

Dragon Ball Multiverse Jumpchain by Over-Trade2940 (Reddit) / LongLiveTheAncientKing (SpaceBattles) | Version 1.0

In Universe 1, Age 793, at the Eggscity Institute of Knowledge on Planet Quack, two Varga by the names of Professor Screwloose Mad Duck and Dr. Gero Gloose managed to create two universe-altering machines. The former created a method to allow travel throughout the multiverse, while the latter managed to create a power level detector capable of instantly locating the strongest beings in the whole universe, even those who don't diffuse energy.

Using the power detector, the Varga of universe 1 managed to locate the Kaioshin of their universe, displeasing the gods, but after a quick explanation, the Dai Kaioshin was astonished by the coincidental nature of two compatible devices being created at the same time. Upon consultation with the other Kaioshin, they came to the conclusion that the universes should stay

closed off from one another, but they permitted one unique event across 20 universes: a multiversal fighting tournament!

The Varga befriended the Namekians, and after great discussion, it was determined that the winner of the tournament would be allowed to use Namek's Dragon Balls to grant themselves 3 wishes, while using Dragon Balls from other universes to resurrect the victims of every battle.

Now, in Age 794, you've been called to action, Jumper. Regardless of your motives, your universe has been extended an invitation to the tournament as well. You'll come across old friends, foes, and family. I hope you're ready, Jumper, because you're in for a long ride.

Oh, and before I forget, feel free to take these free points. You'll be in for a long ride:

+1000 CP

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Native Universe and Location:

Roll 1D20 to gain +100 CP or choose your Universe for Free.

Within Dragon Ball Multiverse, there are an infinite amount of universes, and yet only 20 universes have been selected for this tournament. Each houses many different stories and outcomes. You will have the opportunity to select which universe you have come from.

Universe 1 - Within this universe, 5 million years before Age, the Kaioshin heard rumors about the creation of Majin Buu and acted preemptively, slaying Bibidi before Buu's release. Upon seeing the results of this venture, the Kaioshin took a more proactive role within their universe, preventing nearly every major threat before it could emerge, including Majin Buu, the Demon Realm, the Evil Army, the evil cult of Hirrudegarn, Legendary Super Saiyan Romanesco, the Bojack Gang, the Frost Demon Empire, and the Legendary Super Saiyan Broly as an infant.

- **Participant(s):** South Kaioshin.
- **Spectator(s):** Dai Kaioshin, East, West, and North Kaioshin, along with the Varga's and Namekian healers.

Universe 2 - This universe is a delirium, one that appears to go beyond the laws of Dragon Ball logic and physics. To be more precise, this world is an amalgamation of Akira Toriyama's work throughout his time as a mangaka. Composed of Jaco the Galactic Patrolman, Neko Majin Z, Dr. Slump, and Sand Land, along with two new additions: Sun Wukong and Mary Sue. Pretty much the gag manga Universe.

- **Participant(s):** Mary Sue, Sun Wukong, Arale, Nekomajin, Beelzebub, and Tori-Bot.
- **Spectator(s):** Other Toriyama designs.

Universe 3 - This universe experienced its divergence during Age 737, when Bardock and his crew traveled to Planet Kanassa. Unlike the events of Dragon Ball Z: Bardock – The Father of Goku, Bardock listened to Toolo and obtained the Kanassan's future sight, learning of Frieza's plan to destroy Planet Vegeta. Using this knowledge, he overthrew King Vegeta and became the ruler of the Saiyan race, preventing their extinction. However, Broly eventually unlocked his true power and began his reign over the universe, before later being defeated by Vegeta with Bardock's aid. Soon afterward, Raichi attacked and wiped out the Saiyans, leaving Bardock as the lone survivor.

- **Participant(s):** Tapion/Hirudegarn, Raichi, Bardock, and King Piccolo.
- **Spectator(s):** None.

Universe 4 - Within this universe, the events of the Buu Saga in Age 774 went differently. Instead of Vegeta succeeding in freeing the inert Majin Buu, Super Buu absorbs the Prince of the Saiyans, leading to Buu defeating Goku, absorbing Earth's warriors, and leaving the planet. Now

known as Zen Buu, he travels the universe as an unrivaled god, granting wishes and absorbing its greatest warriors, magicians, artists, and musicians.

- **Participant(s):** Zen Buu.
- **Spectator(s):** None.

Universe 5 - 75 million years before Age, a beast known as XXI emerged and began devouring worlds. Despite the efforts of the ancient Kaioshin and Lady Dai Kaioshin wielding the Z-Sword, XXI survived, sealing Elder Kai and eventually returning stronger than before. Unlike the other universes where XXI was defeated, darkness won. Using the ancient Namekian Dragon Balls to endlessly increase his power, XXI devoured the living, the Demon Realm, Hell, and Paradise, while enslaving many powerful warriors. By 28 million years before Age, he had devoured his entire universe and spent millions of years alone and starving.

- **Participant(s):** XXI.
- **Spectator(s):** None.

Universe 6 - This is the universe where Bojack and his crew reside. This universe underwent its shift during Age 767, when Bojack and his crew succeeded in defeating the Z-Warriors of Earth and enslaving its populace before returning to their conquest, replacing the Frost Demon Empire with their own Bojack Empire and becoming the unopposed rulers of universe 6.

- **Participant(s):** Bojack, Bujin, Zangya, Kat, and Syd.
- **Spectator(s):** Jet and Mai.

Universe 7 - This is the universe of the last Namekian, Gast Carcolh. During Age 762, shortly before Bulma, Krillin, Gohan, and Vegeta arrived on Namek, Grand Elder Guru took a more proactive role in defending Namek by assimilating with his protector, Nail. From there, Nail went on to assimilate with every single Namekian on Planet Namek, killing Frieza and his forces, and renaming himself after a Namekian deity, Gast Carcolh. He then hunted down the remainder of Frieza's family, killing Cooler, his armor squadron, and King Cold. From there, the Namekian defender traveled to Earth and helped free its forces from the tyranny of Dr. Gero, wiping out the mad doctor and killing this Universe's version of Cell.

- **Participant(s):** Gast Carcolh
- **Spectator(s):** None.

Universe 8 - This is the universe where the tyranny of the Frost Demons was never quelled. This began with Krillin killing Vegeta on Earth before the Saiyan prince could escape, altering the events of the Namek Saga. After the warriors of Earth arrived on Namek and disrupted his plans, Frieza destroyed the planet out of fear of losing his wish, leaving Nail as the only survivor. Recovered by Goku, the two sought revenge but were defeated by Frieza and the Ginyu Force. In

the aftermath of the battle, Frieza executed Ginyu, but surviving through his Body Change, Ginyu succeeded in his attempt to steal King Cold's body, ruling the universe alongside his "sons" with none the wiser about his true identity.

- **Participant(s):** King Cold (Ginyu), Cooler, Frieza, Salza, Recoome, Burter, and Jeice.
- **Spectator(s):** Frieza Forces and Cooler's Armored Squadron.

Universe 9 - This is the universe of the human warriors. During Age 737, on the day of Planet Vegeta's destruction, Cooler made a choice that altered fate, destroying the pod that housed the newborn Saiyan infant Kakarot before killing his brother Frieza and beginning his reign over that part of the universe. Without the presence of Son Goku, the Earthling fighters are left to fend for themselves, with Krillin succeeding Roshi as master of the Turtle School, Videl undergoing martial arts training, Tien becoming the master of the Crane School, and Yamcha becoming the Android 17 of this Universe.

- **Participant(s):** Krillin, Android Yamcha, Tien, and Videl.
- **Spectator(s):** Bulma, Human Trunks, and Elder Kai.

Universe 10 - This universe is a parallel to Universe 1, where the Kaioshin acted proactively and removed the great threats of this Universe. Without the presence of Frieza or his Frost Demon family, the universe is at peace. However, this also means the Saiyans never became members of Frieza's army and were left in a primitive state, but in return, the people of Namek were left unharmed from Frieza's influence.

- **Participant(s):** Vegeta, Bardock, Mahissu, Romanesco, Nail, Cargot, Caracoru, and Lumaca.
- **Spectator(s):** Primitive Saiyans and Namekians.

Universe 11 - This universe's great shift took place during Age 767. Without the presence of Cell, Kami felt there was no need to assimilate with Piccolo, nor did he allow the Z-Warriors to enter the Hyperbolic Time Chamber. While the Z-Warriors succeeded in redeeming Androids 16, 17, and 18, they were woefully unprepared for Babadi's revival and the threat of Majin Buu.

- **Participant(s):** Majin Buu and Dabura.
- **Spectator(s):** Babadi.

Universe 12 - This universe is one seen within the classic Dragon Ball Z timeline, known as the Future timeline, where Future Trunks defeated future Androids 17 and 18 before going on to destroy Cell. However, the story continues with Trunks activating Android 16 of this timeline and gaining the Android as an ally. By Age 794, he has met a firewoman named Shokaki, and while they're currently only boyfriend and girlfriend, Asura's art reveals that Trunks will eventually marry her, with the couple having a daughter named Taika.

- **Participant(s):** Future Trunks and Android 16.
- **Spectator(s):** None.

Universe 13 - This universe underwent its shift during Age 738, when the fateful fall that would have caused Kakarot to hit his head and become Son Goku did not take place. Instead, the Saiyan boy remembered his orders to kill all human life, wiping out all the humans on Earth. Recruited by his older brother Raditz, the brothers went on to decimate the planet Helior. The Saiyans then rebelled against Frieza while searching for the Dragon Balls and encountering Lord Slug. Throughout their journeys, Vegeta unlocked Super Saiyan, wiping out the Frost Demon family and ruling the universe unopposed as its emperor.

- **Participant(s):** Emperor Vegeta, Kakarot, Raditz, and Nappa.
- **Spectator(s):** None.

Universe 14 - This universe is a parallel counterpart to Universes 12 and 17. It had its shift during Age 784, during Trunks' second time travel attempt. In this universe, Trunks succeeded in returning to the past to help the Z-Warriors but was killed by Perfect Cell from Universe 17. With the hope of the future snuffed out, the Future Androids reigned supreme and wiped out every last human on Earth.

- **Participant(s):** Android's/Cybrogs 17 and 18.
- **Spectator(s):** None.

Universe 15 - This Universe appears to serve as a counterpart to Universes 12 and 14. While the readers are never informed of the true events of this timeline, the special chapters confirm that this is a variant future timeline that houses a single participant of the multiversal tournament: I'K'L, an artificial lifeform born as the ultimate warrior and protector, wielding infinite power and the ability to freeze life itself.

- **Participant(s):** I'K'L
- **Spectator(s):** I'K'L Mother.

Universe 16 - This world appears to be a parallel counterpart to Universe 18, with one major change: during Age 774, Vegito never dropped his barrier within Buuhan, leading the fused warrior to remain permanently fused. Freeing his family and Majin Buu, he destroyed Kid Buu and went on to become an unrivaled god and protector of the universe, fathering Son Bra, his only full-blooded child and successor.

- **Participant(s):** Vegito, Son Bra, Gotenks, and Pan.
- **Spectator(s):** Son Gohan, Piccolo, Videl, Trunks, and Goten.

Universe 17 - This universe's great change happened during Age 767, when Super Perfect Cell managed to defeat Son Gohan during the Cell Games, besting the half-Saiyan boy in their final

beam clash. From there, he went on to massacre the inhabitants of Earth with his newly made Cell Jrs., turning Earth and many other planets into his playground of destruction.

- **Participant(s):** Perfect Cell and Cell Jr.
- **Spectator(s):** Cell Jr's and Mini Cell Jr's.

Universe 18 - This world appears is the stand-in for the main canonical timeline of Dragon Ball created by Akira Toriyama. Should you have taken the **"Next Time on Dragon Ball Z!"** drawback, then this is your mandatory native universe.

- **Participant(s):** Son Goku, Vegeta, Gotenks, Uub, and Pan
- **Spectator(s):** Son Gohan, Piccolo, Trunks, Goten, and Bra.

Universe 19 - This universe's alteration happened during Age 761, when Raditz defeated and killed Goku, Piccolo, and Gohan. From there, Frieza attempted to invade Planet Helior, but the civilization successfully repelled his forces. Many years later, the legendary weapon of the Heliots, Carbonite, was exposed to their planet, transforming their technological apex into a destructive mass of astral size. With even a single asteroid risking the spread of Carbonite throughout the universe and ending all life, their warriors entered the tournament to use the Dragon Balls to save their world.

- **Participant(s):** Tidar, Xeniloum and Eleim.
- **Spectator(s):** Phipsil, Nauru, Magsuns, Loopwhirl, and Nedwook.

Universe 20 - Lastly, the final universe to pull from. The story of this universe appears to follow the canonical story of Dragon Ball Z, but during Age 774, Broly was not killed during his second coming and returned once again in Age 786. Despite the Z-Warriors' attempts, they were unable to kill the Legendary Super Saiyan, who went on to destroy his entire universe before ending up frozen in a block of ice within the vacuum of nothingness.

- **Participant(s):** Broly.
- **Spectator(s):** None.

Tournament Rules:

Starting a fight

- When your name and your universe are called, enter the ring.
- The fight starts when the two challengers have physically touched the ring.
- If a challenger takes too long entering the ring, that's a forfeit.

While in the fight

- If you specifically attack people that aren't your opponent (the audience, someone from another universe, an announcer, etc) the referees may call you a cheater and you'll be disqualified.
- You can't receive any external help, including materials, magic, energy, or sound. For this reason, don't fight near your space, where you will look suspicious.
- Any kind of technique is allowed. You can come with equipment, but you must enter the ring alone. (If your abilities involve Fusion or Summoning then as long as a single individual initially entered the ring then it is acceptable).

End of fight. You lose if:

- You're unconscious or dead, for 30 seconds.
- You disappear from the referee's sight for 30 seconds. So stay near the ring.
- You tell with a clear sign that you forfeit.
- You receive external aid or are called out as cheater by the referees.

When not in a fight

- It's forbidden to fight, even far from the arena.
- Any problem will result in the expulsion of the whole group of the universe.
- Any need (food, drink, conveniences, meditation space) will be given at your demand as long as the organizers can do it.
- Injured people can receive healing from the organizers in the limits of their capabilities. But dead ones will have to wait for the end of the tournament to be revived by the Dragon Balls.

Races:

According to Salagir, each species has a maximum limit to their physical power and potential. Each species' maximum physical potential will be detailed after their DBM explanation, covering their history and evolution. Once the mandatory decade is completed, you'll find all restrictions on your race's potential lifted.

Varga (Free) - An alien race of humanoid bird people exclusive to the Dragon Ball Multiverse fan comic. This species was able to discover inter-universal travel and possesses natural intelligence capable of rivaling some of the most intelligent beings within the Dragon Ball franchise. ***Due to there being no warriors among this species, your Strength/Power Level is permanently locked at Level 0. This species possesses no physical growth potential, making it impossible to increase your Strength/Power Level through training or purchasing greater power.***

Earthling (100 CP) - An advanced and intelligent species native to the planet Earth. They do not appear to possess any innate physical advantages compared to the other species found within DBM, but they have a history of being a race that produces capable martial artists and ki users. This does mean you won't possess any unique power bonuses. Due to this, your combat potential will allow you to grow to match some of the greatest martial arts masters of Universe 9, such as Krillin and Tien, who were able to defeat Cooler and King Cold of their timeline. However, your potential is on par with their most prodigious warrior, Videl, who surpasses King Cold in his 2nd form. If Elder Kai's discussions on Videl's potential are to be believed, your growth may be even greater than all other humans (excluding Uub, of course), capable of becoming far stronger than even King Cold in his original/final form, at least when he's not at 100%. ***The maximum physical Strength/Power Level you can achieve is locked at Level 2 in your base form, representing the maximum physical potential of your species. By utilizing the Maximum Kaioken, you can temporarily raise this to the Peak of Level 2 (2.5).***

However, with an extra 700 CP, your natural potential has blossomed into something truly absurd. You are a reincarnation of a great threat similar to Universe 18's Uub. Both Goku and Zen Buu believe that Uub wields potential that could lead to him growing as strong as Son Gohan or becoming a worthy adversary for Son Bra. If Juna is to be believed, with 58 years of straight training, Uub could grow to surpass even her strength. While Uub is a normal human, he has one unique trait: his body's adaptation, causing his constitution to grow in order to better withstand his power. Depending on who you are looking to be a reincarnation of will determine your affinity. Perhaps you're a reincarnation of someone like Frieza, Cell, or even Majin Buu? Depending on the evil you used to represent will determine your own growth and any innate affinities for abilities. ***At your peak the highest you can train/purchase up to in your Strength/Power level is now hard locked at the peak of level 5 (5.5) in base. With the Maximum Kaioken you can reach Level 6. With the Kaioken Transcendent you can reach***

Level 8 with your maximum physical potential, but reaching that level will likely take around 58 years+ of nonstop training.

Namekian (200 CP) - A humanoid alien species native to the planet Namek. This species is well known for their rumored creation of magical wish-granting orbs and housing some of the greatest warriors in a Universe, second only to Saiyans, of course. This species possesses numerous slug-like physical traits. They are also capable of regenerating from any sustained damage as long as they can draw power from their ki and their brain and head remain intact.

