster: Providing A Family
You are extremely good at helping out your family and friends including being able to encourage and teach them far better than expected. If you wanted to help your friends for example without them knowing you'd be able to subtly teach them what they're trying to learn just by hanging out. You are amazing at parenting being able to raise kids to be happy, kind and outgoing almost casually even if you're dealing with dozens as a single parent. Even if you have almost nothing you could make that last to provide your family's needs mostly even if you only have enough to buy enough food for 1 person, you'd somehow know how to stretch that into providing 6 people worth of food. It wouldn't be the best but it would keep your family alive and happy as you're also a great natural chef. You are startlingly hard to annoy or irritate now allowing you to happily deal with all your family's issues and with effort keep all of them happy. Lets not forget that as a family man you're also a husband and as such can be as romantica as your lover would like, intuitively know how to keep her happy and have a few bedroom benefits. First your in the

higher end down their, you have complete control over your own body down their, have little to no refractory period, a natural talent in anything sexual and the pleasure to do so for your wife, complete fertility control for yourself and lastly you never seem to run out of fluids as long as your lover wants to keep going or you intentionally want to stop. Oh before I forget for some reason your self cleaning makes you passively get clean in all ways and instead always have a light scent of high quality chocolate like deodorant and a minty fresh breath.



Items:

Any lost or stolen items will return to you after a week in the same condition as when you had it. Any damaged items could potentially be repaired and have the broken condition removed if worked on by a capable engineer.
You Get a +300 CP Stipend for this section only



Champ's Classic Outfit - (Free)
A full form fighting outfit that is a perfect fit for you and exactly like the outfit Hercule wore when he first appears in DBZ to fight Cell. It comes with all its cape, boots and champ belt as well. Nomatter what it's self cleaning and repairing allowing it to be in peak condition after 24 hour from rags, is always comfortable and as protective as kevlar armor. For some reason your cape just doesn't get in the way unless you intend it to happen.

Hover Car and Licence - (Free)
You now have a small DBZ Hover Car capable of fitting yourself and 3 passengers comfortably. It always got fuel and hovers a foot off the ground and is capable of gliding long distances and climbing steep hills east as long as the hill isn't basically a cliff. It drives like a regular car with surprisingly good control and grip and regardless of if you know how to drive a car or not it gives you basic knowledge and skill to drive safely. Comes with a licence which may or may not be useful depending on the world you are in and can be turned into a Capsule for storage with a simple safety trigger on the outside of the driver side door you also know how to use.

Jetpack- (Free)
A simple jetpack that has infinite fuel and works on the same principle as the hover car. Unlike the Hovercar this can fly and you have intuitive mastery over it allowing you to fly up to 180 miles per hour with tight control and precision when using it. It's worn like a harness/backpack and has self adjusting parameters that keeps it snug to your body to prevent harm to you and greater control. It can be stored as a capsule and activated in the user's hand safely which inturn causes it to appear on your back if you use the capsule form. Storing it is easy just like the Hover car above. Your master over your jetpack is enough to comfortably use it to fight flying enemies. Can also be summoned equipped to you if you want and sent back to your warehouse or other properties at will.

Mr Satan and Mr Buu Plush Dolls- (Free)
A small set of 15 inch tall plush dolls of Mr Satan and Majin Buu. Each are nice plush toys that are always in mint condition and very comfortable to hug. For some reason if left alone unobserved for over an hour the Mr Satan doll will always have a small stack of money next to it in a bag tied with a mini world champion belt while the amount of money will be the equivalent of 12 hours working minimum wage. The Majin Buu Doll on the other hand occasionally generates 6 varieties of pudding cups that you would like though 1 is always a nice chocolate.

Mr Saiyaman Transformation Watch- (-100 CP)
A small watch that acts like a normal watch most of the time but acts similarly to a capsule in part though it can only store clothing and armor. By pointing it at a set of clothing it can scan the clothing into a small pocket dimension which allows you to only store 1 full set of clothing. The watch has a manual for how it works but what it does is allow you to instantly switch out the clothing you're wearing for the stored ones fully equipped at the press of a button. Additionally clothing stored in this becomes twice as durable when equipped using it and repair damage fully over 12 hours.

