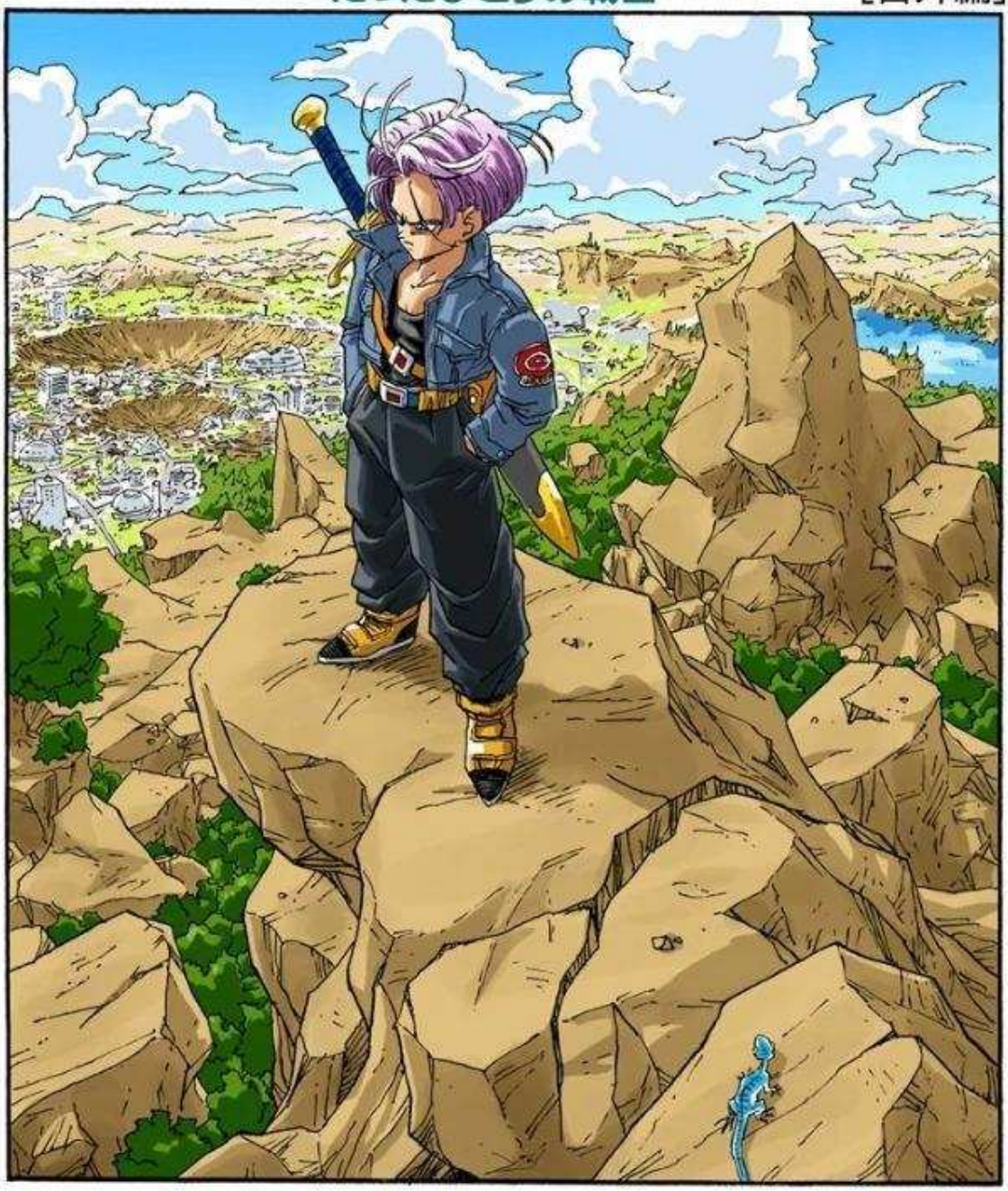
DRAGON BALL

TRUNKS THE STORY

ドラゴンボール／トランクス ザ ストーリー

——たったひとりの戦士(せんし)——

[番外編(ばんがいへん)]



Dragon Ball Z: The History of Trunks

By Practical-Focus-9389

Welcome Jumper to a future under siege, the world of Dragon Ball Z where the future was never changed. Where Goku perished from his heart virus and the Z-Fighters were quickly killed by the android threat. Now the burden of protecting the world from this new menace has fallen to Gohan's shoulders. Will you be a new hope for the world or plunge it into even greater terror? You start in the Age 780, 3 years before Bulma would build the time machine that would be used to save the future.