It is your choice whether you wish to pursue the path of a warrior or a Dragon Clan member. A Dragon Clan Member possesses extensive knowledge of magical abilities and can even create the rumored wish orbs, the Dragon Balls, for themselves, along with the ability to heal others. Should you select the path of a warrior Namekian, then you'll wield the potential to become one of your race's most prodigious warriors, with an innate potential that rivals Piccolo and Nail. Should you assimilate with your brethren, you'll find that your species' limits will begin to fade. Who knows how strong you could become, Jumper? With each assimilation removing your limitations, you could reach the level of a Super Namekian such as Piccolo or perhaps rival even the mighty Gast Carcolh.

Super Namekian and Last Namekian Bonus: By purchasing these states your capable of partially overcoming your races "ceilings" granting you a permanent bonus to your power. These bonuses will act as permanent modifiers to your power level, giving you a permanent boost in strength.

Namekian potential functions through a system of "ceilings" that are gradually removed through Namekian assimilations. Initially, without any assimilations, the maximum Strength/Power Level you can train toward or purchase is Level 1. However, purchasing Super Namekian raises this limit, allowing you to reach the peak of Level 3 (3.5), while the Super Namekian bonus ability further increases your power to the equivalent of a peak Level 4 (4.5). Through assimilations involving a significant portion of Planet Namek's population, or through the purchase of Last Namekian, your potential ceiling can be raised further, allowing purchases up to Level 5. Combining the bonuses from both Super Namekian and Last Namekian grants you power equivalent to Level 7. Due to the Namekian species' ability to assimilate, there is technically no absolute limit to your race's potential. However, keep in mind that it required Gast Carcolh to absorb the entire population of Planet Namek just to reach Level 4, followed by decades of additional training to eventually reach Level 7. Surpassing the "ceiling" provided by Last Namekian is possible, but you will require additional Namekian assimilations along with many more decades of training. So good luck surpassing Level 7, Jumper.

Android/Cyborg (200 CP) - This race is born from the biotechnical machinations of Dr. Gero. A cybernetic race of humans altered on a cellular and biological level, similar to Androids 17,

18, and Universe 9's Yamcha. These Cyborgs are outfitted with "infinite" ki generators, allowing them to operate "indefinitely." They are unable to be sensed through all methods of ki sensing and are considered "non-living beings," allowing them to avoid the life-freezing abilities that belong to XXI or I'K'L.

Be aware, though, that these devices are not infallible. Within DBM, there is no such thing as infinite energy, with Androids' infinite energy generators dimming from wear and tear over time. Android variants require active maintenance to preserve their infinite energy. Androids 17 and 18 were stronger than Super Saiyans upon their release in Age 767, but by Age 793, they had weakened tremendously. By a hypothetical Age 803, Yamcha believes that #17 and #18 would not even be able to walk. You'll start fresh with a new Infinite Energy generator, meaning you have a maximum shelf life of 36 years. It would be best to keep a genius mechanic close by, Jumper; you'll be needing some tune-ups. ***Unlike in Dragon Ball Super, DBM's Androids are comparatively limited. The strongest Androids shown in DBM are Universe 9's Android Yamcha and Universe 11's Android 17, and even they are only capable of reaching a Strength/Power Level at the peak of Level 3 (3.5) or Level 4 at their maximum physical potential thus you can only purchase or train up to those same Levels, Jumper.***

For an additional 200 CP, you'll instead be a Cyborg similar to Krillin from npberryhill's Bringer of Death fanfic. In this fanfic, Semi-Perfect Cell absorbs Krillin's leg, leading to Bulma putting Dr. Gero's cybernetic technology into Krillin, granting him the same power core and cellular fusion as Androids 16, 17, and 18, but with a few unique abilities.

Krillin's own innate ki is accessible alongside the Cyborg's infinite energy, allowing him to control artificial ki just as he controls his biological ki. This artificial ki can even be combined with his natural ki to increase his power even further. However, compared to the previous purchase, once Krillin releases his energy attacks, they can be sensed. As he forms blasts and projectiles, they draw on both his real and artificial ki but retain the feeling of real ki. If he suppresses his biological ki completely, he can use his artificial ki without being detected. Along with that, the perpetual energy model acts as a purifier for biological degradation, preventing the aging of Krillin's cells while granting advanced resistance to diseases and other organic weaknesses. This is an insane power jump, making Krillin stronger than he ever dreamed and granting him power superior to Semi-Perfect Cell and Bojack's Galaxy Warriors (excluding Bojack and the transformed Bido). ***With this upgraded Cyborg variant you can purchase or train up to a Strength/Power Tier of Level 5, Jumper.***

Heliote (400 CP) - A humanoid species native to Planet Helior. This species is exclusive to DBM and appears to possess a similar biological makeup to humans. However, an interesting oddity is that despite being exposed to ki during Age 762, they appear to be unable to obtain or even manipulate ki. In return, they make up for this with their militaristic society, genetic modifications, and, of course, their Helior Armor ***(hint: look at General Items).***

Due to your inability to use ki, any Special Technique purchases will be tied to your Battle Armor, allowing them to be replicated as if you were wielding ki. ***That said, due to being a member of a species unable to wield ki, the strongest you could ever hope to physically grow is at the peak of Level 0. However, a minor benefit is that if you purchase Peak Level 0 (0.5) Power Level you'll be granted an additional 3,000 battle strength, raising you to a power level of 23,000, granting you power on par with base Zarbon and enough physical strength to wield your species' Ultra Armor,*** which can kill Super Saiyan 2s with ease. With your species' greatest weapon, Carbonite, you could even kill the Legendary Super Saiyan Broly, despite his seemingly absolute invulnerability. ***With the Helior Armor, your Strength/Power Level will be at Level 4, but with the Ultra Armor, you'll be at Level 6. With the upgraded Ultra Armor found within "The Hope for a Whole Universe" you can reach Level 8 for a brief period of time.***

Frost Demon (400 CP) - Around one or two million years ago, the Frost Demons were the only intelligent species on an asteroid (borderline a black hole) dimly lit by its dying star, with little air, and on a native world with a gravity of 100's of Gs. This species is the only one that possesses several genetic codes within their DNA, and through asexual reproduction, they form new combinations of these genetic codes within themselves. However, in doing so, your power can go out of control and may lead to you destroying the planet you are on.

Your species evolved on said asteroid with no ozone, no protection against space radiation, and under temperatures veering between -10°C and -150°C (15°F and -240°F). They breathed, or rather, they drank, consuming carbonic gas to release oxygen. Through this evolution, you and your species have become one of the most powerful races in the universe, capable of intergalactic conquest like Frieza and his family. As a Frost Demon, you will live for over 1,000 years while also passively growing stronger the older you get, still being considered a "child" at age 67. You're able to live for weeks without water, heat, or even air, meaning your species can survive in the vacuum of space. However, you still require nourishment and sleep like any other creature. Having more than one stomach also enables you to eat minerals, and you can become "overly emotional" when highly inebriated.

Speaking of which, you have the ability to reduce your power through "Restriction Forms," allowing you to better control it and return to your normal form when needing to unleash it all. You are also capable of using reduced forms to control your power with greater ease.

Be aware that your ancestors made a divine agreement with the Grand Kaio (not the Dai Kaioshin) in order to preserve the Universe's stability. This means a Frost Demon are only allowed to have two children at one time, and your existence will contradict this agreement, Jumper. In return, this grants you a level of autonomy not found in the other racial options, allowing you to select your family relation to Frieza and his kin. Perhaps you're King Cold's long-lost brother, maybe Frieza's twin, or perhaps an ancestor of theirs like Snower or Blizzard? Who knows, but regardless, you benefit from the fact that Frost Demons from each generation

possess more power and potential than the last, thus granting you potential on par with the greatest prodigy of the family, Frieza himself.

The potential of Frost Demons within DBM is a nebulous subject. Salagir has stated that members of the Frost Demon species generally do not train, leaving their true potential in a vague gray area. Even "combat specialists" such as Frosty only trained one day per month and were only able to reach around the level of Final Form Frieza. Even individuals like Cooler and Ginyu, after obtaining King Cold's body, focused on improving their minds rather than their physical abilities, allowing them to access their 5th and 6th Forms without actually training their bodies. The closest piece of DBM-related material that explores Frost Demon potential comes from npberryhill's Bringer of Death fanfic. The best example provided is King Cold, who received Babidi's Majin Mark and trained alongside him for several years. This allowed him to surpass Dabura and become Babidi's strongest soldier. According to npberryhill, Majin 5th Form King Cold possesses power comparable to Universe 8's 6th Form King Cold, as shown during his battle against Buu Saga Super Saiyan 2 Vegeta. With all of this considered, your maximum Strength/Power Level in your Final/Original Form is Level 4. Your 5th Form provides a (0.5) Boost, allowing you to reach the peak of Level 4 (4.5), while your 6th Form allows you to reach Level 6, placing you on par with Super Saiyan 3-level fighters.

Kaioshin (500 CP) - An immensely powerful divine humanoid species with an unknown native world, they represent divine justice within the multiverse. Unlike the original Dragon Ball timeline, this species is not born from the Glind Tree nor within the Demon World but instead reproduces like any other species. This species is viewed as the apex amongst all others, having a history of superiority over the Frost Demons. ***At your maximum potential, you would likely be comparable to Universe 1's South Kaioshin and Universe 5's Lady Dai Kaioshin. The highest Strength/Power Level you can purchase or train toward is Level 6, representing the maximum physical potential of your species.***

Hera/Jaykals (500 CP) - A humanoid alien species native to Planet Jayna. All members of this species possess teal-colored skin and orange hair, but little else is known about their species. However, you appear to have undergone the same technological treatment as Bojack and his crew back in Age 499. Like them, you have not yet finished your procedure, but like the other Jaykals, you wield an aptitude for magic, especially with the energy bonds that Bojack's crew are such fans of using. ***Your Strength/Power Level potential varies depending on your progression with the procedure. With the 1st Level of Completion, your maximum physical potential is limited to the Peak of Level 1 (1.5) in your base form. By entering your Full Power State, you gain a (0.5) Boost, allowing you to reach Level 2. At this level, you would possess enough power to rival Bojack during Age 507, making you capable of defeating Prince Polar. If you obtain the completed procedure from the "Pirate of the Galaxy Jumper" scenario, your base form's maximum potential increases to Level 4, while your Full Power State allows you to***

reach the Peak of Level 4 (4.5). Finally, by obtaining the perfected version of the procedure from the "Quadruple Mission" scenario, the same version utilized by Shigya, Hanzai, and Nikuji, you unlock the Perfect Full Power State. This allows you to reach a level of power comparable to theirs, placing you around the Peak of Level 6. For reference, according to Asura, Universe 18's Shigya is capable of giving Universe 18's Normal Super Saiyan Pan one of the most difficult fights of her life, despite the fact that Universe 18's Shigya is weaker than her Universe 16 counterpart.

Pure-Blooded Saiyan (500 CP) - In DBM canon, Saiyans evolved alongside the Tuffles on Planet Plant rather than originating from Planet Sadala. Over centuries, the harsh conditions of Planet Plant shaped them into the perfect warrior species, naturally possessing strength far beyond humans and typically becoming one of the strongest races within their respective Universe. You appear to be born from an impressive bloodline, granting you potential on par with Raditz, the son of two elite Saiyans like Bardock and Hanasia II. Despite the jokes surrounding him within the Dragon Ball community, DBM and Salagir portray Raditz as possessing immense potential, with Ultimate Form Raditz implied to exist somewhere within the enormous gap between Super Saiyan 3 and Ultimate Gohan. ***A Pure-Blooded Saiyan's base potential is capped at Strength/Power Level 2, meaning this is the highest level you can purchase or train to within the Strength/Power Levels section for your base form. Through standard Super Saiyan transformations, your maximum physical potential can reach Level 6 with either Super Saiyan 3 or Ultimate Form.***

Normal Super Saiyan Bonus: Through mastery over your body, you have unlocked the true potential of the Saiyan race. Your potential has increased to match Universe 18's Goku and Vegeta. ***This provides a permanent (+0.5) Boost to your base form, allowing your maximum physical potential to reach the Peak of Level 2 (2.5). When using the Normal Super Saiyan transformation, your physical potential increases to Level 7, matching the power of Normal Super Saiyan Goku and Vegeta.***

Hybrid/Demi-Saiyan (600 CP) - Perhaps you desire something more than a Pure-Blooded Saiyan. Born from the union between a Human and Saiyan, you have become a Hybrid/Demi-Saiyan. Like Pure-Blooded Saiyans, Hybrids are born with Saiyan tails and possess even greater combat potential than their Saiyan parent. However, they lack the same natural motivation for combat as their pure-blooded counterparts. Your latent potential rivals Universe 16 and Universe 18 Son Gohan and Universe 18's Bra. According to Elder Kai, Gohan should have become the strongest warrior in history if not for universal abnormalities such as Vegito, Buu, and the Legendary Super Saiyans. Salagir has also stated that a fully motivated Gohan remains substantially stronger than Universe 17's Cell. Likewise, Universe 18's Bra possesses enough potential that Salagir has stated she could unlock Super Saiyan 2 and Super Saiyan 3 if she were Earth's sole defender. ***Your maximum physical potential you can train or purchase in your base form is capped at Strength/Power Level 3. Through your highest***

transformation, you can reach the Peak of Level 7 with either Super Saiyan 3 or Ultimate Form.

Normal Super Saiyan Bonus: Through mastery over your body, you have reached the full potential of a Hybrid Saiyan, surpassing Son Gohan and Universe 18 Bra's potential and rivaling Universe 16 and 18's Pan. Based on Asura's artwork, Normal Super Saiyan Pan has surpassed both Goku and Gohan, becoming one of Universe 18's strongest fighters, with only Uub standing as her true equal. ***This provides a permanent bonus of (+0.5) to your base form, meaning your base form can reach the Peak of Level 3 (3.5). When using the Normal Super Saiyan transformation, your physical potential can reach the Peak of Level 7 (7.5).***

Bio-Android (700 CP) - This species is born from biological engineering or cloning. The first and only Bio-Android shown within DBM is Cell. Just like Cell from Universe 17, you are composed of the DNA of the greatest warriors, such as Son Goku, Vegeta, Piccolo, King Cold, and Frieza. Dr. Gero has altered your genetic programming, allowing you to progress faster than a normal Saiyan. You'll begin in your Imperfect state, similar to Imperfect Cell, but upon absorbing Androids 17 and 18, or through purchases of your"Perfect Form," you'll be able to evolve.

Once obtaining your Perfect Form, you no longer need to maintain the Androids within you to retain your heightened state and powers, as your cells will naturally remember the experience. No need to worry about hybrid pre-teens making you throw up your absorbed Androids. Along with this, you gain limitless potential and free access to Zenkai boosts in near-death situations.

In 27 years of training, along with the aid of Babidi's Majin Mark, Cell went on to rival Ultimate Gohan's power but was still "far inferior" to a fully motivated Hybrid Saiyan. However, Cell believes his potential is limitless and that he could eventually grow as strong as Universe 16's Vegito.

Without the purchase of your "Perfect Form," you can only train or purchase up to a Strength/Power Level of 3. Purchasing or absorbing Androids 17 and 18 will unlock your "Perfect Form," granting you a boost equivalent to the power of Level 5. After achieving your Perfect Form, there is virtually no limit to how far you can grow. However, keep in mind that while Cell believes he could eventually reach Vegito's level of power, accomplishing that feat would likely take centuries. Therefore, if you wish to reach a Strength/Power Level of 10, you may purchase up to Level 8, with your Perfect Form boost increasing you to the strength of Level 10.

Majin (800 CP) - Just like Majin Buu and Zen Buu, you are another creation of the sorcerer Bibidi, born 5 million years before Age. Majin Buu is the only known member of this race, making you an anomaly within the Multiverse.Your physiology is absurd, possessing high-level regeneration that cannot be overcome without a complete eradication of your being, unlimited

stamina, shapeshifting, duplication, absorption, and immense magical prowess due to being born as a magical being.Your natural physical potential is absurd as well, allowing you to grow strong enough to rival Kid Buu. However, should you take advantage of your absorption ability, who knows how strong you could become? At a certain point, anyone you absorb will permanently become part of you and will affect your personality. ***Without utilizing absorptions, your Strength/Power Level is hard locked at Level 8 as your maximum physical potential, representing the highest level you can train toward or purchase. Through absorptions, this limit can be increased; however, your growth is dependent on both the strength and quantity of those you absorb. After all, Zen Buu, even after absorbing thousands, if not millions, of his Universe's greatest warriors, was only slightly stronger than Universe 16's Super Saiyan 2 Vegito, who stands at Level 9. However, Vegito himself believed that if Zen Buu were to train, the Djinn would quickly surpass Vegito's Super Saiyan 3 state at Level 10.***

Origins:

Any Origin can be freely taken as a Drop-In option.