Capsule House - (-100 CP)
A small capsule hour which once activated and thrown on flat ground pop creating a house withs has a single bed room, fully stocked if small kitchen, living room with TV and internet access and a bathroom. All of which works and is self cleaning and repairing without having to worry about running out of food, drink or electricity with the house having great temperature control. It can easily be put back into capsule form from the outside.

Capsule Fridge - (-100 CP)
A small capsule hour which once activated and thrown on flat ground pops creating a fridge which has an infinite supply of fridge safe food and drinks which all have a nice taste and provide a fair amount of benefits. First eating them provides a cleaning effect to the consumer allowing them to use the food and drink as alternatives to bathing and dental hygiene though it would take a while to be fully clean just using this. Second, the food and drink provides balanced nutrients and vitamins the body needs. Third, it provides a minor healing boost where every 50 grams of foot or 50 milliliters of liquid heals the consommer as if they have 1 hour or natural rest and recovery. Lastly the food and drink from this gives consumers a minor emotional and mental rest reducing strain and stress on their minds. While the food and drink can be anything you can get from a modern day fridge and eat and drink without preperation their always seems to be cans of a drink called He-tap which seems to be a very flavorful fruity cola with a nice spicy kick to it like a mix of root beer, cola and fruit juice with no bad aftertaste or artificial flavoring somehow.

Mr Satan Merchandise - (-100 CP)
You now have a room that has organised Mr Satan merchandise from official works to fan made ones including NSFW ones. It's all organised with official and fan made separate but it's all

there. I'll leave what you get to your imagination just don't laugh at some of the weird things people made in Mr Satan's name.

Fruit of 'Might' - (-100 CP)
You somehow have a basket which is full of small orange/red spiky fruits that look very similar to the fruit of might. These fruits are soft and have no seeds and biting into them have a citrusy and creamy flavor with a texture kind of like sponge cake mixed with buttermilk frosting. What makes these fruits special isn't their taste but their effect. Eating one provides an effect of recovering stamina for those that eat them and healing minor damages allowing those that train to eat one and keep training as if they're fresh. Eating them without stamina or fatigue is just eating a nice treat but eating them while training is refreshing and boosts the results from your training and allows you to train far more. They can only heal small injuries and damages to a torn muscle or broken bone is outside thai fruits power.

Mr Satan's Dynamite Collection- (-100 CP)
Hercule is shown to use a number of different tools to fight when he has to get serious in both the show and various games. You now have a collection of tools like a .22 pistol, some C4 and detonator, grenades and other such weaponry. This is a vast supply having dozens of different types of firearms and explosives of all types that can be collected by civilian and military standards up to 2020 standards and all firearms come with an infinite supply of all types of ammo they can fire while explosives restock as they are used. Keep in mind that this armory is completely mundane but it can expand by having you store any new weapons you add to it including more ammo types, though it only stores weapons that are meant for a single person to use at a time or are single use tools like explosives. Additionally you are able to summon any of the weapons and ammo stored here to your person at will.

Super Polymorphic Unleashing Gel(S.P.U.G) - (-200 CP)
This is an odd little flask that contains an infinite supply of a see thru green gel which is completely harmless to the touch and has a very useful effect. This gel slowly evaporates over 1 hour when exposed to air harmlessly and is fully safe to eat having a slightly soapy taste yet being filled with nutrients and vitamins. That's not its effect though as this gel acts as a healing solution that can be applied to all forms of physical injury to rapidly heal and correct all forms of damage. While the gel isn't an instant heal it corrects all forms of damage once applied, straightening bones, reattaching tendons and other incredibly difficult things to heal. As long as the target is alive they will be healed with enough time and gel to how they were before injury. It can even treat genetic conditions and pre-existing conditions as long as the unjust isnt mental or spiritual it can and will be fully healed through mental and spiritual injuries would heal 10 times faster when exposed to the gel. Physical injuries on the other hand when exposed to the gel either directly or by having the gel touching a connected body part will heal 300 times the natural healing rate while exposed and due to how it works even regenerate missing parts.