For venturing into such a dangerous future take this

1,000 Z-Points

Locations

Choose your location for free or roll a 1d6 and gain 100 points

1) Pepper Town - A city that has yet to fall into ruin or be destroyed by the androids. Currently life goes on in Pepper Town but be warned this city will soon come under siege by the androids.

2) Capsule Corp - The site of what was once one of the largest companies in the world, located in West City you begin in the ruins of this once great company though be aware the residents still there may wonder who you are.

3) Amenbo Island - The place where the androids would first appear, a ghost town with ruined and decaying buildings littering the area.

4) Dr Gero's lab - The birthplace of android 17 and 18 the lab is in ruins, the technology destroyed beyond repair and many of the original blueprints ruined either by the androids' own hands or from the ravages of time though maybe there is something that can still be scavenged.

5) Kame house - The home of master Roshi, located on a small island in the middle of the sea. While the house may seem abandoned close by, the original inhabitants are hiding in a submarine.

6) Free choice - Should none of the options appeal to you may choose to start anywhere currently on earth.

Races

Earthling (free): You are a human, a normal earthling while they may not have the advantages of other races anyone that has experience and training with ki can still become a formidable fighter.

Namekian (200): Natives of the planet Namek though the original planet has long been destroyed the natives still remain strong. Namekians have the ability to regenerate entire limbs with an expenditure of energy as well as being able to subsist solely off of sunlight and water.

Saiyan (400): How odd, the saiyans were originally thought to be extinct with the only ones remaining being two half-breeds but that no longer seems to be the case as you can now claim to be part of this warrior race. In addition to being natural warriors, saiyans have a monstrous ability known as the zenkai allowing them to become even stronger when returning from the brink of death. With training and the correct stimulus, one could even find themselves gaining the fearsome super saiyan transformation.

Frieza Race (400): A powerful race with a talent for combat, this race is capable of creating transformations to suppress their power as well as creating a biological material that they can use as clothing and armor. In addition to this, members of this race are capable of surviving in the vacuum of space.

Android - (500) - One of the last creations of the late Dr Gero. Monsters that killed earth's greatest warriors and currently terrorize what's left of humanity with no one capable of stopping them. Whether you were a failed project that was discarded or the attempts of another to recreate you now stand as an android of the same model as 17 and 18. Every cell in your body has been modified and changed resulting in you no longer having a detectable ki signature, more than that perhaps the most important ability to you is the infinite power generator built into you allowing you to fight at full power forever.

Bio Android - (600) - The ultimate creation of Dr Gero. Appearing as a humanoid insect with a long pointed tail, you were born through splicing together the DNA of the greatest fighters on earth along with some visitors from another world. With the stolen DNA that makes up your being you possess the zenkai ability found in saiyan's, along with the ability to survive in a vacuum, and possess the ability to regenerate from any damage as long as a single cell of your remains. Perhaps your most important feature is your tail capable of draining the energy of anyone that it pierces, adding their power to your own. Should you absorb certain targets you would even find yourself evolving into even stronger forms, making you more perfect some might say.

Majin (800): Well, this shouldn't be possible. This race really shouldn't exist at this point in time and if the timeline remains the same, they never would exist. It seems however, you can count yourself as a part of the race of Majin's being more of an amorphous blob than a solid form. Because of this you have incredible shapeshifting abilities and a potent regeneration capable of regenerating from any damage short of complete and utter atomization of your entire body. In addition to this you are also capable of absorbing others gaining their power, techniques, and memories though beware that doing this can result in changes to who you are.