Returning Hero - Within your universe, you were on the side of good, having aided in the defeat of many of the universe's worst enemies. Perhaps you're a member of the Z-Warriors, the resistance, or perhaps even a lone hero. Regardless, you're a good person, Jumper.

New Competitor - Well, maybe you're new around these parts. Maybe you're a descendant of the legendary heroes of your universe, or perhaps you're a returning hero who we didn't get the chance to explore. Regardless, a new face—or maybe an old face that gets to be explored—better hope you don't get a questionable character portrayal, Jumper!

Monster - Screw all that hero work! You're a conqueror, a destroyer, a harvester! Maybe you run a universe-spanning empire, maybe you're just a planet destroyer, or perhaps an intergalactic tyrant. Regardless, you're evil to the core, Jumper, and everyone knows it.

Family Guy - You're a retired warrior, Jumper, or at least you try to be. You hold no interest in fighting, but when needed, you can be called upon to defend your family and friends.

Tournament Announcer - Not interested in fighting, Jumper? Fair enough. If you're just looking to play referee, this is the role for you.

Gag Character (600 CP) - Looks like you're looking to be a little silly. Alright, Jumper, let's turn this fan comic into a parody!

General Perks:

Any Origin Perks that align with your selected Origin are discounted by 50%, with 100 CP perks being completely free. All General Perks are non-discountable. All Gag Character Perks must require the Gag Character Origin to take.

A Real Fighter (Free) - Well, Jumper, looks like you've been in the gym. There are plenty of master martial artists in this Jump. After all, Dragon Ball is a fighting anime, and just like those other guys, you've got the chops to keep up with the best of them.

Special Girl's Eyes Version (Free) - You're pretty attractive, Jumper. You're more than capable of fitting in with some of the most attractive characters in Dragon Ball Multiverse. For the guys, you'll be as good-looking as Goku, General Blue, Vegeta, Zarbon, Android 17, Future Trunks, Adult Harik, and Corrne. Meanwhile, for the ladies, you'd easily fit in alongside Bulma, Android 18, Videl, Chi-Chi, Queen Hanasia I, and Hanasia II.

Rad! This Is The Third Time That I've Died! (Free) - A common trope in Dragon Ball is that death is a revolving door, and that's true for you, Jumper. Just like the participants, you'll be provided a free revival for your death in an official match. Like the spectators, if you end up as an unfortunate fatality, you'll also be revived free of charge with no risk of chain failure or loss for this Jump. Be aware, Jumper: this only counts for official fights. If you decide to run off and take part in unsanctioned battles away from the arena, or participate in defending against any of the many revolts you'll find, then if you end up dead, this nifty perk won't be coming to save you.

Spectator Protection (100 CP) - A common issue within *DBM* is that spectators often end up as unintended casualties of fights, so much so that it has become a recurring trend for them to die. With this perk, you'll never be harmed or affected by a battle you are merely observing. Stray ki blasts, magic spells, or explosive energy attacks? None of them will touch you. However, once you choose to engage in the fight, that protection is gone.

What Is This Insult!? (200 CP) - Just like Zen Buu, you are a connoisseur of the musical arts. Capable of playing multiple variants of the figrindan: punk, classical symphony, classic rhythm, etc., with fabulous harmony. A talent like yours, Jumper, hasn't been seen for millions of years.

If I Can Gain a Few Seconds (400 CP) - Well, Jumper, looks like you've been taking some lessons from the Sun Tzu of the Dragon Ball world. You're a genius fighter, Jumper, capable of creating genius strategies and tactics on the fly during combat. You're capable of matching Piccolo when it comes to your intelligence during battle. Considering a Piccolo variant's best feat is the strategy his counterpart in Universe 20 came up with to beat Broly, and how in many universes that sacrifice led to their victory against the Legendary Super Saiyan, it's safe to say you're one of the smartest fighters present in the Tournament, Jumper.

Jumper Can Copy That?! (600 CP) - Well, Jumper, you definitely fit the role of a copycat. Ironically enough, you're not the only one. Son Goku, Vegeta, Vegito, Cell, Uub, and Gast Carcolh are all well known for their ability to mimic the techniques and/or magics of others. Be aware that you can't learn something that isn't possible for your level of skill, so don't go copying magic without knowing the fundamentals. However, as long as you see a technique in action, it's yours for the taking.

Universal Colossal Abnormality (800 CP) - Nearly a year after Universe 16's Vegito's birth, Elder Kai wished to converse with him. During that conversation, Elder Kai referred to Vegito as a "universal colossal abnormality" in the great story of the universe: an entire chapter written the wrong way when it comes to the potential of mortals, something that the Kaioshin of old would have eliminated at birth. Now, you've joined Vegito among those rankings. This grants you talent and potential equal to Vegito's own, something that would leave warriors like Son Gohan in the dust. The full limits of Vegito's Strength/Power Level are unknown, but Zen Buu believes he could evolve endlessly, with the only thing limiting his progress being Vegito's lack of a true rival. As another benefit, this perk also serves as a **Capstone Booster,** increasing the magnitude of your capstone perks. Since Salagir believes Vegito is a deus ex machina, I figured we should make you one too. ***Any restrictions on your species' maximum potential for their Strength/Power Level are lifted. Be aware, though, that transformations or evolutions tied to your species are still required to unlock your full potential, Jumper.***

Returning Hero Perks:

One Punch Man (100 CP) - Just like Universe 18's Son Goku, you've gotten pretty good at controlling and measuring your strength. You know the exact measure of your power and have a good intuition for your opponents as well. You'll be more than aware of how much power to put behind an attack to achieve your desired result, even one-shotting an enemy if you're capable of doing so. Son Bra would be envious of your level of control, Jumper, so there's no need to worry about accidentally killing an opponent in anger.

Has Huge Weaknesses? (200 CP) - Just like the father-son duo of Universe 18's Vegeta and Universe 12's Future Trunks, you, Jumper, are able to compensate for any disadvantages within a chosen technique or transformation. Maybe, like Trunks, you've noticed a weakness within a transformation and are able to switch between that state and another transformation to maximize their strengths. Or perhaps, like Vegeta, you've increased the efficiency of a chosen transformation, decreasing the time needed to enter all of your transformations down to an instant.

You Should Follow in the Example of a Certain Little Girl (400 CP) - Just like Vegeta of Universe 18, you've changed. You know when to prioritize different aspects of your character. One moment you're a warrior filled with great pride, and the next moment you can be a wonderful parent to your child. If needed, you're more than able to convince others of their faults, allowing them an opportunity to change after you've beaten them, of course. After all, there's no such thing as a painless lesson.

I Always Find the Right Counter (600 CP) - Just like Piccolos of Universe 16 and 18, you have an absurd talent for observing special abilities and discovering the correct methods to counter them. Despite only witnessing the effects of I'K'L's life-freeze ability three times, Piccolo managed to devise an ability to counter its effects, and now you're capable of similar feats against your opponents.

Capstone Boosted: Piccolo? Yeah, scratch that, I meant Gast Carcolh. Gast is easily one of the most talented characters within the Multiverse and, coincidentally enough, possesses counters to the strongest fighters within DBM. Ki deprivation for Vegito and Son Bra. Genius timing to kill Hatchiyack during his less-than-a-millisecond window of weakness. Magic to contain Zen Buu. Gast is considered such a major threat that even XXI, an opponent who uses his own set of Dragon Balls to learn the easiest ways to defeat an enemy, could only barely overcome him. Safe to say, Jumper, you can only be countered by reality warpers who have prepared attacks hours in advance to defeat you, and even then, they just barely make the cut.

New Competitor Perks:

Control the Rancor Inside of Jumper (100 CP) - Just like Universe 3's Bardock, you possess unrivaled self-control and willpower. When faced with Dr. Raichi, the man responsible for the genocide of his people and their enslavement, as well as witnessing Universe 13's Emperor Vegeta slaughter those same comrades, Bardock's rage nearly caused him to ascend into a Super Saiyan 2. Yet even in that moment, the father of Goku was able to calm himself and suppress his transformation. Like Bardock, your emotions cannot overwhelm or control you. No matter the horror you witness or the fury burning within you, your will remains unshakable. However, unlike Bardock, you can turn that control into a weapon, allowing you to harness your emotions without being consumed by them.

Jumper Still Has Energy Left (200 CP) - Just like Son Bra and Gast, you have an incredible amount of ki/energy in reserve that would even impress Vegito. Even pushed to your limits, fighting in the hardest battle of your life, you still have a second wind to draw upon, more than enough to conclude a fight against a vastly stronger foe as long as you act swiftly enough to claim victory.

Jumper Knows All My Plans, For Sure! (400 CP) - You're a genius when it comes to combat, Jumper. Just like Gast Carcolh, you're very swift at identifying and countering your opponent's strategies or tactics. Whether that's creating a magic attack to cage a dangerous foe, having the perfect counter to a stronger opponent's fighting ability, having just the right spell to remove evil, or even tricking the ghosts of the dead, you're not an easy opponent to outthink.

You Just Need to Be a Thousand Times Stronger (600 CP) - Well, well, this is unexpected, Jumper, but a boon nonetheless. You're the embodiment of Vegito's ideal that might makes right. You're capable of overcoming all manner of "hax" as long as you possess superior physical might to your opponent. Magic, technology, body changes, energy and matter consumption, reality warping, time skipping, life freezing, toonforce, ki deprivation, wish granting, or any other types of hax can be overcome by the strength behind your fists. All you need to overcome anything is strength, for nothing is out of reach of your fists as long as you're stronger.

Capstone Boosted: This perk has now grown twofold, Jumper. After all, hax goes both ways. As long as you're stronger than your opponent, you'll find that all of your own abilities and hax will make headway. XXI's energy and matter consumption? Your basic ki blasts are going to punch through just fine as long as you're stronger. A Saiyan breaking through your time skip? Not around here. Get combo'd. Candy Beam? Yeah, Zen Buu's rule applies: your opponent will need to be thousands of times stronger than you for them to turn it against you like Vegito did.

Monster Perks:

Would Jumper, By Chance….? (100 CP) - Just like Universe 8's Cooler, you possess the ability to spot the moral weaknesses of others, Jumper. Perhaps your opponent is a good samaritan, perhaps they're a little too prideful, or maybe they're simply too naive. Regardless, you can identify the moral flaws within your opponents and know exactly how to take advantage of them.

Swallow Your Pride (200 CP) - Like Universe 13's Raditz, you know when to put aside your pride and ask for advice. There are countless warriors within the Multiversal Tournament who represent the pinnacle of combat: new transformations, techniques, magics, and technologies that go beyond your wildest imagination. Rather than letting your ego hold you back, you know how to approach others and seek their guidance, learning new methods to increase your power or develop new techniques.

It Will Be Perfect for My Training (400 CP) - Well, well, it looks like someone has taken some self-improvement classes, Jumper. Just like Universe 17's Cell, you possess the ability to find new ways to improve yourself in the middle of battle, even against opponents who would barely

qualify as a warm-up. Through combat, you can refine your reflexes, strategies, and fighting style to an entirely new level. When preparing for a rematch against your most hated foe, you'll find your abilities have grown by leaps and bounds, creating a battle worthy of legend.

I Haven't Used That Name in a Long Time (600 CP) - Just like Universe 8's Captain Ginyu, you possess a genius-level understanding of the nature of others. Given enough time, you can perfectly mimic another person's personality, mannerisms, and behavior to the point that even their closest friends and family would struggle to tell the difference. However, the true power of this ability comes from your understanding of yourself. You possess an unparalleled awareness of your own body, allowing you to push your natural limits to their absolute peak. With sufficient martial training, you can master and maintain your highest transformations with ease, just like how Ginyu mastered the use of King Cold's Final Form or Son Bra's Super Saiyan 2 mere moments after taking their bodies. With enough insight, you may even be able to uncover the hidden secrets of your race's true powers.

Capstone Boosted: Well, looks like you've taken this even further than expected, Jumper. Your understanding of the body has surpassed Ginyu and now rivals the likes of Universe 18's Goku and Vegeta. At first glance, this may not seem as impressive until you witness their absurd mastery over their Super Saiyan transformations. They can maintain Super Saiyan 1 and 2 indefinitely, transform into Super Saiyan 3 instantly without a lengthy charge-up, and achieve the complete mastery required to obtain Normal Super Saiyan. That same level of self-mastery is now yours, Jumper.

Family Guy Perks:

Bling…and Blong? (100 CP) - You're a genius, Jumper. Just like Son Gohan, you're easily one of the most knowledgeable and well-educated members within the Tournament. At some point in time, you obtained a degree in mathematics, allowing you to discern the scientific truths behind the effects of Super Saiyan transformations on the environment or study and advance the theory of cold fusion. Given enough time, you could even develop cold fusion plants from your formulaic knowledge, but that will take decades, possibly even closer to the end of an average Hybrid Saiyan's life.

I Don't Fight, Because I Am the Weakest of My Group (200 CP) - Well, Jumper, looks like you've learned the art of negotiation. Like King Snower or Universe 16 Son Gohan, you're able to successfully negotiate with some of the most powerful or evil individuals within the Multiverse. You're capable of making well-structured arguments, bribes, or demands that others would genuinely consider. You could convince a crazed mass murderer to participate in battles

without their usual level of barbarism, bribe the Kaio's with the greatest of gifts, or perhaps convince even the Kaioshin to revive your loved ones.

You Killed Her Too? (400 CP) - Well, well, it appears someone has pissed you off very badly, Jumper. This perk comes in two parts. The first half is just like Son Gohan: when someone you care about is in danger, you'll always rise to meet the challenge and defend them. Regardless of how out of shape you may be, your rage allows you to temporarily return to your lost physical prime, similar to how Gohan regained the Super Saiyan 2 power he wielded against Cell when facing Second Coming Broly.

However, should you already be in your physical prime, then just like Son Gohan from Universe 16, your motivation allows you to surpass your limits and remove your psychological boundaries. With this perk, you're capable of removing your inhibitions, revealing immense reserves of power lying beneath the surface. Despite Gohan's Ultimate Form unleashing all of his latent physical potential, once Cell killed both versions of Videl, his rage grew massively. He went from being just barely weaker than Universe 17's Majin Cell to far surpassing Cell and destroying his entire body with a single energy attack. There is a reason Vegito secretly considered threatening Pan or destroying Earth, because with these limits removed, even Son Gohan could offer Vegito a memorable fight. ***This provides a universal boost regardless of your purchased race. It grants a (+0.5) increase to your Strength/Power Level, representing the equivalent of Son Gohan's legendary rage.***

You're Completely Passive (600 CP) - Well, Jumper, looks like you've gotten sick of some characters' behavior. Just like Universe 16's Son Gohan, you're capable of dismantling the tantrums of even the mightiest warriors. Vegito throwing a fit because his opponent used magic? You can set him straight with a reality check. Son Bra going on another one of her tantrums? You can quell her rage with discipline and kindness. Overall, you're a master of de-escalation, Jumper.

Capstone Boosted: Son Gohan? Sorry, I meant Universe 18's Bra. Just like the daughter of Vegeta and Bulma, your words resonate, and they resonate hard. With this perk, you're capable of dismantling anyone's trauma regardless of its source, allowing them to overcome their passive acceptance of letting their trauma control them. You help them truly resolve their issues and become the best version of themselves they can be. One callout was all it took for Son Bra to view her as her idol.

Tournament Announcer Perks:

Disqualification! (100 CP) - Well, Jumper, you're a rule follower, and everyone around here knows it. Just like the Varga, you uphold the rules. When it comes to official matches, your word is law. You commence the matches, make the callouts, and know when a participant isn't being entirely honest. When you say they're out, they're out!

What, Jumper Is Alive?! (200 CP) - Well, Jumper, looks like you've been checking vital signs so often that you're practically a pro. Similar to the Varga, you have a way of keeping track of someone's signs of life, being aware of whether they're still alive, nearly dead, or have kicked the bucket.

Jumper Declared Forfeit (400 CP) - Despite Gast Carcolh declaring his forfeit, according to XXI, the Tournament organizers wouldn't have been able to hear him, yet his Namekian brethren could. You'll be able to observe all actions that take place during combat: words exchanged, quick movements, forfeits, and sneak attacks. It doesn't matter what it is; if it happens during a battle, it's observable to you, Jumper.

Eurequack (600 CP) - Looking to take the genius route, aye, Jumper? Well, why not? You've earned it. You possess an absurdly high intellect, capable of rivaling some of the most intelligent Varga or even the multiversal variants of Bulma. This grants you the intellect necessary to replicate some of the greatest inventions in Dragon Ball history. Now all you need is the knowledge.

Capstone Boosted: Bulma? Yeah, scratch that. Your intellect would have people mistaking you for an Alcmenian, a race known for its vast collection of information regarding the knowledge and culture of all known worlds. Your intellect is on par with the child prodigy known as Thorn from Universe 7. Simply put, if he existed in the main Dragon Ball franchise, he would make every "genius" look ordinary. Even as a child, he learned how to pilot Frieza's spaceships and how to use ki from Gast. As a teenager, he could incapacitate Android 28 with a live wire, use her infinite energy generator to recharge his spaceship, detect lies, create technology capable of scanning people's hearts, hack through Gero's programs and bionic eyes, and even remove the cybernetic bio-engineering of Universe 7's cyborg population with ease.