Paradise Salad - (-200 CP)
This is an odd item. It's simply a bowl of salad that seems completely normal but is surprisingly delicious to eat. This is because all of the ingredients it's made from are actually special with the

main ingredient being surprisingly Paradise Herbs and pasta with the rest being rare versions of mundane plants. It's effectively a pesto pasta salad and has 4 main effects. First eating the whole thing will restore your youth towards your prime and while it won't instantly restore your youth fully a single salad will restore your youth by 1 year. The second effect is that eating it will enhance your lifespan by one year for each salad bowl you eat allowing you to live longer. The Third effect is that eating it acts as the ultimate detox removing poison, disease, illness and curses from you, though you can retain the benefits of any detox with this(such as removing the curse of devil fruits and allowing you to eat more of them, or gaining control over your werewolf form). Lastly eating this provides you with all you need for a full day and keeps you sated happily for 24 hours, though you can still eat and drink if you desire. This bowl of salad is always refilled after 5 minutes if left alone and is always fresh.

Hercule Dojo - (-200 CP)
You now have access to a fairly large dojo that's comfortably large enough for 100 people to train intensely without being cramped. This Dojo is very Hercule being built in his style and has a large amount of equipment for working out and practicing Martial arts. It is shockingly durable to the point a nuke would only cause superficial damage if not dropped directly on it and even then it would be only heavily damaged rather than destroyed by anything weaker than a Tsar Bomba. The dojo has an aura that encourages training and any training done within its grounds are 3 times more potent allowing people to improve much quicker. Interestingly this also affects study and anything else that can be seen as bettering yourself, so it's a great place for all forms of self-improvement.

Present for You Bomb - (-200 CP)
You now have a bomb that is a very concentrated bomb and while it can explode with a decent size its full force is always contained within a 3 meter radius but anything within that range will experience enough destructive force to disintegrate a tank near instantly. This bomb is by default in the shape of a present but you can at will change it to look like any handheld object to give it to someone. It even has an effect that makes those you present to be encouraged to take it. You can even set the bomb to only go off on a desired trigger based on the present or with a trigger that comes with it. Interestingly while this bomb can hurt you its effects seem to be mitigated to only causing you minor harm if used on you even when destroying another target. Don't expect this to work on everyone, especially those that despise you or have a strong suspicion you're up to no good.

The Hercule Estate - (-300 CP)
You now have an estate that is effectively a massive multi store manor hour with large grounds and staff to take care of it. The staff is flawlessly loyal, keeping the manor and grounds in immaculate condition and obeying any and all orders from you on command and can't be taken away from you. While your staff will be a mix of men and women, they are all extremely fit humans and happy to work for you in any condition even if you treat them worse than slaves. The place is always fully stocked in all ways with there being several entertainment rooms that you can expand to have different things just by asking the head butler or head maid to make changes. You have a cinema with a concession stand and a collection of all movies of any and

all types organised flawlessly with the entire collection including all movies up to 2025 and updates every year and any jump you go to. You have a game room that has all card games, board games, consoles, TV, computer and collection of all games on each console and computer and all card, board and tabletop games, all that update just like the cinema. A library that has all publicly available books and does the same as cinema by updateinga as well. The Kitchen is always staffeed and has all ingredients and supplies that are available up to 2025 all in peak freshness as well as every ready meal ever made as well. The chef will always make any desired meal to top quality and surprisingly fast taking half the time they should at no loss in quality. The kitchens update every jump and if new ingredients or supplies are discovered or made. All staff are inexhaustible and follow orders as intended at all times with staff always being within ear shot. Lastly the Estate always has a large supply of money enough to take care of the place and renovare it daily with highly expensive changes without even batting an eye, though you can only access the equivalent of 10,000 dollars a day while the staff have free reign for any changes you ask them to make. Yes it comes with a massive pool and changes are seemingly done over night when you ask for them.