Origins

- **Drop In** - You gain no new memories or identity; you are dropped into the world exactly as you are.
- **Survivor** - Someone who has experienced the terror of the android threat firsthand, you've had to adapt to these changing times as the world became the plaything of androids whether you try to survive as best you can or fight back is up to you.
- **Threat** - You're not just some simple survivor hiding in the shadows. You are biding your time and plotting for the day when you can hold the world in your hands the way the androids have. For as strong as they are, they will be but a speed bump for your plans.

Perks:

All 100 Z-Point perks are free to their respective origins the rest are discounted

General Perks

Ki Training(free): With how dangerous this world currently is it would be incredibly cruel to send you here without any sort of preparation, with this you gain basic proficiency in the usage of ki and combat. You know how to move in combat whether it be how to throw a punch or dodge attacks from your foes and can fire off beams made from your ki. You also begin with a power level equal to Goku's base form after he returned to earth after his training on yardrat. A large amount of power but be careful as there are foes that surpass you.

Yardratian Training (200/400): It seems that you, like Goku, may have also spent some time training on yardrat. For 200 points you will gain the ability of instant transmission mastering it to the level displayed by Goku when he returned to earth allowing you to instantly be able to transport yourself along with anyone in contact with you to anywhere with a ki signature that you can detect. For an extra 200 points the time that you've spent on yardrat lasted longer, honing your spirit control you've learned how to apply the usage of your spirit to multiple different techniques. First gigantification through growing your ki you are now capable of growing yourself to gigantic proportions. Secondly Healing through applying your own ki to another you are capable of healing wounds. Finally the forced spirit fission technique capable of splitting and manipulating the energy of those that you damage in battle.

Disconnected Timeline (400): Well now you are a truly interesting phenomenon, whether it be from Bulma's early experiments with time travel to the method of your insertion into this world you have been flung to the farthest reaches of the timeline before being returned to your present timeline comes with a very strange effect. You have been disconnected from the timeline what this means is that you are no longer beholden to the rules of timelines a person can no longer travel to your past to kill you as your past no longer exists, a fighter can't stop time to defeat you because you aren't a part of the time they stopped in the first place. More esoteric effects such as fate also hold no sway over you as you are no longer part of the system in place to decide

such things. Now and forever your future is solely in your hands. **This perk also acts as a capstone booster.**

Drop in

Jumper is Weak (100): Or at least that's what your enemies seem to think as when you find yourself battling others, they can't help but underestimate what you're capable of. Willingly giving you a free shot at them, dragging out fights giving you a chance to escape, to just letting you go since it seems so fun to watch you lose. Be aware this protection only lasts until you prove yourself capable of being a threat to those you're facing, once you do the gloves come off and they will fight like they normally would.

Unbreakable(200): It can be difficult dropping into a new world as you are, especially when the people fighting are liable to getting beat into the ground by their foes, impalement, dismemberment can be alarmingly common so to help with that this gives you a high pain tolerance and an unbreakable will able to continue fighting on until your body simply can't continue anymore and even then you'll still try and find a way to turn the continuing fight in you rallies favor.

Ki Prodigy (400): Coming to grips with an entirely new system of power is exceedingly difficult for someone just getting started, even more difficult for someone who never had access to any sort of power till now. Though with this most people would never know this may be the first time you ever took flight or fired a beam of energy with the talent you now have for utilizing ki. Beams that freeze, that split apart and track your foes, or even learning to teleport across the galaxy are all within your fingertips with even more to come to those who train.

Technological Legacy (600): It seems that you've found yourself with a particularly advanced technology implanted in you. You now find yourself host to a self-replicating swarm of nano machines capable of a multitude of tasks from creating a sub-dermal armor capable of withstanding a planet's explosion, to rebuilding lost limbs, or replicating certain technologies that you may have knowledge of these nano-machines are a formidable tool.

> **Grey Goo (capstone boosted)**: It seems that your trip to the future has resulted in the nano-machine technology becoming far more advanced, rather than simply being a swarm of nano-machines it would be closer to say that you are now made of living metal. In addition to becoming stronger and more durable this provides a number of benefits the living metal constituting your body is extremely malleable capable of shapeshifting to a multitude of forms, the metal also becoming capable of forming any sort of technology you can imagine from ray guns, to interstellar travel, to even infinite power generators there is little technology that can be replicated with it. Your metal is also capable of working even when separated from you capable of infecting and controlling any kind of technology you come across.