Gag Character Perks:

All Gag Character Perks require the Gag Character Origin to purchase.

I Must Win (100 CP) - Well, there's no other way to say this, Jumper, but you're likeable—to a crazy degree. You give off an otherworldly presence capable of captivating anyone's heart.

You're the older sibling they've never had, the greatest beauty they've ever seen, the friend they've always known, the most beautiful voice they've ever heard, or even someone anyone would give their life for. You possess all the qualities of Mary Sue. Granted, this is weirdly enough a minor ability of hers, so feel free to make a great impression on everyone, Jumper.

I Was Developing Strategies! (200 CP) - Unlike Universe 2's Sun Wukong, you've got a bit more fortune going for you when it comes to bending the rules. You're offered an abnormal amount of leniency when it comes to wanting things to go your way. Granted, it won't be easy, but you could even sway the opinions of some of the stricter members of the Tournament, like that Tienshinhan guy from Universe 9.

But You're the Author!? (400 CP) - Just like Tori-Bot, you've got quite the repertoire of characters under your wing, Jumper. As long as you have created or possess ownership of a character, you gain a degree of authorial influence over them. This allows you to influence their actions, gain insight into their personality and abilities, or even discover and create weaknesses that did not previously exist. While this does not grant you outright victory—after all, we can't hand out free wins—it does mean that any match involving one of your characters gives you a nearly guaranteed chance of success.

Jumper Can Distort Reality (600 CP) - Well, this is just absurd, Jumper, but I guess it is the most broken ability of Universe 2. Just like Arale, you're capable of unconsciously distorting reality, something that may even surpass Universe 4's Zen Buu's reality warping magic. Reality bends to your rules as if you were a gag character. This alone may even give you the ability to crush Perfect Cell during the Cell Games.

Capstone Boosted: Subconsciously? Sorry, I meant consciously. Your ability to affect reality is honestly absurd, Jumper. Arale already had an unusual level of success tossing around planetoids and one-shotting Mary Sue. Yours, however, is straight-up toon force and plot armor.

General Items:

Any Origin Items that align with your selected Origin are discounted by 50%, with 100 CP perks being completely free. All General Items are non-discountable.

Warriors Gi (Free) - This is a free selection of uniforms, Jumper. Perhaps you're looking to rock a custom Gi as cool as Uub's, maybe the Saiyan battle armor of Universe 3, or perhaps the business clothes worn by Son Gohan. Whatever the case, you'll have access to an entire wardrobe from the Dragon Ball Universe, so feel free to pick out some nice duds.

The Lunch Break We've All Waited For (100 CP) - Well, Jumper, looks like someone's been waiting for a meal, and luckily for you, you have a feast fit for a Universe! Cooked by the finest Varga chefs, you have an entire spread of food capable of filling even a Saiyan. Each plate, bowl, and cup will magically refill with any food you desire, and once your meal is complete, they will automatically replenish for your next desired feast.

Universal Apartments (200 CP) - Within Dragon Ball Multiverse, all 20 universes have apartment complexes designed to house their respective members. At first glance, it appears to be a normal apartment, but anyone outside of it will be unable to detect anything occurring within. You could be taking part in a battle against an opponent as strong as Zen Buu or XXI, and no one would be any the wiser.

Helior Armor (400 CP - Free if taken with Heliote Race) - This is the standard armor used by the Heliote race of Universe 19. This equipment grants its user more than enough power to contend with even those of Frost Demon lineage. This set of armor comes equipped with the following utilities: reinforced weight for additional defense, a radar capable of reading power levels, a jet pack for flight, and an electrical current.

The unique abilities of the Helior Armor are:

- **Nanotechnology Weapons:** The armor can create various weapons through nanotechnology, including missiles, bombs, electrical nets, and laser beams.
- **Shielding Systems:** Defensive barriers capable of protecting the user from powerful attacks.
- **Gods Blade:** The ultimate weapon of the Helior Armor. This blade was capable of removing Uub's left arm, cutting through Super Saiyans, and deeply wounding Super Saiyan 2 fighters such as Universe 13's Emperor Vegeta.

Ultra Armor (600 CP - Discount if taken with Heliote Race) - The War Armor of Universe 19's Heliote race, composed of carbon-based materials. This set of armor is equipped with a brainwave reader that prevents anyone except its registered user from operating it.

The user must possess a highly trained body to utilize the War Armor, requiring a level of physical ability comparable to Zarbon in his base form. This armor grants numerous enhanced abilities, allowing Heliotes equipped with it to confront and easily defeat Super Saiyan 2 opponents. Its unique utilities include an energy pack that serves as its power source, photon propulsion systems, an adrenaline discharge system, alarm signals, outer-space shields, radar, flight thrusters, jet boosters, anti-gravity systems, anti-telekinesis systems, and nanobots. ***For the Heliote Race this requires the 50 CP purchase from Strength/Power Level 0 while for any other race you need to at bare minimum have Strength/Power Level of 1 to purchase the Ultra Armor.***

The unique abilities of the Ultra Armor include:

- **Weaver Balls:** Energy attacks equivalent to ki-based techniques.
- **Ultra Waver Ball:** A slow but immensely powerful energy beam capable of easily killing a Super Saiyan 2 and even severely injuring Universe 17's Cell.
- **Ultra Waver:** A variant of the Ultra Waver Ball capable of destroying Carbonite.
- **Barrier:** A defensive shield capable of resisting attacks from Gotenks and even Super Saiyan 2 Son Bra's punches.
- **Energy Blade:** A powerful energy weapon.
- **Energy Lasers:** Powerful beams capable of cutting through almost anything and proving lethal to opponents on the level of Instant-Gotenks or Cell.
- **Magic Adaptive Technology:** Through utilizing the equipments nanobots they can counter Dabura's Magical Stone Spit and with their cybertech + particle waves they can render themselves immune to XXI's application of Life Freeze.
- **Carbonite:** The ultimate weapon of the Heliotes. These incredibly deadly self-replicating carbon nanoparticles grow indefinitely by consuming energy from living matter. Should Carbonite make contact and begin spreading, it can kill any target without exception.

Returning Hero Items:

Power Pole (100 CP) - The weapon of the Turtle Hermit School: the Power Pole. Originally belonging to Master Roshi, it was passed down to his disciple Son Gohan, who later passed it down to his grandson, Son Goku, before eventually landing in the hands of Pan from Universe 18. You now wield an exact copy of this legendary weapon, Jumper. This magical staff's original purpose was to connect Korin's Tower to Kami's Lookout, but its maximum length can extend from the Earth to the Moon, which is roughly 28 times the diameter of Earth.

Gravity Chamber (200 CP) - This device was originally created by Dr. Briefs for Goku's journey to Namek and was later upgraded for Vegeta's training leading up to the Android Saga.

Just like the upgraded Gravity Room within Capsule Corporation, your own custom Gravity Chamber can reach up to 500 times Earth's gravity. Should you wish, this can be attached to your Warehouse as a dedicated training room.

Beautiful Shell (400 CP) - Just like Krillin from Universe 9, you possess a Turtle Hermit shell composed entirely of Katchin, the hardest and most durable metal within the Dragon Ball Universe. Considering that a single block of Katchin was capable of snapping the Z-Sword in half, this is an incredibly durable shell capable of resisting attacks from even the weakest Majin Cell Jr., warriors who are easily on the level of a Super Saiyan 2.

The Lookout (600 CP) - You possess a copy of Kami's Lookout, allowing you to observe the entirety of any planet connected to it. While DBM follows Dragon Ball Z's manga canon, I'll be generous enough to grant you a composite Lookout. After all, you are paying for this, Jumper and as an additional bonus it can be attached to your Warehouse as well.

Your Lookout possesses access to all major features found throughout Dragon Ball canon:

- **Pendulum Room:** Allows users to send their spirits into the past, present, or future. This was used by Goku to learn under Master Mutaito and by Tien, Yamcha, Krillin, and Chiaotzu to train against the Saiyans of the past.
- **Teleportation System:** Allows the user to teleport anywhere on Earth.
- **Hyperbolic Time Chamber:** The most valuable feature of the Lookout. This white void is a separate dimension where time moves 365.25 times faster than outside reality, allowing a user to spend one day outside while experiencing an entire year within. The chamber is an incredibly harsh environment, containing thin air, fluctuating temperatures ranging from freezing -40°F (-40°C) to scorching 122°F (50°C), and increasing gravity the farther one travels from the entrance. Traditionally, the Hyperbolic Time Chamber only allowed a person to spend two days inside before the door vanished, limiting users to two years of training. However, in both Dragon Ball Multiverse and Dragon Ball Super, Dende has managed to remove this restriction, allowing users to remain within the chamber indefinitely.

New Competitor Items:

Weighted Training Clothes (100 CP) - You have your own copy of Son Bra's malleable weighted clothing. This outfit is well known for being durable and extremely useful for training, possessing a flexible material similar to the armor used by Frieza and his soldiers. You're capable of adjusting the weight of the outfit, altering it to any degree you desire at will. Along

with that, unlike Son Bra's pair, you're capable of easily removing them, so there's no need to worry about any unwanted stretching.

Senzu Reserves (200 CP) - Originally known as "Reset," these beans are now known by the Z-Warriors as Senzu Beans. Originally created by a sage in secret, these little green beans are seeds forgotten by the gods, capable of restoring someone to their physical peak. They can heal all manner of wounds, including radiation poisoning, lost limbs, stamina depletion, mental degradation, and can keep the consumer fully nourished for 10 days straight. You possess a bag containing 9 Senzu Beans that replenishes once all beans have been consumed.

Z-Sword (400 CP) - This divine blade was originally wielded by Lady Dai Kaioshin and radiates an aura of heroism. It was first used in battle 75 million years ago against XXI. It is an incredibly powerful weapon, one capable of bringing XXI's survival into question after he was stabbed by it. Sadly, this version of the blade does not contain Elder Kai. Can't let you bypass purchasing the Ultimate Form now, can I? That said, it remains an incredibly durable weapon, requiring someone on the level of Universe 8's King Cold's Third Form to break it. In return, unlike Universe 9's Videl's blade, this version automatically repairs itself after being broken.

Potara Earrings (600 CP) - A pair of fusion-inducing earrings made exclusively for you. The Kaioshin will not oppose their existence, and you're free to use them however you see fit. While Potara fusion can become truly permanent, you are also capable of freely defusing at any moment, unlike Vegito.

Monster Items:

Blutz Wave Lamps (100 CP) - Just like Universe 13's Kakarot and Raditz, you possess an eye implant of miniature Blutz Wave Lamps which are capable of producing 17 million zenos, allowing you to use the Great Ape transformation without requiring a full moon or the Power Ball technique.

Frieza's Spaceship (200 CP) - You possess a copy of Frieza's spaceship. This shuttle is capable of carrying dozens, if not hundreds, of soldiers for space travel while also housing a medical chamber capable of restoring someone to their physical peak.

Salza's Protection Device (400 CP) - A device used by Universe 3's Salza, this device is capable of protecting its user from all forms of soul manipulation. Most notably, it protected Salza from Ginyu's attempted Body Change technique.

Dr. Raichi's Crystal Ball (600 CP) - You possess a copy of Universe 3 Dr. Raichi's Crystal Ball, a device capable of creating copies of the "specters" of recently deceased individuals within

a local area. Each specter possesses the same strength as their original counterpart but gains the added benefit of having their inhibitions and mental weaknesses removed. They are capable of working together perfectly and overcoming any shortcomings they possessed in life. While Raichi was unable to control the power of Universe 13's Legendary Super Saiyan Broly, your specters cannot rebel against you and will always follow your orders and commands. Be aware that after each use, the specters require time to recharge. However, should the Crystal Ball be destroyed, the final warrior will be summoned: Hatchiyack.

Hatchiyack is a being created from the congealed hatred of all the deceased warriors contained within the Crystal Ball. He possesses raw power comparable to Universe 16's Super Saiyan Vegito, along with a scream capable of disabling and mentally harming all those who possess goodness within their hearts. Your own copy is completely empty, only possessing the specters of Dr. Raichi and Hatchiyack. However, as long as you are present in an area where people are dying, you are more than able to claim copies of their lost souls as your specters, allowing you to create your own personal warrior army.

Family Guy Items:

Unbreakable Glasses (100 CP) - Well, Jumper, looks like someone's gotten quite a pair of glasses. Unlike that Family Guy Gohan, your glasses cannot be shattered by any blow, so you no longer have to worry about being robbed of your vision in the middle of combat.

Containers (200 CP) - A pair of containers capable of housing corpses. These containers are comparable to the ones Bulma used to preserve Piccolo, Yamcha, and Tien's bodies, or the later variants created by Piccolo to store Pan, Trunks, and Bra's bodies as well. As an added bonus, these containers are completely unbreakable and cannot be destroyed.

Capsules (400 CP) - A container filled with Hoi-Poi Capsules, the invention of Dr. Briefs. These miniature containers are capable of storing objects and resources for later use.

Super Chicken (600 CP) - An outfit worn by Son Gohan from Universe 7. This cool costume was originally worn by a little boy who loved dressing up as a superhero. Sadly, he was killed, and Son Gohan wore this outfit to honor him while also hiding his identity from Gero and his Cyborg army. When wearing this costume, no one can discover your true identity or origins. Instead, they will simply believe you are some elaborate wrestler or cosplayer.

Tournament Announcer Items:

Namekian Spaceship (100 CP) - This is a Namekian spaceship resembling the one that the Nameless Namekian used when he was sent to Planet Earth in Age 261. The ship comes equipped with the standard amenities, such as a bed and bathroom, along with a built-in beam weapon capable of defending the vessel from asteroids and other space debris.

Transforming Arena (200 CP) - This is a duplicate of the Varga's small planetary arena. The arena is capable of transforming and adapting to its surroundings, while also regenerating and repairing itself from any damage inflicted upon it. Additionally, its gravity can be adjusted anywhere between 1 and 1,000 G.

Varga Spaceship (400 CP) - This is one of the advanced spaceships created by the Varga, allowing them to travel across the Multiverse. These ships are equipped with universal power detection technology capable of identifying the battle power of any individual within a universe. The scanner can detect physical, technological, and magical sources of power, while the ship itself is capable of inter-universal travel with the assistance of Varga operational equipment.

Operational Equipment (600 CP) - Within DBM, only beings from Universe 1 are capable of operating the technology required for inter-universal travel. However, you are an exception to this rule. You possess your own version of the Varga's operational equipment, permanently bound to you alone. This equipment cannot be duplicated, copied, disabled, or disrupted—even by a genius like Zen Buu, who was able to replicate the technology down to the atomic level.

Gag Character Items:

Bansho Fan (100 CP) - A mystical fan created from the feathers of the Hikui Bird. This artifact was created with the purpose of stoking and controlling the flames of the magical furnace.

Ruyi Jingu Bang (200 CP) - The iconic staff wielded by Sun Wukong, the Chinese God of Victory. This legendary weapon is capable of extending to any length its user desires, reaching limitless heights or shrinking down to the size of a needle. The staff is said to weigh an extraordinary amount—approximately 9 tons according to legend—and is rumored to be indestructible. Depending on the interpretation of the myth, it may even possess the ability to repair and restore itself.

Cloud Somersault (400 CP) - This is Sun Wukong's variant of the Flying Nimbus, gifted to him by his teacher, Sage Subodhi. By clenching his fist, shaking his body, and reciting an incantation, Wukong can summon the cloud and soar into the skies instantly. With this technique, Wukong

can cover vast distances of 108,000 li, equivalent to roughly 34,000 miles or 54,000 kilometers, in a single leap.

Dragon Ball Multiverse Printed Volumes (600 CP) - Looks like someone's been attending some conventions, Jumper. You now possess physical copies of the Dragon Ball Multiverse comics. Due to the series still being ongoing, you won't have access to every published chapter just yet, but you do own the currently available printed volumes of the comic.

Strength/Power Levels:

These tier rankings only account for a character's physical abilities and combat prowess, excluding special techniques, unique abilities, and magical powers they possess (e.g., Gast and XXI). When selecting a race, the listed rankings represent the physical potential and limitations of that species. Certain transformations, evolutions, or unique abilities may allow you to surpass these natural limits; however, every race possesses a maximum level of physical growth.

***Purchasing a Strength/Power Level** determines your starting power at the beginning of the Jump rather than serving as the only method of becoming stronger. **Nothing prevents you from starting at Level 0 and training in-universe to reach your race's maximum physical potential.** Purchasing a tier simply guarantees that you begin the Jump at that level of power with perfect control over your strength rather than needing to train to achieve it and each Level is an exponential jump from one another.*

***Each race's description lists the maximum physical potential that species can achieve in its base form, along with any boosts or bonuses that affect the highest Strength/Power Level you may purchase**. If you have taken the **"Next Time on Dragon Ball Z!"** drawback, you may instead begin with whatever physical power level you achieved in previous Dragon Ball Jumps up to the end of the Buu Saga. Be aware, however, that this Jump prioritizes your race's physical limitations over previously obtained power. For example, if you somehow reached Beerus-level strength by the end of the Buu Saga, your power would be reduced to your race's maximum physical limit.*

*The only exception is the perk **"Universal Colossal Abnormality."** With this perk, your race's physical limitations no longer apply, allowing you to continue growing without limit—even beyond the highest tiers listed below.*

For any confusion, refer to the "Transformation and Kaioken Level Bonuses Explained" section of this document for examples of each race's maximum Base Form, Transformations, and Racial Bonuses, as well as how your Strength/Power Level would be calculated.