World Tournament Training Arena - (-300 CP)
This is one of the oddest items available, simply being the entire tournament arena from the 25th World Martial Arts Tournament with a few special effects. First this arena is in its own pocket dimension and while you can bring others to watch or participate you don't need to. Second death isn’t a factor in the arena as anything that would kill you will instead see you waking up unharmed in the infirmary on sight perfectly fine. Third, time is dilated within this pocket dimension with a 24 to 1 dilation meaning that 1 day in the arena is only 1 hour outside of it. Fourth the arena doesn’t need to be a tournament but you can set up tournaments at will to see how different characters from different situations and worlds would fight each other as long as you have seen some version of them, either in person, on tv or from a fictional show allowing you to see how Goku would fight Naruto if you wanted even at different points in their story. Fifth, you can participate in 1 on 1 matches in tournaments at will, even comparing yourself to various monsters if you desire. Lastly you can use this arena to have any kind of competition. Additionally it should be noted that the tournament grounds are always fully staffed, have the traditional DBZ announcer who is excited for any competition and the crowd is always a lovely bunch appropriate for each competition and tournament.



Drawbacks:

Not Drop In (+100 CP)
You are no longer a Drop-In or from an alternate Reality.
You are instead Local who somehow become Hercule Satan(or a Proxy)
You will need to work out your Background with your Jump Chan, additionally you will lose all Items from this Supplement.

Perma-Afro(+100 CP)
Congratulations you now have the iconic hair and mustache of the Champ for the rest of the jump and no matter what you do you can't get rid of them. Thankfully they're still just as comfortable as **The Afro and Mustache** provides.

Jimmy Firecracker Here Live! Presented by He-tap!(+100 CP)
Every so often a rather odd reporter will come to you with a small camera crew to interview you about whatever you recently did, usually with some odd and weird yet relevant questions. The interview is always overly energetic but usually projects you in a good light and with some skill in showmanship you could easily use it to make yourself look better. Regardless this will always be in awkward places and times for you, never directly dangerous to you but enough to be annoying. Always gives you a He-tap for some reason

World Champ, Really?(+200 CP)
Nobody believes you're a world champ. Even if they see you win 10 out of 10 world tournaments they just can't believe you're that good thinking you're a fake or con-man. Even if this wouldn't normally be a problem this genuinely annoys you now when someone denounced that you're a champ especially when it's true. Hell belittling any of your achievements annoys you now.

Plot Bound Interaction(+200 CP)
Regardless of what world you end up in, you now seem to get drawn to the plot of any story, such as being in the Naruto world will see you ending up where Team 7 is pretty often. Hell, due to how this works it doesn't matter if you're at the opposite side of the world doing some grocery shopping you could suddenly be teleported directly into a plot point. Thankfully you don't have to get involved but others that are involved in the plot will take notice of you and may be hostile depending on the plot point and situation.

Enemy Power User (+200 CP, can be taken multiple times)
Normally you would be the only one with the capabilities of Mr Satan within this continuity, however with this drawback each time you take it someone with one of the origins will appear. They will only have the free perks from their origin and what you get for free above. They will typically want to cause you some kind of problems but not necessarily harm you. You can befriend them as well to get them to stop.

Limited to First Origin (+300 CP) (Exclusive to Martial Artist)
"***You are somehow something that can only use the Martial Artist Perk Tree***".

Because of this you are no longer able to take perks from the **Con-man** Perk tree or the **Loving Father**.

Limited to Second Origin (+300 CP) (Exclusive to Con-man)
"***You are somehow something that can only use the Con-man Perk Tree***".
Because of this you are no longer able to take perks from the **Martial Artist** Perk tree or the **Loving Father**.

Limited to First Origin (+300 CP) (Exclusive to Loving Father)
"***You are somehow something that can only use the Loving Father Perk Tree***".
Because of this you are no longer able to take perks from the **Martial Artist** Perk tree or the **Con-man**.

Generic Drawbacks:

Wanted (+100 CP)
Somewhere out there you have a criminal record as a surprisingly high bounty but not so much that you will be sorted out, so long as you are not within the area that your wanted poster is placed in no one will probably go after you.

X-rated (+100 CP)
This jump is a little more explicit than normal sex, drugs, murder and a lot more are out there and it's almost like this world is desperate to show it off.