Survivor

Survivalist (100): Surviving in a world constantly under attack by androids with powers so great that they could destroy the world and anything that tries to stop them isn't easy. Luckily, you seem to have all the skills necessary to survive in such conditions. From scavenging to hunting to finding and building shelter you will find yourself fully capable of surviving in this world and in any similarly apocalyptic worlds you may find yourself in.

Martial Artist (200): It seems that even in a world like this, practitioners of martial arts continue to exist. You are now a trained fighter in the ways of any school of martial arts that currently exist in the world from the training of the turtle hermit school to the now disgraced crane school. You are a practiced fighter in their martial styles and have the knowledge to use any of the techniques created by them.

Transformation Mastery(400): As is shown in this history as well as the one that Trunks would alter a fighter's ability to enter transformations to boost their power is an invaluable tool that allows them to take on some of the worst foes history has to offer and you are an expert in these types of transformations quickly coming to grips with the powers they offer and mastering them eventually removing the flaws that they may have even something as difficult to use and power draining as super saiyan 3 can quickly be mastered within months of intense training. Should whichever race you choose be lacking a transformation. you will find yourself capable of unlocking a transformation based on the heritage of your race.

Survival of the Fittest (600): Natural selection, when a species is faced with new environments the most suited to the environment will continue on a term you seem to be more familiar with than most. To put it bluntly you are simply better, your strength increased, the abilities inherent to your race stronger in you than anyone else, the power you wield without any training beggars belief there are some who seeing what you're capable of could only describe it as legendary.

> **Evolutionary Endpoint (capstone boosted)**: It seems that exposure to a future timeline has changed your evolved powers to grow beyond belief to the point where it's hard to even classify you as the same species anymore. Your abilities inherent to your species are beyond what is even theoretically possible, adding entirely new powers and abilities that are not seen anywhere else in your race. In addition to new and stronger abilities, any weaknesses that your race may have once possessed are now non-existent in you.

Threat

Uninterrupted Monologue (100): As a threat to the world, it would be terrible if your enemies refused to listen to any monologues that you have prepared for them. From speeches about how outclassed they are, to how they'll never be able to stop your current plans, you'll find that whoever you're opposed to at the time is perfectly willing to wait until you're finished speaking to take any action.

Receptive Subject (200): Just like the good doctor Gero in the timeline altered by Trunks it seems that you're able to alter yourself in ways that would normally be lethal to anyone else. From scooping out your brain to putting it in a robotic shell, to gene splicing other species into yourself, or taking some kind of super-soldier serum any experiment performed to alter yourself may as well have a 100% success rate.

Sorcerer's Apprentice (400): Magic an oftentimes unseen and underutilized power, the opposite to the science that created the androids currently terrorizing the world, something you now find yourself with a talent for. You now find yourself capable of performing all kinds of magic with one particular field capable of calling yourself an expert in from drawing out the darkness in one's heart and controlling them to calling upon the elements to destroy your foes only a true fool would disregard the power you hold at your fingertips.

Genius (600): The power that led to this ruined future in the first place, the power of the mind. You jumper are now a certified genius on par with Dr Gero the man who created the android rampaging through the world, you now are his equal and in time his superior. Infinite energy generators, androids capable of defeating fighters that could destroy worlds, monsters made through genetic engineering. You could revolutionize the world or plunge it into a new terror.

> **Divine Inspiration (capstone boosted)**: It seems your trip to the future has greatly expanded your mind and what it's capable of. Now your creations can be considered true clarketech, breaking the laws of physics and being closer to science produced magic. The androids Gero first built are now more comparable to insects to a mind like yours

Items

All origins can discount one item from each price tier

Money (100): Although it may not be worth much anymore you now have in your possession 10,000,000 zeni updating to the equivalent local currency for every future jump.