Level 0 - (Free): This represents the tier associated with the weakest tournament participants shown in Dragon Ball Multiverse. Within this tier, you'll find characters such as average Frieza Soldiers, Elite Saiyans during their time under Frieza's command, and Universe 6's Syd, Kat, Jet, and Mai. You will possess a power level of 10,000, rivaling Bardock during the destruction of Planet Vegeta.

- **For an additional 50 CP:** You will reach the peak of this tier, doubling your power level to 20,000, rivaling Universe 18's Bra, who possesses this level of power casually despite never having trained a day in her life. (***The Heliote race receives an additional bonus of 3,000, granting them a power level of 23,000 to use the Ultra Armor.)***

Level 1 - (100 CP): Looks like you've been hitting the gym, Jumper. This tier represents the power of Frieza's Ginyu Force and the elite members of Cooler's Armored Squadron shown in Universe 8. You begin with a power level of 120,000, placing you around the level of Captain Ginyu. According to Salagir, this tier represents the minimum power level required for a Saiyan to unlock the Super Saiyan transformation through extreme emotional turmoil.

- **For an additional 50 CP:** You reach the peak of this tier, possessing a power level of greater than 1 million, similar to Goku during the Namek Saga. Fighters within this range include Universe 18's Base Form Pan and Universe 13's Raditz and Nappa. ***(According to Salagir, this represents the highest base power level a Saiyan would require to unlock Super Saiyan through extreme emotional turmoil.)***

Level 2 - (200 CP): This tier represents the peak of power found among the strongest warriors in an average universe. It is approximately 50 times stronger than the previous tier and represents the natural maximum of a Frost Demon's original form or the minimum power required to achieve the Super Saiyan transformation. At this level of strength, a fighter is capable of surviving the harsh conditions of outer space through the use of their aura, including the lack of atmospheric pressure, extreme temperatures, and exposure to solar radiation. It should also be noted that Salagir considers Base Form Goku to have reached this tier by the Buu Saga. Fighters around this level include Universe 18 Super Saiyan Pan, Super Saiyan Queen Hanasia I, 2nd Form King Cold, Final Form Cooler, Frieza, Frosty, and Universe 9's Maximum Kaioken Videl.

- **For an additional 50 CP:** You reach the peak of this tier, possessing a power level approximately 50 times greater than the peak of Level 1. This places you around the level of Namek Saga Super Saiyan Goku. Fighters within this range include Universe 18 Base Goku and Vegeta, Universe 14's weakened Androids, Universe 9's Maximum Kaioken Old Krillin, 3rd Form King Cold, as well as 5th Form Cooler and Frieza.

Level 3 - (300 CP): This tier represents the level of power associated with the Android Saga of Dragon Ball Z, including the Androids and lower-tier Kaioshin. Fighters within this range possess strength far beyond the warriors of the Namek Saga, reaching the level where they can

challenge or surpass many of the universe's strongest mortals. This tier includes fighters such as Universe 1's East Kaioshin, Universe 8's Final Form King Cold (while not utilizing his full power), and Universe 14's Androids 17 and 18 with their full "infinite" energy reactors restored.

- **For an additional 50 CP:** You reach the peak of this tier, possessing power comparable to Universe 9's Android Yamcha, Universe 15's I'K'L, Universe 12's Android 16, as well as Universe 16 and 18's Super Saiyan Goten & Trunks.

Level 4 - (400 CP): This tier represents the power levels displayed during the Cell Games of *Dragon Ball Z*. Fighters within this range possess enough strength to rival Full Power Super Saiyan Goku and Gohan from the Cell Games. This tier includes fighters such as Universe 12's Super Saiyan Future Trunks, Universe 16's Super Saiyan Pan, Universe 1's North and West Kaioshin, as well as Universe 6's Base Form Bojack, Bujin, and Zangya. ***(This represents the lowest power level a Super Saiyan would typically require to achieve the Super Saiyan 2 transformation.)***

- **For an additional 50 CP:** You reach the peak of this tier, possessing power comparable to fighters capable of rivaling Perfect Cell during the Cell Games. This includes fighters such as: Universe 13's Super Saiyan Kakarot, Universe 8's 5th Form King Cold, Universe 11's Dabura, Universe 6's Full Power Bojack, Universe 16's Immortal of Pandora, and Universe 16 and 18's Piccolo. Universe 5's Hopocus may also fall within this tier. ***(This represents the highest power level a Super Saiyan would typically require to achieve the Super Saiyan 2 transformation.)***

Level 5 - (500 CP): This tier represents the power of Super Saiyan 2-level fighters within *Dragon Ball Z*, possessing strength comparable to Super Saiyan 2 Teen Gohan or Super Perfect Cell during the Cell Games. Fighters within this tier are at least ten times stronger than those in the previous tier, allowing them to effortlessly defeat Level 4 opponents in the same way Gohan overwhelmed the Cell Juniors and Perfect Cell. At this level of power, fighters are practically untouchable by even the strongest warriors of Level 4. Multiversal Tournament participants within this tier include Universe 12's Super Saiyan Grade 3 Future Trunks, Universe 3's Hirudegarn, Universe 13's Golden Great Ape Kakarot, Universe 8's 6th Form King Cold, Universe 16's Base Form Son Bra, and Universe 17's Majin Cell Juniors. ***(This represents the approximate tier a Super Saiyan 2 would need to reach in order to begin ascending toward Super Saiyan 3.)***

- **For an additional 50 CP:** You reach the peak of this tier, possessing power comparable to the Super Saiyan 2 fighters of the Buu Saga of Dragon Ball Z. Fighters within this tier include Universe 13's Super Saiyan 2 Kakarot, and Universe 13's Super Saiyan 2 Emperor Vegeta.

Level 6 - (600 CP): This tier represents fighters who possess the level of power associated with Super Saiyan 3 Goku or Base Vegito during the Buu Saga of *Dragon Ball Z*. This tier represents another massive increase in power, with even the weakest warriors within it being at least ten times stronger than the peak fighters of the previous tier.At this level of strength, fighters can accomplish feats such as rendering a planet "no more" with a single punch, completely vaporizing a Frost Demon, leaving a massive hole through the chest of the Immortal of Pandora, or overpowering warriors such as Super Saiyan 3 Goku and Ultimate Gohan. Warriors within this tier include Universe 18's Maximum Kaioken Uub, Universe 18's Super Saiyan 2 Goku and Super Saiyan 2 Vegeta, Universe 13's Super Saiyan 3 Emperor Vegeta, Universe 11's Majin Buu, and Universe 1's South Kaioshin. Universe 5's Lady Dai Kaioshin may also fall within this tier.

- **For an additional 50 CP:** You reach the peak of this tier, possessing power comparable to Universe 18's Super Saiyan 3 Goku and Vegeta, Universe 3's Legendary Super Saiyan Broly, Universe 16's and Universe 18's Super Saiyan 3 Gotenks, Universe 17's Cell before receiving the Majin Mark, and Universe 13's Ultimate Raditz. Universe 5's XXI may also fall within this tier.

Level 7 - (700 CP): This tier represents the highest levels of power achieved during the Buu Saga of Dragon Ball Z, specifically the strength associated with Ultimate Gohan. This tier is approximately fifty times stronger than Level 4 and represents the point where fighters have surpassed the limits of standard Super Saiyan transformations. While Level 7 fighters are generally below Level 8 opponents, they are not completely helpless against them. A Level 7 fighter who unleashes their full power against an unprepared Level 8 opponent can inflict serious damage, similar to what Ultimate Gohan did against Super Saiyan 2 Son Bra. If a Level 8 fighter completely lowers their guard, a Level 7 fighter may even replicate feats such as Gast Carcolh's devastating attack against Hatchiyack. Notable fighters within this tier include Universe 7's Gast Carcolh, Universe 5's Super Janemba, Universe 17's Majin Mark Cell, Universe 16 and 18's Ultimate Gohan, Universe 16's Super Saiyan Son Bra, Universe 18's Normal Super Saiyan Goku and Vegeta, Universe 16's Base Vegito, and Universe 18's Kaioken Transcended Uub.

- **For an additional 50 CP:** You reach the peak of this tier, entering an in-between realm of power between Level 7 and Level 8. According to Salagir, the only warriors within this category are Universe 16 and 18's Ultimate Gohan when fully motivated or empowered by rage. Salagir states that even Universe 17's Majin Mark Cell is "way inferior" to Gohan when his anger is fully unleashed, with the deciding factor between them ultimately coming down to motivation.

Level 8 - (800 CP): Within this tier is where you begin to see the level of power associated with characters who are comparable to Universe 16's Vegito in his Super Saiyan form. This tier of strength is capable of effortlessly defeating opponents such as Buuhan or Buutenks from the Buu Saga of Dragon Ball Z. The gap between this level and Level 7 exists within a vague range of

roughly 10 to 50 times greater, as even two Ultimate Gohan's are unable to defeat Son Bra in a fair fight, while Hatchiyack would have instantly destroyed Gast had his attack fully connected with the Last Namekian. However, don't let your guard down, Jumper. Level 7 fighters can still humble you if you become too arrogant or careless. Fighters currently known to reside within this tier include Universe 16's Super Saiyan Vegito, Universe 16's Super Saiyan 2 Son Bra, Universe 3's Hatchiyack, Universe 4's Juna, and Universe 18's Insta-Gotenks.

Level 9 - (900 CP): This tier represents the level of power associated with Universe 16's Vegito in his Super Saiyan 2 form. This transformation is ten times stronger than any of the fighters shown in Level 8. Universe 18 Vegeta believes that this tier of power exceeds the combined strength of all of Universe 18's warriors. The fighters currently known to reside within this tier include Universe 16's Super Saiyan 2 Vegito, Universe 20's Legendary Super Saiyan Broly, and Universe 4's Zen Buu. Universe 5's Paradise Being may also belong within this tier, although his exact level of power remains unknown. However, considering he is described as possessing enough power to instantly vaporize Universe 5's XXI, and that the difference between them is compared to the gap between a Kaioshin and an ant, it is likely that he resides within this level of strength.

Level 10 - (1000 CP): This is the final tier of strength found within the Multiversal Tournament, representing Vegito's Super Saiyan 3 power. At this level of strength, you stand unrivaled within the Multiversal Tournament, Jumper. No one can match Vegito's physical might, with this tier being ten times stronger than Level 9 and completely beyond the reach of anyone below it. Universe 18's Trunks states that this level of power generates such immense energy that it can increase a person's mass, to the point where Universe 18's Gohan theorized that Vegito would possess a mass comparable to the Moon and a density similar to that of a black hole. There is a reason Vegito stated that even Son Bra possessed less than one-tenth of his true power.

Special Techniques/Powers:

For this section the Jumper is allowed a stipend of +600 CP for purchases.

You Got Power!!! (Free) - You gain access to Ki, the life energy inherent to virtually every living thing in this setting. With it, you can enhance your physical abilities, fire energy blasts, fly, and sense the Ki of others, allowing you to perceive their intentions and gauge their "power level." You also gain instinctive control over your strength and Ki, preventing you from accidentally destroying the planet beneath your feet or causing unintended devastation.

Kamehameha (100 CP) - After fifty years of training, Master Roshi created the Kamehameha, the most prestigious technique of the Turtle School and the most iconic attack in Dragon Ball.

This purchase includes all of its early variants, such as the standard Kamehameha, the Feet Kamehameha, and the scattered energy balls Goku projected against Frieza on Planet Namek.

Tri-Beam (100 CP) - By placing your hands in the shape of a triangle, you can unleash the devastating Tri-Beam. This technique draws directly upon your life energy to produce overwhelming force, allowing Tien to hold Semi-Perfect Cell at bay for a time. However, repeated use rapidly drains your life force, and exhausting it completely will result in your death.

Galick Gun (100 CP) - An ancient technique developed by the Saiyan Royal Family of Planet Vegeta. While later techniques such as the Final Flash and Big Bang Attack eventually surpassed it in raw power, the Galick Gun remains a reliable and highly destructive energy attack.

Masenko (100 CP) - A technique created by Piccolo Jr. and later taught to Son Gohan. The Masenko charges significantly faster than the Kamehameha. While it cannot store as much energy, its rapid charge time makes it ideal for quick, decisive attacks.

Barrier (100 CP) - This is the Barrier technique utilized by Vegito and the South Kaioshin. It is capable of shielding the user from the absorptive abilities of Majin Buu and others of his species. It can also prevent Potara Fusion from being undone by external absorption.

Kiai (100 CP) - One of the most fundamental techniques in Dragon Ball. By striking forward, you release a concentrated blast of compressed air pressure from your fist. This is the same technique Universe 18 Goku used to eliminate Universe 10's Mahissu from the tournament and the attack Son Bra inadvertently used to kill Zangya.

Rock, Scissors, 'N' Paper! (100 CP) - A playful martial arts technique used by Son Goku during his childhood. "Rock" delivers a powerful punch, "Scissors" strikes with two fingers aimed at the opponent's eyes, and "Paper" unleashes a palm strike powerful enough to send an opponent flying.

Wolf Fang Fist (100 CP) - Yamcha's signature martial arts technique. It allows the user to unleash a relentless combination of punches and claw-like strikes before finishing with a powerful double palm strike that sends the target flying.

Solar Flare (100 CP) - A technique created by Tenshinhan and one of the most underrated abilities in Dragon Ball. By placing your hands beside your face and shouting the technique's name, you emit an intense flash of light capable of temporarily blinding anyone looking directly at you.

Power Ball / Fake Moon (100 CP) - A technique passed down through Planet Vegeta's royal lineage. By raising your hand, you create an artificial moon that emits over 17 million zenos of Blutz Waves, enough to trigger a Saiyan's Great Ape transformation. This technique is traditionally limited to King Vegeta, Prince Vegeta, Gerkin, Hatonek, Zucchini, and Paprika.

Giant Form (100 CP – Namekian & Bio-Android Exclusive) - A technique commonly utilized by the Namekians. By dramatically enlarging your body, you gain an immense increase in size and reach. However, this transformation does not increase your raw power, merely your physical dimensions.

Spirit Bomb (200 CP) - A technique created by King Kai and taught throughout the multiverse. Usable only by those with a pure heart, this technique gathers energy from the life around you, whether from other warriors, planets, moons, or even the stars themselves. This is the technique Son Goku used to defeat the Legendary Super Saiyan Broly during their first encounter and later destroy Kid Buu seven years afterward.

Energy Blade (200 CP) - A technique created by Salza of Cooler's Armored Squadron. By channeling Ki into one of your arms, you create a razor-sharp blade of crackling energy capable of slicing through even the toughest metals. However, it is inferior to more advanced Ki blades, such as Vegito's variants, and cannot withstand exceptionally powerful or specialized techniques like Universe 9's Krillin's Destructo Disk.

Mafuba (200 CP) - The legendary sealing technique created by Master Mutaito. Originally used to imprison Demon King Piccolo, the Mafuba allows you to seal an opponent inside an inanimate object. Unlike the Dragon Ball Super version, DBM's Mafuba does not require a special talisman or seal. Virtually any suitable container—from bottles and jars to washing machines or rice cookers—can serve as a prison for your target.

Thunder Shock Surprise (200 CP) - A technique originally demonstrated by Jackie Chun during the 21st World Martial Arts Tournament and later used by Uub against Super Saiyan 2 Goku. This technique surrounds your target with an electrical aura that overwhelms their nervous system, completely immobilizing them. Escaping generally requires overwhelming the technique with superior power. In both known cases, Goku only escaped by transforming, making this a dangerous technique even against Super Saiyan 2-level opponents.

Multi-Form (200 CP) - A technique developed by Tenshinhan during the 23rd World Martial Arts Tournament. By placing your palms together and performing the proper hand sign, you can divide yourself into multiple bodies. Unlike the original series, DBM's version links every body to a single mind. This means your vision and concentration are split across every clone simultaneously. Creating one duplicate halves your power, while ten bodies reduce each to one-tenth of your original strength. Distance also places tremendous strain on the technique. Universe 16's Tenshinhan could only maintain roughly 200 yards between bodies before tiring, while even Vegito became exhausted after separating his bodies across approximately 3,000 miles.

Death Beam (200 CP) - A signature Frost Demon technique that fires an incredibly fast purple beam from the tip of your finger. Its speed is exceptional, capable of catching even the aged Super Saiyan 2 Goku off guard.

Supernova (200 CP) - Frieza's iconic planet-destroying technique. This enormous orange sphere of energy requires considerable time and energy to charge but possesses tremendous destructive force, capable of overpowering opponents stronger than yourself through sheer output alone.