Double Trouble (+100 CP)
You will always encounter twice as many enemies in the world. Every foe you face will have an identical copy who only you can see, the worst part is that this seems to be a Schrödinger situation as the real one is the one who you don't go after.

Low Budget (+100 CP)
Something about this world just seems... cheap, flying wires, plastic shield, old school lights and tatty looking monsters.

Thugs for days (+100 CP)
At least 10 random thugs will randomly show up every day and target you.

Silent World (+100 CP)
The world seems emptier than it should be. You don't know what happened but the population seems to be 7 million humans worldwide including every named character.

Stalker (+100 CP)
A random ordinary human knows everything about you and is obsessed with you, they are also protected from any perks or powers that would help you quickly find them.

Angered Factions (+100 CP)
With each purchase a random local faction will see you as their enemy once they become aware of you, this can be taken multiple times with each time making a new group your enemy.

Heroic Sayings (+100 CP)
You have several quotes and sayings that always come around as annoying or cheese which you unintentionally use every time you try to talk with others.

Rough Childhood (+100 CP)
You were not as lucky as some people and your in-universe childhood will be abusive and painful to such a degree that you will be affected by it even if you didn't really live through it.

The Weirdo (+100 CP)
Everyone seems to think that you are a strange individual and they will go out of their way to avoid you unless they actually want to speak to you.

Team Up (+100 CP)
It seems that you can't go anywhere without some random person showing up and joining you. What's worse is they always seem to get the praise for a situation and you the dissatisfaction.

Knowledge Lockout (+100 CP)
Once you start this jump you will lose all of your knowledge of the setting's universe and all its continuity's.

Stranded (+100 CP)
Instead of the normal beginning your origin would have, you find yourself in the middle of a desert island somewhere in the ocean.

Plot Anchor (+100 CP)
Every plot seems to revolve around you and no matter what you do you will always be dragged into the story.

Kick the Cook (+100 CP)
You are a terrible chef, everything you cook is disgusting, you can't even cook toast without making it monstrously vile.

Scarred (+100 CP)
You have either horrible burns or horrible wounds that are clearly visible to others making you appear monstrous to others.

Always Left Behind (+100 CP)
Why do they keep leaving you behind?! You will find companions, allies, and benefactors are always ditching you to deal with whatever's going on.

Honourable (+100 CP)
You are honorbound and will always do things in an honourable way, you will always inform someone if you intend to arrest or kill them and then give them time to prepare or surrender before you take actions.

Nightmare (+100 CP)
Each and every night you will fall asleep and suffer terrible dreams that you cannot separate from reality.

Inconvenients (+100 CP)
Small issues will constantly occur causing minor discomforts for you.

Extended Stay (+100 CP)
You can Increase the duration of this jump by 10 years.
You can take this a maximum of 10 times increasing it up to 110 years total.

Friends from beyond your dimension (+200 CP)
A powerful godlike being will interfere in your life making it more interesting or fun for them to observe.

Sore Thumb (+200 CP)
There is something odd about you that makes you seem noticeable as foreign being to anyone who deals with anything not native to earth or this dimension.

Dead or Alive (+200 CP)
You have a local criminal record and anyone who recognises you as the target will attempt to turn you in for the bounty.

The Good People (+200 CP)
It seems that everybody wants something from you, they want you to get their cats out of trees or fetch them milk for their tea, regardless if you refuse to do a task for someone you're the asshole. On the bright side, if someone has already given you a task which you are currently working on, people are less likely to give you new tasks.

The Bad People (+200 CP)
For some reason everybody is an asshole to you, they will treat you like dirt and if you dare refuse to do anything for anyone don't expect any kind of help from them ever.

Wider World (+200 CP)
This world is bigger than you would normally think but this makes the world more dangerous. There are more magical schools, more super martial arts, more alien races who will target the planet, more magical creatures that will show up to cause trouble and more that would normally not be shown and all of them seem to think they should involve themselves in the plot.

Dark Minions (+200 CP)
Some odd physical embodiments of evil will seem to appear everywhere and they always attack you, no one else ever seems to see them or interact with them but those things seem to be drawn to you like ant to sugar.