Battle Armor (100): Armor, much like the battle armor worn by the Frieza Force, very durable and capable of stretching to fit any form, capable of protecting the wearer from low level ki attacks and most modern weaponry. It won't stand up against foes like the androids, but any amount of protection helps.

Capsule Collection (100): What you have in your possession is a collection of 50 empty capsules. Capable of shrinking and containing any item you decide to store in them for future use.

Hideout (200): You have found yourself in possession of a hideout secreted away from the world at large, it is extremely difficult to find. Even if the androids decided to dedicate all their time to finding you, as long as you are in here, it would take months of searching to find you.

Spaceship (200): A replica of the spaceship made for Goku to travel to Namek capable of making that trip in only six days. The ship includes the gravity device Goku used to train capable of increasing gravity to 100x earth's own gravity.

Sacred Water (200): A mystical water kept on Kami's lookout, this water is capable of curing anyone who drinks it from anything influencing their mind such as magic brainwashing them. You receive one jar of it that refills itself every week.

Senzu Beans (400): The all-important ever useful senzu beans waiting just one is enough to last a person for ten days and can instantly replenish a person's energy back to full and heal any injury a person may have. You receive a bag filled with 20 senzu beans should any be eaten, they will replenish at a rate of 1 per week

Martial Weapon (400): A weapon what form it takes is up to you whether it be a sword like the one wielded by Trunks, a staff resembling the power pole, or something even stranger. What is special about this weapon is its durability will always scale with your own being many times more durable than yourself and its ability to inflict damage will always be around your own level. Truly it is a weapon that will always be capable of being used no matter how strong you get. You may import a weapon into this.

Ultra Divine Water (400): A special type of water different from the sacred water, while the sacred water purifies whoever drinks it, the ultra-divine water forcefully draws out the potential a person has. One must be careful though as the ultra-divine water can kill whoever drinks it if they are unprepared or unable to handle the power.

Time Machine (600): What you have in your possession is a machine that has yet to be built, but one that will provide hope for the future. This time machine is an exact replica of the one that would be built by Bulma and it works in the same way traveling back in time creating a parallel future to your own though there are plenty of warriors to learn from and items of value that can give any situation the hope of a better future. This machine, unlike the original, will always have fuel for a trip to the past and back so you never need to fear being trapped in the past.

Technology Production Facility (600): A facility controlled by a central computer capable of producing any sort of technology that you upload to the database contained in it from simple computer chips, to capsules, to even androids equal to the ones built by Gero. The facility does not require you to provide any resources to it, instead always seeming to have the amount necessary to produce whatever you need. Do be aware that the more complicated and more advanced the technology is the longer it will take to produce with something equal to androids 17 and 18 requiring close to three years and something on the level of Perfect Cell taking the full 10 years.

Namekian Book of Legends (600): What a valuable artifact that you have, the Namekian book of legends contains knowledge from across the universe from the history of the dragon balls and their creation, to the magics created by the demon's and kai's. This is a treasure trove of knowledge on many of the legends of the universe.

Companions

Import (50): Import companions here, companions imported through this method gain an origin and 600 Z-Points to spend on perks and items.

Canon Character (0/100): Should you wish to take a canon character along on your journey all you need to do is convince them to come with you by the end of the jump. However, should you pay 100 points you will be guaranteed a favorable first meeting with the character of your choice.

Chosen Hero (100): A young girl wearing her blonde hair in the style of twin tails she left her small village in the country in order to journey forth to learn and practice her magic in order to defeat the androids ravaging the earth. She projects the image of a boisterous, headstrong girl who hates losing more than anything; however, away from the people she meets her true feelings come out. A solemn expression and a pessimism about her goal. Should you join her on her travels and ask for information about her past, a person keen on the details will start to notice a contradictory past, this is because in reality she is not a human at all but rather a spirit created by the earth to destroy the androids worrying about her purpose once her goal is finished. Maybe if you join her you can help lift her from slump and show her a purpose outside of fighting off threats to the world.