Death Ball (200 CP) - A massive black sphere of energy crackling with purple lightning. Used by Frieza in his failed attempt to destroy Planet Namek, this attack charges considerably faster than the Supernova while still possessing devastating power. However, it remains inferior to the Spirit Bomb in overall destructive potential.

Big Bang Attack (200 CP) - Vegeta's signature technique developed during the Android Saga. A significant improvement over the older Galick Gun, this condensed sphere of Ki delivers immense explosive force capable of obliterating even powerful opponents such as Android 19.

Final Flash (200 CP) - Vegeta's ultimate beam technique. Surpassing even the Galick Gun in raw power, the Final Flash releases a blinding golden-white column of energy from cupped hands. It condenses tremendous amounts of Ki into a single attack, forcing even Universe 18's Goku to focus his own power precisely to overcome it.

Regeneration (200 CP - Free for Namekians & Bio-Androids) - A natural biological ability possessed by Namekians and Bio-Androids. By expending a portion of your Ki, you can regenerate lost limbs and other damaged body parts. For Namekians, this ability is tied to your head; if it is destroyed or critically damaged, you can no longer regenerate. For Bio-Androids, regeneration is instead tied to your nucleus. Destroying it prevents regeneration and your ability to transform.

100% Original/Final Form (200 CP - Frost Demon Exclusive) - While Frost Demons are naturally born in their Original Form, this purchase grants complete mastery over both that state and your Full Power transformation. Rather than requiring decades of training like Cooler, you begin with perfect control, allowing you to enter your maximum state almost instantly. Your mastery matches that of Universe 8's Ginyu in King Cold's body, who could enter the form in a single second.

Great Ape / Golden Great Ape (100 CP / 200 CP - Golden Great Ape Requires Super Saiyan) - One of Dragon Ball's most iconic transformations. The Great Ape transforms you into a colossal 25-meter-tall, 50-ton giant resembling a monstrous ape. Unlike in the original series, the DBM version grants a twofold increase to all of your physical abilities. Because you've purchased this transformation, you retain complete control over yourself while transformed. For an additional **200 CP**, you gain access to the Golden Great Ape, the evolved form achieved by

Queen Hanasia I and Universe 13 Kakarot. By combining the Great Ape transformation with Super Saiyan, you obtain a tremendous one-hundredfold increase in power, placing you on par with a Super Saiyan 2, though still inferior to DBM's version of the transformation.

Destructo Disk (100 CP / 200 CP / 400 CP) - This is Krillin's signature technique. A razor-sharp disc of Ki constructed to cut through opponents far stronger than yourself, it is the very same move Universe 9's Krillin used to cut Universe 8's Salza in two. For **200 CP**, this technique is upgraded to the variant used by Frieza, King Cold, and Cell. This version allows you to remotely control each disc after it has been fired, greatly increasing its maneuverability. For **400 CP**, you obtain the **Maxi-Destructo Disk** used by Universe 18's Son Gohan, expanding the disc to an absurd size capable of cutting through everything in its path.

Special Beam Cannon / Hexagonal Cage / Lightning Fast (100 CP / 200 CP / 400 CP) - For **100 CP**, you wield the standard Special Beam Cannon, the very technique Piccolo used to pierce both Goku and Raditz during the Saiyan Saga. While it requires a considerable charge time, it possesses enough piercing power to kill foes far stronger than yourself. For **200 CP**, you gain the upgraded version employed by Universe 18 Piccolo against Frieza and Cooler. Although it requires roughly thirty seconds to charge, the payoff is well worth it. This version fires two Special Beam Cannons simultaneously, allowing them to change direction at sharp hexagonal angles to form a cage capable of piercing far stronger opponents. Finally, for **400 CP**, you receive the ultimate evolution of the technique. Unlike the previous versions, this variant can be fired almost instantly while retaining the piercing power of the original and much of the flexibility of the Hexagonal Cage, though not to its fullest extent.

Cooler's 5th Form / King Cold's 6th Form (200 CP / 400 CP - Frost Demon Exclusive) - For **200 CP**, you gain access to the enhanced transformation of the Frost Demon race created by Cooler after years of training his mind and mastering his body. This form heals your injuries as you transform, increases your height and musculature, sprouts armored protuberances along your arms and legs, and grows a large crest upon your head. While it requires several uninterrupted moments to activate, it dramatically increases your power. Although its exact multiplier is unknown, it allowed Universe 8's King Cold to rise from Semi-Perfect Cell-level strength to surpassing Universe 6 and Universe 8 Piccolo, who believed he could defeat a Cell Jr. and may even have been capable of defeating the Perfect Cell of old. For **400 CP**, you obtain the ultimate Frost Demon transformation created by Captain Ginyu after stealing King Cold's body in Universe 8 and mastering its full potential. This form doubles your height, lengthens your horns while growing additional ones from your crest, and grants you an extra pair of arms. It represents a prehistoric evolution, comparable to a reptile evolving into a dinosaur, and grants a multiplier reminiscent of Son Gohan's Super Saiyan 2, increasing your power tenfold over your 5th Form.

Can't Stand the Heat? (400 CP - Namekian & Bio-Android Exclusive) - By increasing their body's temperature, the user is capable of making their skin glow red. Any part of a target's body

that comes into physical contact with this red glow will begin to burn, with prolonged exposure causing the victim's flesh to practically cook from the user's expelled heat.

Android Barrier (400 CP - Android & Bio-Android Exclusive) - A technique utilized by Android 17 and Cell. The user is capable of expending their energy into a large omnidirectional barrier, allowing them to defend against all manner of energy attacks. However, maintaining this barrier requires the user to expend twice as much energy as the attacks being fired at them.

Final Garlic Cannon (400 CP) - This technique was created by Universe 13's Emperor Vegeta. A clever combination of two of Vegeta's most powerful techniques, the Final Flash and the Galick Gun, this attack was powerful enough to instantly evaporate Raichi's Ghosts of 5th Form Cooler and Frieza.

Spiraling Purple Orb (400 CP) - A technique from DBM's novel, created by Universe 18's Vegeta. This sphere pulses like a dying star as the user raises their arm into the air, accumulating energy from the surrounding galactic depths and environments while combining it with their own power. This concentrated mass of energy will obliterate everything in its path before dissipating several hours after being cast. It is capable of piercing through powerful techniques like the Kamehameha, completely ignoring beam clashes. As Vegeta himself stated, if the target does not avoid it, "you'd just be an idiot with a hole in your chest."

Stone Spit (400 CP) - A magical ability wielded by Dabura and Hopocus. This ability allows the user to turn their desired target into stone by spitting on them. This effect can only be undone by killing the caster, using the Dragon Balls to reverse the effects, or through the nanobots of a Heliote's Ultra Armor.

Power of the Illusion! (400 CP - Discount for Hera/Jaykal) - An illusion technique utilized by Bujin. The user spreads their power throughout their immediate area, causing all living beings within the affected range to perceive the illusions the user chooses to project. This technique can also destabilize weaker minds and increase the user's telekinetic abilities.

Energy Bonds (400 CP - Discount for Hera/Jaykal) - A technique utilized by Bojack and his Galaxy Warriors. The user can instantly fire nearly invisible lines of energy from their fingertips, paralyzing their target and preventing them from controlling their Ki. With enough exposure, the target can be completely drained of their Ki, forcing them out of their transformations and potentially killing them.

Imprisonment (400 CP - Discount for Kaioshin) - A technique wielded by the Kaioshin, this is the same ability East Kaioshin used to restrain Super Saiyan 2 Gohan during the World Tournament and the same technique West Kaioshin used to restrict 5th Form King Cold's movements. However, its effectiveness relies entirely on the power difference between the user

and the target. Anything beyond a two-tier gap in power will make this ability ineffective, and even a two-tier difference is pushing the limits of this technique.

Galactic Donuts™ (400 CP) - The first energy construct creation shown within DBM. This technique creates an energy donut capable of surrounding and restraining the target, limiting their movements. The construct can also be controlled remotely by the user, allowing it to freely navigate through the battlefield.

Super Ghost Kamikaze Attack (400 CP) - The most dangerous technique in Gotenks' arsenal. These Ki-based spiritual beings can replicate the appearance and personality of their creator. These little ghouls are incredibly powerful, as even Super Buu was left severely damaged after making physical contact with them. However, keep in mind this technique was created by a child, meaning that despite their destructive power, the ghosts will explode upon making physical contact with almost anything.

My Place (400 CP) - A technique that Zen Buu granted to Frieza. This magic-based illusionary world technique allows the user to create an imaginary landscape of their choosing. While it requires the target's consent to activate, once established it becomes an incredibly dangerous ability. The user can manipulate time, oxygen, temperature, environment, and weather within this realm. Frieza nearly managed to defeat Universe 18 Goku with this technique.

Instant Transmission (400 CP) - A technique created by the Yardratians. By concentrating on the Ki signature of their destination, the user can locate their target and, by visualizing themselves beside that individual, instantly teleport to their location. There is no limit to this technique's range, meaning the user can travel from one side of the universe to the other in the blink of an eye.

Energy Whip (400 CP) - A technique created by Universe 17's Cell in the Novelization. This chain of Ki is capable of shrinking and extending at the user's command, allowing it to strike targets from great distances. It has even been shown capable of knocking a fighter from the arena into one of the surrounding gaseous bodies.

Toolo's Future Sight/Vision (400 CP) - The future sight ability wielded by Toolo and Universe 3's Bardock. This ability allows the user to see possible futures, activating when a grim fate is approaching: the destruction of a species, the arrival of a powerful enemy, the transformation of an ally, and other major events. The user will always understand the context behind these visions, ensuring they know when and where they occur. Additionally, they receive information regarding the events that lead to these futures, allowing them to decide whether to change fate or allow events to unfold.

Kaioken Level 10 / Maximum / Transcendent (100 CP / 200 CP / 600 CP) - This is the technique created by King Kai: the Kaioken. It is an immensely powerful amplification

technique capable of increasing a warrior's physical abilities and senses for a brief "heartbeat." In exchange for this incredible power, the technique places immense strain on the user's body, with prolonged usage causing severe damage. Your initial purchase grants mastery over the **Kaioken up to X10.** A secondary purchase allows you to utilize the **Kaioken X20**, while the final purchase grants access to Uub's unique mastery of the technique. While the exact multiplier of this state is unknown, Uub was able to overpower Son Goku's Super Saiyan 3 during their match. By purchasing this technique, you possess the highest level of mastery over each stage of the Kaioken, allowing you to maximize its benefits while significantly reducing its drawbacks. However, the technique's inherent strain has not been completely removed. ***(While any race except Bio-Androids and Majins can purchase Kaioken Transcendent, only the upgraded Earthling race can survive its usage due to their exceptional adaptability.)***

Full Power State / Perfect Full Power State (200 CP / 600 CP - Hera/Jaykal Exclusive) - This is the transformed state of the Jaykal race. This form was first unlocked by Bojack during Age 499 and grants the user a 7X power multiplier, allowing Bojack to overpower Prince Polar of the Frost Demon race. For **600 CP**, should you have undergone the perfected procedure from the **"Quadruple Mission" Scenario**, you will receive an upgraded version of the Jaykal transformation: the **Perfect Full Power State**. This perfected version grants power comparable to the Universe 16 Jaykal warriors, allowing them to rival the strength of a Super Saiyan 3.

Immortality (400 CP / 600 CP) - Just like Kakarot of Universe 13, you have obtained immortality through the Dragon Balls. When killed, your body will heal just enough for you to regain consciousness and continue living. However, a complete recovery will still require proper medical treatment or healing methods. Be warned, Jumper: if your body is completely pulverized, you will be permanently killed. For **600 CP**, you obtain the advanced immortality possessed by Universe 16's Immortal of Pandora. This form of immortality is far more extensive, granting powerful regeneration and restoration abilities. The Immortal was capable of reattaching his own head after Vegito decapitated him, and even after Vegito destroyed his body into particles, his soul remained intact and his body eventually reformed within minutes. While the exact method Vegito used to defeat the Immortal is unknown, it is likely that he completely destroyed his body before using his Soul Destruction technique to permanently erase him.

South Kaioshin Ultimate Move (600 CP) - The final resort of the South Kaioshin, this is his strongest attack and one that likely contributed to his eventual demise at the hands of Majin Buu. This technique is highly concentrated, bearing a resemblance to Piccolo's own Special Beam Cannon. The user charges the attack with both hands, positioning their thumbs and pinky fingers downward. Upon release, a white sphere of energy is fired with devastating power. This technique has traumatized all variants of Majin Buu across the multiverse. Upon making contact, it can produce one of two outcomes: either the complete disintegration of the target while severely slowing their regeneration, or a massive explosion capable of reducing a being like Universe 1's Majin Buu into a multitude of smaller pink blobs.

Spirit Blade (600 CP) - One of Vegito's signature techniques, this ability creates a long blade of Ki that extends from the user's hand. If the blade makes contact with its intended target, they will experience immense pain from its touch. If the target cannot remove themselves from the attack quickly enough, they will be reduced to ashes unless they possess sufficient durability or immortality to withstand it.

Total Annihilation (600 CP) - A technique created by Vegito, this ability allows the user to completely erase all traces of Majin Buu: Total Annihilation. To utilize this technique, the user must possess power comparable to a Super Saiyan 3 and create an energy attack infused with disintegration energy capable of destroying Buu's regenerative properties entirely.

Big Bang Kamehameha (600 CP) - A technique created by Universe 16's Vegito, this is a combination of Vegeta's Big Bang Attack and Goku's Kamehameha. The result is an attack resembling the Kamehameha but possessing far greater destructive power.

Kai Kai (600 CP) - This technique is remarkably similar to the Yardratian Instant Transmission technique but possesses both additional advantages and limitations. Unlike Instant Transmission, which relies on sensing a specific Ki signature, Kai Kai requires the user to mentally visualize their destination, sense the Ki of that location, and then project their own Ki toward it in order to teleport there. However, this technique has a major limitation: when traveling between planets, the user must know the direction and distance of their destination. Otherwise, they risk appearing somewhere in the emptiness of space. By purchasing this ability, you possess complete mastery over Kai Kai.

Novel Techniques (600 CP) - Originally created by Gotenks before being repurposed and improved upon by Vegito and Son Bra, these techniques represent the pinnacle of Ki-based constructs. While the full extent of these abilities remains unknown, their demonstrated applications include creating weapons, defensive structures, and restraints such as swords, axes, replacement statues that release paralytic jelly, shields, cages, and Galactic Donuts. According to Zen Buu, these "Novel Techniques" combined with Kai Kai would have allowed Vegito to defeat Universe 20's Broly with ease.

Super Namekian / The Last Namekian (400 CP / 800 CP - Namekian Exclusive) - Like all other races within DBM, Namekians are born with natural limitations placed upon their species. Without external enhancements, the greatest power a Namekian can naturally achieve is comparable to Nail's own strength of 40,000. However, through the process of Namekian Assimilation, you can surpass these limitations and achieve the state known as a Super Namekian. While this is not a transformation, it represents the overwhelming potential that a Namekian can achieve through assimilation. For **400 CP**, you have assimilated with another powerful Namekian or achieved the same state as Super Namekian Piccolo, allowing you to eventually reach a maximum level of power comparable to Perfect Cell during the Cell Games. For an additional **400 CP**, you obtain the power of **The Last Namekian**, becoming similar to

Gast Carcolh: a being composed of the entire Namekian population of Planet Namek. Through this immense assimilation, you can eventually reach heights of power comparable to Ultimate Gohan or Buutenks.

Metamoran Fusion Dance / Instant Fusion (600 CP / 800 CP) - While the original creator of this fusion method is unknown, the results are nothing short of devastating. Son Goku learned this technique during his seven years in the Otherworld, a method that allows two individuals to merge into a single, perfected warrior. The Fusion Dance consists of a short series of synchronized poses performed by two individuals with equal power levels. In order to fuse successfully, both participants must execute each movement with perfect timing and symmetry. Any mistake in the process can result in an imperfect fusion, causing the resulting warrior to possess a weakened and distorted appearance, such as a skeletal or obese body. By purchasing this technique, you are capable of performing the Fusion Dance perfectly every time and can teach this technique to others. However, the original Metamoran Fusion Dance possesses a cooldown period: after the fusion ends, you must wait one hour before performing the dance again. For an additional **200 CP**, you obtain the advanced version of the Metamoran Fusion Dance: **Instant Fusion**. Created from the secrets Zen Buu discovered during his vast exploration of Universe 4, this upgraded technique possesses several improvements over the original. First, it doubles the fusion's power compared to the standard Metamoran Fusion Dance. This enhancement allowed Universe 18's Gotenks to increase from being weaker than Goku and Vegeta to rivaling Universe 16's Vegito in his Super Saiyan form. Second, this fusion can be performed far faster than the original technique, with its speed making the traditional Fusion Dance appear obsolete. Lastly, while the fusion itself still lasts for 30 minutes like the original technique, the cooldown period has been completely removed. Once the fusion ends, the users may immediately perform Instant Fusion again without waiting. By purchasing this upgraded version, you can perform Instant Fusion perfectly every time and teach the technique to others.