Blinded (+200 CP)
You have lost your eyesight and will not regain it this jump.

Pet Food (+200 CP)
Creatures of every shape and size will want to eat you from the smallest bug to the largest lion, the only exception to this are sentient creatures such as humans.

Publicity (+200 CP)
Every mistake you make will become public knowledge, every negative misinterpretation of your actions will be pushed to the front.
It's almost like someone is trying to make you look bad.

Thou shalt not kill (+200 CP)
You are not capable of killing someone, giving anyone who may be killed by you selective immortality.

Selective Amnesia (+200 CP)
Until the end of this Jump, you can not remember the events of any setting you have entered.

Total Amnesia (+200 CP)
You have no memories of your time before entering the Jump and explicitly no memories of Jumpchain.

Amnesia (+300 CP)
You have forgotten everything about yourself other than what you learn in jump and from your origin and background.

Living in Exciting Times (+300 CP)
Completely random but exciting things will nearly constantly occur around you and often attack you.

Competent Enemies (+300 CP)
All of your enemies will get situational intelligence whenever you face them making them twice as competent.

Just A Child (+300 CP)
Instead of starting this jump as an adult you will start it as a newborn baby, you will not start the jump time until you are socially considered an adult at which point the Jump time will start and all other non-narrative drawbacks will begin to activate.

Local Scale (+300 CP)/(+600 CP)
For **(+300 CP)** your initial level of power will be capped at the general range of the supporting cast at the start of the fictional setting. For **(+600 CP)** your level of growth will be capped at 90% of the scale of growth of the local protagonist.

The Importance of Education (+400 CP)
You will be forced to attend 10% of your total time in this jump inside of an education institute. Failure to do so will count as a jump failure.

Find and Seek (+400 CP)
Every year you will gain a list of 12 macguffins that will be scattered around the world. Failure to find them within a year will count as a jump failure.

Not So Shiny Toys (+400 CP)
All items gained from other jumpchains will not be able to be imported into this jump.

Friendly problems (+400 CP)
All companions, followers, and pets are barred from this jump.

Mortal (+400 CP)
All of your perks are all disabled for the duration of this jump.

Boss Rush (+600 CP)
Post jump you will have to have a 1v1 fight against every enemy you have faced in the jump one after another, you will not be able to move onto the next jump until you have beaten them all.

Notes:

Here take +300 CP for reading the notes. This is called the **Champ Stipend**.

Ignore any spelling mistakes and misplaced words please since I seem to be cursed with autocorrect deliberately fucking me over. Seriously every time I wrote afro in this jump it was autocorrected to fro-yo. I've never even typed that before this note.

Perma-Afro makes it so that you always have the mustache and afro to look like Hercule while you are in jump but you also have a secret issue of occasionally having your Afro turn into a clown's Afro for a while if you try to remove it. Just for shits and giggles.

The **Jimmy Firecracker Here Live! Presented by He-tap!** drawback is a reference to Jimmy Firecracker from the DBZ Abridged series since I'm a fan.

Plot Bound Interaction is meant to make you get involved with the world you go to so even if you end up in a completely mundane world you'd still find yourself in situations that are newsworthy. Additionally you can influence and control how this drawback affects you by directly getting involved in some way such as becoming a Konoha Nin to avoid being teleported to team 7 over and over.

The perk **Hercule Physique** gives you a power level of 100. This means that your overall power is 20 times the human average which is twice as strong as Captain America who's as strong as 10 men. This means you're strong enough to punch through things like concrete trucks and even people assuming they're not powerful enough to resist. Interestingly this is a base for you so if you gain a super soldier serum like caps its scales as if your base.

The **Paradise Salad** item does allow you to increase your lifespan by 1 year for every full bowl you eat which makes it a great tool for anyone that has abilities that shorten your lifespan or uses it as fuel.

V1.1 Update:

Added:
Perk:
DYNAMITE KISS!!!

Items:
Mr Saiyaman Transformation Watch
Mr Satan and Mr Buu Plush Dolls

Fixed a number of typos and spelling mistakes I didn't notice.
Autocorrect really wants to kill me for some reason.