Wandering Samurai (100): A wandering samurai though it seems that the people she meets think she's a ninja instead much to her chagrin. With blonde hair tied into a ponytail and a katana at her back she travels the world honing her swordsmanship and skills even picking up the ability to use ki though she doesn't seem to consciously know she's using it. It's because of her wandering the earth that she never realized that it had come under siege by androids until she wandered into the sight of one of their massacres. Now she seeks to gain greater strength to challenge and defeat them which is how she came to know you. Whether you are a partner in sparring or someone who provides new weapons to her you have a partnership that will last a long time.

Project Progenitor (100): It seems that the red ribbon army is still a long way from being destroyed if this man with a penchant for sunglasses is anything to go by. Originally a member of the red ribbon army before being folded into red pharmaceuticals, before eventually defecting from them to pursue his own goals. Those being the pursuit world domination and the science of virology having already used multiple super viruses to enhance himself to beyond superhuman heights. With the release of the androids upon the world his goals have had to be put on pause in order to deal with the current threat which is how he entered into a partnership with you.

Seeing you as the best plan to destroy the androids he'll ally with you and provide you resources until their destruction.

Cybernetic Edgerunner (100): A young man who lived on Amenbo island when the androids first began their attack. This first attack is where he lost his mother, though he survived after being taken in by a gang after this he's taken up scavenging experimental technology to modify himself in order to protect the people close to him and stop the androids. Though it seems that the more he modifies himself with cybernetics the more he seems to lose himself but after having bailed him out of some bad situations he seems to value your opinions. Maybe you can help stop him from diving headfirst into madness.

Scenarios

Majin revival

Majin Buu a monster that rampaged throughout the universe in time immemorial direct by the wizard Bibidi eventually Buu would meet defeat when he attacked the supreme kai's killing or absorbing them in the end only one supreme kai would be left and Bibidi would seal the new fat Buu away then hiding the creature on earth. Bibidi would be killed by the last supreme kai and peace would visit the universe for a time. However upon taking this scenario a few years after you enter this world bibidi's clone Babidi returns to earth with the intention of resurrecting Majin Buu and upon taking this scenario he will succeed. However Buu's resurrection is different from his main timeline counterpart for one Shin the supreme kai is nowhere to be found leaving you to go without warning and to prepare on your own for Buu's return returning instead as the merciless super Buu. Your challenge is clear defeat this resurrected monster and give the universe peace from another terror.

Rewards

When the dust settles and the monster is finally defeated the supreme kai Shin and Kibito come to see the aftermath of the battle, with an extra member in tow the elder kai. First for defeating the monster the trio offer you a set of **Potara Earrings** for your own use, these earrings differ from normal ones in that the fusion will always last an hour no matter what even should you be of divine origin you will be able to unfuse from whoever you fuse with. Second, whenever you use the earrings to fuse with someone you will be the only personality in control of the fusion. After being given those the elder kai will step forward explaining that he was trapped inside of a sword for millions of years and that your battle with Buu reached even the divine realm of the kai breaking the sword. For this he offers to **Unleash your Potential**. This is a mighty transformation bringing out all of their latent potential at its highest level and pushing it even beyond that. This transformation requires no power to activate and does not put any strain on a person and increases in power as you yourself do.

Warrior in black

Oh what horrors to see a hero returned from the grave to see nothing but hatred worn on his face towards those who once knew him. Dressed in black Goku has returned from the grave seeking to exterminate all mortals in existence, it is the kai Zamasu having stolen the body of a Goku from a different timeline to achieve his goals. In your 9th year into this jump Goku Black shall make his appearance and it is up to you and the allies you've made to defeat him and stop him from achieving his goals.

Rewards:

With the monster known as Goku Black dead and defeated the power that he once held, the **God Ki** that once fueled his rampage now bursts forth from his body merging his evil ki with your own boosting your power beyond what would normally be possible for mortals. Along with his ki to the victor goes the spoils as now his **Time Ring** belongs to you now. With this ring you now have the ability of true time travel being able to move forward and backward through time with ease as well as being able to use it to visit parallel timelines.

Drawbacks

Supplement mode (+0): Should you wish to bring the powers on offer to a different world you may toggle this drawback and attach this jump to a different one.