Super Saiyan Level 1 / 2 / 3 / Normal (200 CP / 400 CP / 600 CP / 800 CP - Saiyan & Half-Saiyan Exclusive) - This is the hallmark transformation of the Saiyan species, a state of ascension first unlocked by Queen Hanasia I over 1,000 years ago. This transformation is exclusive to Saiyans and their hybrid descendants. Within Dragon Ball Multiverse, the mechanics of Super Saiyan differ in several important ways compared to other Dragon Ball continuities.

Firstly are the multipliers:

- Super Saiyan 1 provides a 50X multiplier from the user's base form.
- Super Saiyan 2 provides a 500X multiplier from the user's base form.
- Super Saiyan 3 provides a 5,000X multiplier from the user's base form.

Secondly, Super Saiyan 1 and Super Saiyan 2 possess a unique advantage compared to their canon counterparts: they can naturally restore the user's energy and stamina in a stable and

permanent manner. However, DBM's Super Saiyan 3 suffers from a far greater energy drain than its other versions. The stronger the user becomes, the shorter the amount of time they can maintain the transformation. **Thirdly,** these transformations provide minor healing abilities, allowing the user to close small wounds and cuts through the expansion of their muscles and the protective aura surrounding the transformation. This aura also allows Saiyans to survive the harsh conditions of outer space, including the vacuum, extreme cold, and radiation. **Fourthly,** according to Salagir, Super Saiyan reduces a Saiyan's life expectancy in a manner comparable to smoking, shortening their total lifespan by approximately ten years. **Lastly,** Salagir has stated that Super Saiyan transformations remove a Saiyan's ability to gain Zenkai boosts.

However, by purchasing these transformations, you receive only the benefits of DBM's Super Saiyan forms: the increased multipliers and healing abilities. All other drawbacks, including reduced lifespan, loss of Zenkai boosts, and the severe energy drain of Super Saiyan 3, are removed. Your transformations will function similarly to their Dragon Ball Z, GT, or Super counterparts. Additionally, all purchased transformations come with immediate mastery:

- **Super Saiyan (200 CP) -** You have unlocked the first stage of Super Saiyan and possess mastery comparable to Goku and Gohan during the Cell Games. This includes access to the advanced Grade 2 and Grade 3 variants utilized by Vegeta and Trunks.
- **Super Saiyan 2 (400 CP) -** You have unlocked Super Saiyan 2 with mastery comparable to Universe 18's Vegeta, who is capable of transforming into Super Saiyan 2 in less than a heartbeat.
- **Super Saiyan 3 (600 CP) -** You have unlocked Super Saiyan 3 with mastery comparable to Universe 18's Goku and Vegeta. Both warriors can access the transformation almost instantly, with Piccolo describing Goku's transformation as occurring in an instant and Universe 17's Cell being caught off guard when Vegeta transformed and pierced his chest.
- **Normal Super Saiyan (800 CP) -** You have reached the pinnacle of Saiyan transformation, a state so advanced that even Vegito admired it. This form is currently only possessed by Goku, Vegeta, and Mary Sue. After witnessing the limitations of Super Saiyan 3, Goku and Vegeta pursued their own version of Elder Kai's potential unlock. Unlike Son Gohan, however, they did not require divine intervention. Instead, they achieved this state through complete mastery over their own bodies. In this state, you possess perfect Ki control, preventing your energy from leaking into a visible aura. You are able to maintain your absolute physical peak without any drawbacks from your previous transformations. However, this form requires immense mental concentration, taking a full minute of focus before entering the state.

To purchase Super Saiyan, you must possess a minimum base Strength/Power Level of Level 1. To purchase Super Saiyan 2, Super Saiyan 3, and Normal Super Saiyan, you must possess a minimum base Strength/Power Level of Level 2. Upon purchasing Normal Super Saiyan, your

Saiyan base form receives a permanent (+0.5) to its potential, raising your natural limits from the level of Raditz to the level of Goku and Vegeta for Pure-Bloods while for Half-Saiyans it goes from Gohan and Bra to Pan.

Legendary Super Saiyan (800 CP - Pure-Blooded Saiyan Exclusive & Requires Super Saiyan Level 1) - Born every 1,000 years, this legendary figure has been considered the apex of the Saiyan race, wielding a power capable of reducing the universe to a lifeless void. Like Broly, you're a mutant of your kind and can access this transformation. Unlike the standard Super Saiyan forms, the user's power continuously increases indefinitely as they accrete energy from around them, with Broly's own power doubling every few seconds. The more powerful they become, the greater the shock needs to be in order to knock them out of the form. Even magic will eventually become ineffective against the user if they grow too powerful. In this form, you'll be completely indestructible (you can still feel pain); you can be pushed away, but not harmed, and wounds or bleeding cannot be caused (although dust marks can appear on the user's skin). Additionally, you don't need to eat, drink, or breathe while in this form, and you have unlimited stamina. In DBM, this state reduces your lifespan but unlike other users and as a boon, this form will not reduce your lifespan with each use. This transformation is not without weaknesses, however. The longer you remain in the form, the more you become blinded by rage and lose your ability to reason. The Legendary form also cannot be activated at will and is instead triggered by intense battles, leaving you vulnerable before you can complete the transformation. A strong enough psychological shock can knock you out of Legendary Super Saiyan, forcing you back into your normal state. Additionally, your power will not grow unless you are breathing. For example, Broly would not become stronger if he were trapped in ice or constantly pushed back by attacks without any opportunity to breathe. ***Your Strength/Power Level has now been catapulted to absurd realms. Broly's own power stopped at Level 9 because Vegito defeated him; if you are never stopped, who knows where your limit lies now, Jumper?***

Perfect Form (800 CP - Bio-Android Exclusive) - This is a state of absolute perfection, Jumper. The ultimate body that Cell sought by absorbing Androids 17 and 18: the pinnacle of biological evolution. Through this state, no further evolutionary stages are required. Super Saiyan? Frost Demon advanced forms? These are merely lesser methods of increasing power compared to the potential growth available to you. Because your body has already reached perfection, additional transformations and power enhancements will no longer provide benefits, similar to how Cell possessed the ability to use the Kaioken but gained no increase in power from the technique.

Final Dragon Flash (800 CP) - This is the ultimate technique of Universe 16's Vegito. This is a combination of Son Goku's Kamehameha and Vegeta's Final Flash technique. The user generates a massive amount of power, and by stretching their arms outward, two energy spheres the size of suns will form. By clasping these outstretched arms together, they unleash a powerful energy wave capable of traveling at the speed of light. At the head of the energy blast lies the head of a

dragon, which sends the enemy flying away. This technique is absurd, Jumper. Both Gast Carcolh and Cell believe that it is capable of completely annihilating them, leaving nothing behind, and it even causes Universe 20 Broly enough pain to depower from his Legendary Super Saiyan state.

Body Change (800 CP) - Much like Captain Ginyu, you possess the ability to swap bodies with another individual by shouting "Change!" and firing an energy blast from your mouth that connects with the target. This technique operates on two factors: your ability to adapt to the new body and the morality of the individual whose body you have taken. If the target is pure of heart and driven by righteousness, you will be unable to utilize the full extent of their power, at best accessing only a fraction of their original strength. However, if the target possesses a more standard sense of morality, then your own martial arts mastery will determine how much power you can access. You may unlock all currently available power within the body or even awaken dormant potential hidden within it. The technique is incredibly versatile. Even if the target is shielded behind a glass dome or wearing a mask, the transfer will still succeed. If you strike an inanimate object, such as a rock, you will automatically return to your original body. Should your initial attack miss, you may redirect the blast mid-flight to pursue your desired target. However, if another individual intercepts the blast, you will instead exchange bodies with them. Be warned, Jumper: if an opponent strikes you with a powerful attack before the Body Change is completed, the backlash may cause severe injury or even death.

Life Freeze (1000 CP) - Just like I'K'L and XXI, you now possess the magical ability to freeze all life. All completely organic beings within the vicinity will be frozen in time and become as fragile as ice; even Vegito's body can be shattered by a single punch. However, completely robotic beings (such as Android 16) and partially robotic beings (such as Android 17 and 18) are unaffected by this ability. Additionally, Namekians are capable of countering this technique due to their antennae vibrating continuously to avoid the life freeze particle change, thus creating a protective bubble.

Ultimate Form (1000 CP) - Well, Jumper, it appears you've received the same benefits as the duo of Son Gohan and Raditz, along with Lady Dai Kaioshin from Universe 5, as Elder Kai has drawn out your maximum physical potential and all the benefits that entails. For starters, DBM's Potential Unleash draws out the user's maximum potential to its absolute physical limits. This means that once unlocked, you physically cannot grow any stronger, as you have already reached your physical peak. You no longer need to train to maintain your power, nor can you train to grow any stronger. This state cannot be lost under any circumstance, so there is no inconvenience about "not training," as you will always be able to access the peak of your power. Next, should you possess any transformations, they are now "voided," as this state removes the inconveniences associated with your transformations. For Son Gohan, Salagir stated that this state makes it as though Gohan is in Super Saiyan 3 indefinitely. The same principle applies to you and any other transformations you possess or would have possessed. You no longer need to

worry about pesky time limits or drawbacks. However, since you are paying for this ability, you may still access all other transformations should you desire. Just be aware that this state surpasses all transformations you may possess in terms of raw physical might. Next, you cannot combine this state with any other forms or power-amplifying techniques, such as the Kaioken, since the user is already at their absolute physical limit, making form stacking redundant. There is a reason this state is so coveted. Elder Kai believed that Son Gohan of Universe 16 would have been the most powerful warrior who ever existed, or would ever exist, if not for Vegito and later his daughter. ***To purchase Ultimate Form, you are required to possess a Level 1 Strength/Power Level in your base form to unlock it, as this is the bare minimum strength needed to wield the Z-Sword.***

Soul Destruction (1000 CP) - Just like Vegito and Zen Buu, you wield the most dangerous ability in Dragon Ball Multiverse: Soul Destruction. This ability allows its user to destroy the soul of a target, similar to Beerus' Hakai from Dragon Ball Super. This technique is beyond lethal, representing a fate worse than death. If a target is hit by this ability, they are killed in their entirety, becoming unable to go to the Otherworld and ceasing to exist. They cannot be revived by any means, as even the Dragon Balls cannot restore a victim's pulverized soul. Be careful, Jumper. There's a reason why Vegito was so hesitant to use this ability on Ginyu.

Djinn (100 CP / 200 CP / 400 CP / 600 CP / 800 CP / 1000 CP) - You're a wizard, Jumper! You've spent time studying and understanding the phenomenon known as magic! While it is a mystical art that is far too supernatural—even beyond Zen Buu's comprehension—it is nonetheless a wonderful and incredibly versatile art.

- **For 100 CP,** you possess the same magical prowess as Kami or a Dragon Clan Namekian, allowing you to heal devastating injuries in yourself and others, create barriers capable of caging King Piccolo, possess weaker targets, use telepathy, and materialize clothing and objects through magic.
- **For 300 CP,** your magical ability is on par with Bibidi, Babidi, and the Immortal of Pandora, capable of sealing Majin Buu, Majinizing others, using teleportation spells that can send others entire planetary distances away, opening dimensions, changing gravity, and disrupting time within a local zone for a period of time.
- **For 500 CP,** your magical prowess is on par with Uub after his training with Zen Buu and Majin Buu, allowing you to use healing spells to heal all wounds, restore sight to the blind, transmute people into vegetables, sweets, or animals, create clones of yourself, use telekinesis, and create protective bubbles.
- **For 800 CP,** you possess magical abilities on par with Gast Carcolh, who is able to cage Zen Buu, heal himself, cast illusions, use anti-magic, create energy barriers that supply air, fire paralyzing beams, use Zen Buu's anti-anti-magic Electricity of Darkness, purify targets of evil like Gogeta's Soul Punisher, and use ki deprivation to remove a target's

ability to access their ki. This magic is what allowed him to detransform Vegito from his Super Saiyan 3 state and leave him unable to move.

- **For 1000 CP,** your magical prowess is on par with XXI, who granted himself magical abilities from the Ancient Dragon Balls from the Dragon Poran.
- **Lastly, for 1200 CP,** your magical prowess is on par with Zen Buu. After absorbing the Dragon Balls of his own universe, he elevated his magic to a level even superior to the Dragon Balls themselves. His known spells include: reviving the dead, granting immortality, creating planets, seeing the true hearts of others, reading memories, creating pocket dimensions, creating portals to other dimensions, bypassing Gast's anti-magic, creating antimatter holes, creating micro-dimensions, undoing Bibidi's magical seal, and creating artificial warriors capable of challenging Super Saiyan 3 fighters. His strongest artificial warrior, Juna, should be on par with Son Bra. Essentially, this level of magic is reality warping, Jumper. Have fun with your godlike power.

Companions:

Each Companion purchase roughly corresponds to a specific Dragon Ball arc, with their strength representing the level of power typically seen during that point in the story.

Can We Fight As a Team? (50 CP) - Looks like you wanted to bring some friends or family with you, Jumper. Maybe you want some additional competitors or maybe some more spectators. Whatever the case, this serves as your import companion option. Since your paying for it, the limit is however many companions you feel like paying for, with one companion every 50 CP. Each companion receives an Origin plus 600 CP to spend in this doc.

Canon Companion - Original Dragon Ball Tier (50 CP) - Within this tier, for every 50 CP spent, you may recruit 1 character whose power level is comparable to characters from the original Dragon Ball era, such as Universe 9's Bulma or any member of the tournament spectators. (Easter egg characters such as Beerus, Whis, Saitama, etc., are excluded.)

Canon Companion - Saiyan Saga Tier (100 CP) - Within this tier, for every 100 CP spent, you may recruit 1 character whose power level is comparable to characters from the Saiyan Saga of Dragon Ball Z, such as Hanasia II, Universe 8's Frieza soldiers, Universe 3's Tapion (without using Hirudegarn's power) or the Saiyans from Universe 10.

Canon Companion - Namek/Frieza Saga Tier (150 CP) - Within this tier, for every 150 CP spent, you may recruit 1 character whose power level is comparable to characters from the Namek/Frieza Saga of Dragon Ball Z, such as Universe 8's Frieza & Cooler or Universe 9's Videl, Tien, or Krillin.

Canon Companion - Android/Cell Saga Tier (200 CP) - Within this tier, for every 200 CP spent, you may recruit 1 character whose power level is comparable to characters from the Android/Cell Saga of Dragon Ball Z, such as the Kaioshin of Universe 1 (excluding South Kai), Universe 3's Bardock, Piccolo, Goten, Trunks, Pan, Android Yamcha, Androids 16, 17, and 18, I'K'L, Future Trunks, Bojack and his gang, Kakarot, Dabura, or King Cold.

Canon Companion - Buu Saga Tier (250 CP) - Within this tier, for every 250 CP spent, you may recruit 1 character whose power level is comparable to characters from the Buu Saga of Dragon Ball Z, such as Goku, Vegeta, Gohan, Cell, Uub, Majin Buu, Emperor Vegeta, Universe 16 Gotenks, or the Ultra Armors of Universe 19.

Canon Companion - Multiversal Tournament Saga Tier (300 CP) - Within this tier, for every 300 CP spent, you may recruit 1 character whose power level surpasses the limits of the Buu Saga and extends beyond the original Dragon Ball Z era, such as Vegito, Zen Buu, XXI, Universe 20's Broly, Gast Carcolh, Insta-Gotenks, Son Bra, or Mary Sue.

Asura's & npberryhill Comic/Fanfic Companions:

Asura has published artwork showcasing some of his creations for Dragon Ball Multiverse. Some of these pieces serve as visual depictions of his own ideas for potential DBM spin-off comics, while others are simply fun hypothetical illustrations. Meanwhile, the "Bringer of Death" companions are based on npberryhill's Bringer of Death fanfiction, where Vegeta becomes the first Super Saiyan of the series instead of Goku on Namek. You can find Asura's work on DeviantArt under the handle Asura-00 for visual depictions of these companions. For the Bringer of Death companions, you can find their official artwork on DeviantArt under the handle bringerofdeathDBZ, featuring Oniya and C-47.

Mystic Satan (100 CP) - Well, this is an odd one, Jumper. In an unknown universe, it appears that Mr. Satan has become Earth's greatest defender. Much of his origins remain a mystery, but he appears to wield the Z-Sword of the Kaioshin and has also had his full physical potential unlocked through Elder Kai's ritual.

Parudin (150 CP) - The only "female" Namekian within the Multiverse. Her story remains unknown to us at this time, along with her power level, but for the most part, we'll assume that she is on par with the Piccolo from the Frieza Saga after he fused with Nail. She possesses potential equal to Universe 16 and 18's Piccolo, meaning that, with enough time, she would be able to defeat Cell Juniors from the Cell Games and even Perfect Cell from the Cell Saga.