Altered Timeline (+0): Should the current start date be dissatisfactory to you, you may choose to jump in at any point prior to the History of Trunks start date. Be aware, should you do this you will stay till when the jump would normally end and you are still in the unaltered timeline, should you be unable to save him Goku will die of a heat virus and the rest of the Z-Fighters will perish battling the androids.

Extended stay (+0): Should you wish to stay in this world longer you may extend your jump up to 100 years after the original end date.

Overslept(+100): It seems that no matter how ready you are for a fight to begin or even if you're aware that a fight is going to happen you always seem to get there late, while you can get there before people die or are too badly injured if you really rush get ready to always get there after the fighting starts.

Consistent Minor Misfortune(+100): it seems you've been struck with a case of misfortune, though be happy that it's only a minor case of it when it comes to the important stuff like the fate of the world it goes away but be prepared burnt food, losing pocket money, cracks causing you to trip and more minor inconveniences are coming your way.

Trauma (+200): It seems you've had a very bad encounter with the androids of this time. You remember the destruction they cause, the smoke of burning buildings around you, the acrid smell of death. When it comes to combat you'll freeze up in the middle of fights if events remind you too much of this trauma, or it could lead you down a path of self destruction throwing

yourself into training to stop the androids till your body bleeds and breaks. This trauma can eventually be worked through and have the worst of it suppressed but it will stay with you till the end of the jump or the end of the story.

Static Timeline (+200): It seems that your entry into this world has caused an issue to the timeline, mainly that time travel no longer works. Now anything you do to change the future must be done in the here and now, instead of looking back towards the past.

Power Lockout (+400): All of your perks and powers from outside this jump are disabled, however all perks and powers gained from the dragon ball universe will still continue to function.

I**tem Lockout (+400)**: All of your items from outside of the jump are disabled, however all items gained from the dragon ball universe will still continue to function.

Fallen Hero(+400) :It seems that the world you are going to is very different than the normal history of Trunks namely that Trunks is dead, now Gohan is all that's left to defend earth from the androids and should the story continue as it did soon earth will be left without a defender.

Androids of Future Past (+600): Your entry into this world has caused a change in it, mainly that the androids of this time are far more powerful. Equal to their counterparts in the timeline changed by Trunks to be precise, will you be able to defeat 17 and 18 now that they are far stronger and just and malevolent?

Perfection (+600): Oh no, jumper, this is truly the worst that can happen. You see, by taking this within a month of your arrival, Cell will reach his perfect form. Should you destroy the androids before Cell absorbs them he will find another pair hidden away by Dr Gero and absorb them instead, unlike in the timeline made by Trunks, he won't create the Cell games as no one showed such extreme growth like Vegeta and Trunks did in the new timeline, meaning, he will soon destroy the earth. Should this be taken with androids of future past he will be on the same level of power as his counterpart that traveled to the past?

ENDING

Stay: Should you become attached to this world you may stay permanently. Take 1000 extra Z-Points to spend on perks and items.

Go Home: Should you tire of experiencing future's constantly at risk you may choose to go home, returning to your original world with all the perks and items you've gained on your journey.

Continue: And so the journey continues on with new worlds on your horizons.

Notes

Companions are based on Artoria-Caster, Kazama Iroha, Albert Wesker, and David Martinez

Should you for whatever reason not want the capstone boosted perks you can choose before a jump to revert them to their non capstone boosted variants. Be aware that once this decision is made you won't be able to switch versions until the next jump.

On Unbreakable this perk mainly functions in combat situations increasing your willpower to see a battle through despite injuries it will not alter a jumper to where they become so willful that they can't change their mind anymore in general situation or if a battle becomes hopeless for them to win

Should you not choose any of the original companions, they won't exist in the world.

The amount of zeni gained through the money item is the same as 10,000,000 yen in terms of real life.

On evolutionary endpoint: exactly what changes is largely up to your own decisions,generally you can take a species' natural traits and turn them up to eleven in terms of their strength. For example using the saiyan's zenkai boost ability you can change it so that it may give smaller returns in terms of power gained but rather than needing to sustain a life threatening injury and recover to get the boost they would instead get a smaller boost immediately upon taking any kind of damage.