Bringer of Death (200 CP) - Looking to bring a bit of death, Jumper? Well, alright. You'll receive two of the most iconic characters from npberryhill's Bringer of Death fanfic:

Commander Oniya and the android C47. Oniya served as the Chief Scientist for Frieza's empire before later becoming a member of Vegeta's empire. She has designed many of the empire's greatest creations and is a perfect commander for Vegeta's fleets and armies. Meanwhile, the second companion is C47, an assassination android equipped with Android 16's power core, making him just as strong as Android 16. Along with this, he is equipped with a powerful scouter device capable of reading power levels regardless of how strong the one he is scanning is.

Celline (200 CP) - Within minicomic 18-20, it is revealed that if Cell were to win the Multiversal Tournament, he was secretly searching for his true love, and this is her, Jumper. While her strength is unknown, considering that she joined her husband in the destruction of their Universe, it stands to reason that she is likely around the strength of a standard Cell Jr. or Perfect Cell during the Cell Games.

Old Goku (200 CP) - This is Son Goku from Universe 18, who has lived beyond the age of 80. Due to Saiyans beginning to age normally once they reach 80 years old, Goku's strength has rapidly declined, leaving him unable to even maintain Super Saiyan 3 for a single second. However, what he has lost in power, he has more than compensated for in skill, as he has completely mastered himself and his abilities. Yet the greatest thing about this version of Goku is his experience, serving as an excellent teacher for the next generation. After all, it was his teachings that allowed both Uub and Pan to surpass him at his prime, and he is more than willing to share those teachings with you, Jumper.

Hanasia II (250 CP) - Hanasia II, the mother of Goku and Raditz and the former mate of Bardock. Across every Universe, she meets a tragic end, whether she is killed by Frieza during the destruction of Planet Vegeta or slain by the Legendary Super Saiyan Broly. She is unable to ever truly reach her full potential—until now. By the time of Planet Vegeta's destruction, Hanasia II is regarded as one of the top three strongest Saiyan warriors alive, alongside Gerkin and Hatonek, with a power level of 12,000. Within this story, she survives her encounter with Broly and her race's genocide at the hands of Raichi, growing in secret to unlock her full potential. She possesses Super Saiyan 1, 2, and 3, wielding more than enough power to destroy even the mighty Majin Buu.

Bra, the Sole Defender of Earth (250 CP) - This Bra comes from Salagir's hypothetical that, if Universe 18's Bra had been left as Earth's sole defender, she would have been capable of achieving Super Saiyan 2 and 3. While her exact strength is unknown, she would likely possess power comparable to Ultimate Gohan from Universes 16 and 18.

Pan's Evolution (250 CP) - This is a much older version of Pan from Universe 18, depicted in Asura's spin-off fan comic covering her journeys through space many years after Dragon Ball Multiverse. She appears to have unlocked her full potential as a warrior, surpassing her grandfather, Son Goku, and possibly even her own father, Son Gohan. She has obtained techniques and transformations such as the Kaioken, Super Saiyan, Super Saiyan 2, Super Saiyan

3, Super Saiyan 4 (Great Ape-colored), and Normal Super Saiyan. She is easily one of the most formidable fighters within Dragon Ball Multiverse.

Universe 63 (50/100/150/200/250/300 CP) - This is a gender-swapped Universe featuring some of the major characters from the comic. Perhaps you're looking for counterparts to Universe 18's Goku and Vegeta? Or maybe another chance to meet Universe 13's Empress Vegeta, or even a yandere Kakarot? Whatever your reasons, Jumper, they are now available to you. Feel free to select any character shown in Dragon Ball Multiverse as a gender-swapped variant of themselves.

Legendary - A Dragon Ball Story (100/150/200/300 CP) - Within Asura's artwork, you'll find evidence of his own interpretation of an alternate version of Dragon Ball Super's Universe 6, reimagined to fit within the *Dragon Ball Multiverse* continuity. For **100 CP**, you may recruit the Paragus of this Universe. For **150 CP**, you may recruit either Caulifla, Cabba, or Frost. For **200 CP**, you may recruit the Kale of this dimension, who is capable of using Ikari, Super Saiyan, and her own Legendary Super Saiyan transformation, though she suffers from the same control issues as Broly. Lastly, for **300 CP**, you may recruit the Kefla of this dimension. She is capable of utilizing Super Saiyan, Super Saiyan 4, and even Kale's Legendary Super Saiyan transformation, though the latter does not appear to cause any issues with her sanity.

Buu Bra (300 CP) - During Babidi's Majin invasion, Universe 11's Majin Buu ended up siding with our heroes after the revelation of Son Bra's power. During the confrontation, Majin Buu made a desperate attempt to absorb Son Bra to end the conflict. In the main comic, this attempt failed, but in this alternate scenario, he succeeded, absorbing Son Bra whole. In minicomic 102, this version of Buu is able to defeat both Vegito and Gast Carcolh with relative ease. However, unlike the minicomic version of Buu Bra, who remained loyal to Babidi, this companion's loyalty belongs only to you, Jumper.

Drawbacks:

Supplement Mode (+0 CP) - Perhaps you're just looking to take some cool perks and items or directly tie the Multiversal Tournament into your other Jumps. Whatever the case, you may take this Jump as a supplement to any other Dragon Ball-related JumpChain.

Next Time on Dragon Ball Z! (+0 CP) - It appears you've had a history with the Dragon Ball Universe, Jumper. Should you have visited any other Dragon Ball Jumps that take place up to **Age 774** (the end of the Buu Saga), then all of your history will be incorporated into this Jump. You'll automatically be assigned to **Universe 18**, the stand-in for the original Dragon Ball manga, as your native Universe at no additional CP cost, and any CP previously spent on

selecting your native Universe will be refunded. You'll also be able to select **any race you previously purchased** during your time in the Dragon Ball Universe for free. After all, there's no point in making you pay for your past. Lastly, you'll also receive whatever **Strength/Power Level** you achieved during your previous Dragon Ball Jumps for free. Be aware, however, that this is not a way to circumvent your race's physical potential. Your race's limits will always take precedence, regardless of the power you've previously attained.

Tournament's Canceled (+0 CP) - Welp, this is your early-exit option, Jumper. There's no point in staying for a full decade if you don't want to. Once the Multiversal Tournament's final wish has been made, you may choose to end your stay. Alternatively, if you'd like to remain a little longer, you may stay until the final battle against XXI and the other villains has concluded.

Wrong Starting Time (+100 CP) - Instead of appearing when the Varga arrive in your Universe, you'll show up the moment history diverged from "canon." For example, if you choose Universe 16, you'll appear on the day Vegito destroys Kid Buu and remains fused. In any case, this will increase your time in this Jump, though you'll still need to remain for the standard decade.

He Didn't Break Any Rules! (+100 CP) - Something is a little off here, Jumper. Maybe your opponent has bought off the referee, or maybe they just happen to be a bit harsher with you than everyone else. Regardless, the referee for all of your matches tends to overlook rule violations committed by your opponents while applying the rules far more strictly to you.

Jumper, the Gravity Is 1000G's Now (+100 CP) - Something seems to be up with the gravity around you, Jumper. While this isn't a major issue, you'll find yourself under slightly higher gravity than your opponent. Never enough to truly slow or weaken you, but just enough that you may find yourself tripping if you're caught completely unprepared.

AAAAAH MY ARM! (+100 CP) - Just like Uub, you lose your arm a lot. Like, embarrassingly often. Thankfully, it can be healed by Senzu Beans or a healer Namekian, but you're guaranteed to lose it a few times during your stay here.

Dragon Ball GT Ultimate (+100 CP) - The long wait has ended, Jumper. Your favorite heroes have been improved! Just like in Minicomic 60, everyone gets a mustache like GT Vegeta! Vegeta, Goku, Piccolo, Pan, and even Gogeta! The project may have been abandoned in the minicomic, but not here!

I Am Launch, the Super Human! (+100 CP) - Just like in Minicomic 92, you're a peaceful human from Earth, but whenever you sneeze, it awakens someone else: the legendary warrior, the Super Human! This isn't a transformation, by the way. Your hair color simply changes whenever you sneeze, just like Launch's, so don't get ahead of yourself, Jumper.

DBM Canon is x2 (+200 CP) - While Dragon Ball Multiverse does it's best to follow the continuity there are of course little changes that alter the grand scheme of scaling. Specifically Salagir claims that the Great Ape form in DBM is only a 2x multiplier rather than the 10X from canon, Super Saiyan is still the same 50X multiplier, Super Saiyan 2 is a 500X multiplier from base, and Super Saiyan 3 is a 5,000 X multiplier from base. Your's however are exactly like the canonical DBZ power levels from the Daizenshuu so good luck with your transformations being nerfed Jumper (Although I guess it's a buff for literally every other race that isn't a Saiyan).

One... Frieza Minute? (+200 CP) - DBM has been around for quite a while, Jumper. Despite the tournament lasting only around three days, the main comic has been ongoing for over 18 years and counting. With this drawback, time will seem to move at a similar pace. The time between your matches will feel like years, while each night will feel like an entire month. Good luck keeping your patience, Jumper.

Imbecile. (+200 CP) - You've fallen victim to one of anime's most infamous tropes, Jumper: allowing your enemies to transform. Regardless of how long it takes, how much stronger they'll become, or how many transformations they have, you'll remain completely awestruck and won't even think about attacking them. As Queen Hanasia I said: *"Imbecile."*

Fucking Nerd. The Plan Is Simple: If the Demons Come, We Smash Them. (+200 CP) - It appears your IQ has taken a bit of a nosedive, Jumper. Just like Bojack, you're very simple-minded. While this doesn't mean you're incapable of strategic or tactical thought, the fact of the matter is that you'll always default to testing your raw power against your opponents before you even think about using your brain.

Acquittal (+200 CP) - In npberryhill's *Bringer of Death* fanfic, Vegeta is paralyzed from the neck down after being struck by Android 16, leaving him with three shattered vertebrae across his cervical and thoracic spine. Thankfully, surgery repaired most of the damage, but the technology of his empire couldn't fully restore his body. Part of his spinal column had to be replaced with a metal alloy. While stronger than normal biological tissue, the metal disrupts his ki flow through that area, leaving it unusually vulnerable to attack—essentially an Achilles' heel at the back of his neck. You've suffered the same injury and undergone the same surgery, leaving you with the same weakness.

What Is "Canon"? (+300 CP) - In DBM, only the events of the original *Dragon Ball* manga are considered canon, with the exception of a handful of movies. With this drawback, the entirety of Toei's *Dragon Ball Z* anime adaptation is incorporated into DBM. This naturally includes all filler arcs, filler characters, anime-exclusive techniques, and Toei's infamous power scaling, meaning the tournament participants will be far stronger than originally anticipated.

What Movies/OAVs/TV Specials Are "DBM Canon"? (+300 CP) - Originally, only the following films are considered canon in DBM: *Cooler's Revenge*, *The History of Trunks*, *Broly* –

The Legendary Super Saiyan, *Bojack Unbound*, *Broly – Second Coming*, and *Wrath of the Dragon*. There is also a limited adaptation of *Lord Slug* for Universe 13, along with a few minor references, such as Super Janemba. With this drawback, you're free to canonize as many of the *Dragon Ball* and *Dragon Ball Z* movies, OVAs, and TV specials as you wish for this Jump, meaning their feats and scaling will also apply to the participants of the Multiversal Tournament.

Power Levels (+300 CP) - Salagir is well known for not believing that power levels become as absurd as the *Dragon Ball* series or its guidebooks would suggest. Whenever you attempt to sense your opponent's ki or read their power level with a scouter, you'll instead find yourself receiving far more conservative readings. Frieza at 120 million? Try somewhere between 5 and 50 million instead.

Here I Am at Last... Hyper Jumper! (+300 CP) - Just like Universe 13's Emperor Vegeta, you have a pride problem. You have a tendency to overlook your opponent's true strength, leading you into increasingly precarious situations. The stronger your opponent is, the more likely you are to underestimate them, unless the gap in power is simply too obvious to ignore. Thankfully, this flaw can be overcome with time; it will just require a great deal of self-reflection and a few beatings, similar to what Universe 18's Vegeta went through.

Betrayed by Food... Who Could Have Guessed? (+300 CP) - Well, Jumper, I don't know how to break this to you, but you're starving. More specifically, just like Universe 16's Vegito, your body requires an absurd amount of energy to maintain itself. Normal food simply isn't enough; you could eat dozens of meals and still find yourself hungry shortly afterward. If you go too long without enough sustenance, your strength, stamina, and overall combat ability will begin to rapidly decline, potentially leaving you helpless if the hunger becomes severe enough. The only reliable way to satisfy this hunger is through Senzu Beans, so you'd better keep a stockpile on hand, Jumper.

No Hope (+400 CP) - You're depressed, Jumper. Similar to Future Gohan from Universes 12, 14, and 15, you have lost hope. This has caused your power to stagnate; no matter how hard you train, you'll be unable to grow stronger. All you have left is the desire to die so you can reunite with your lost family and friends. However, this flaw can be overcome. After all, seeing Trunks fly was enough to restore Gohan's faith, while in the text fanfic *One Way*, witnessing Videl's death at the hands of the Androids reignited Son Gohan's rage, allowing him to ascend into a Super Saiyan 2.

Kill the Humans, Jumper! (+400 CP) - Just like Universe 13's Kakarot, you've been raised with the expectation of ending all life. As a result, you're mentally unstable, suffering from bouts of violent instability that may even lead to your disqualification from the tournament should you fail to get them under control.

At the Slightest Change of Hair Color, Jumper Would Be Eliminated (+400 CP) - Looks like you've gotten cocky, Jumper. Let's hope you've got the power to back it up. Just like Son Bra, you've submitted yourself to an official handicap. During any round of the tournament, should you transform at all, you'll be immediately disqualified. This drawback can be taken up to a total of 6 times, representing each of the tournament's six matches—assuming you even make it to the finals, Jumper.

Eternal Rival (+400 CP) - Just like Goku and Vegeta, you have an eternal rival. This is someone from your native universe who is capable of keeping pace with both your talent and potential, someone who can always rival your raw power and abilities, and someone you are fated to face during the tournament.

The Gravity Has Been Multiplied by 10,000 Again! (+400 CP) - I'm not sure which Varga are in charge here, Jumper, but whoever they are, they're clearly incompetent. The gravity within the arena has been increased to 10 billion Gs. I'd recommend avoiding this drawback unless your power level is comparable to Gast Carcolh or Cell. Their strength won't allow you to move freely in this gravity, but at least you'll survive it.

It Was the Voices… (+300/500 CP) - Well, Jumper, it looks like you've been shaken to your core. Just like Son Bra, you'll hear the thousands of terrified voices contained within Hatchiyack's roar. You'll endure their pain and suffering, and despite any attempts to resist, your mental defenses will be lowered, becoming vulnerable enough that a certain magician might even be able to penetrate your thoughts if you aren't careful.

For an additional 200 CP, the effects of this sensation are doubled, similar to what Vegito experienced. While Vegito suffered this due to being a fusion, who knows why it affects you this way? What was once merely painful and traumatic is now overwhelming, and Hatchiyack's roar will bring you to your knees.

You, the Psycho! You, the Bore! You, the Walking Disaster! I Haven't Had This Much Fun in Years! (+500 CP) - Kakarot and Emperor Vegeta, Gohan and Cell, Bardock and Raichi. Just like these warriors, you have an enemy that you despise above all others—one you are destined to have a rematch against during this tournament, whether it takes place in an official match or outside the rules.

You Are Stupid and Worthless! I'm Jumper and I'll Be the Strongest God of All Time! (+500 CP) - Just like Son Bra, you appear to have a problem controlling your aggression, Jumper. While you have complete control over yourself in your Base Form, your transformed states are a different story entirely. When Bra became a Super Saiyan, she nearly destroyed Earth and, despite her intentions, failed her test to avoid killing Zangya. When she reached Super Saiyan 2, she entered such a bloodlusted state that she not only killed her enemies, but also murdered her brother Goten, destroyed the planet they were fighting on, and caused the system's

sun to go supernova. While this flaw can be tempered through extensive training and inner peace, overcoming it will require a great deal of effort.

How Could I Have Thought of Doing Such a Thing?!? (+500 CP) - After becoming the Universe's protector and defeating the strongest enemies it had to offer, Vegito grew bored and feared that he would never experience a true challenge again. His thirst for battle grew so strong that he begged Gohan to fight him seriously and even considered destroying Earth and harming Videl and Pan to force Gohan to give his all, before ultimately restraining himself. Just like the fused warrior, Jumper, you possess that same overwhelming thirst for battle. Your desire for a true challenge has grown so strong that you would even consider harming those closest to you just to experience a worthy fight. While these thoughts can be tempered within a multiversal tournament filled with powerful opponents, it also means you are more than willing to bend the rules or provide your enemies with additional motivation to fight at their absolute best.

A Ghost of What Jumper Would Have Been (+500 CP) - Something appears to have happened, Jumper. Alternate versions of yourself now exist within every universe you are not native to. How these counterparts affect their respective universes—and even the tournament itself—is anyone's guess. To make things easier, these counterparts will only possess copies of the purchases you have made within this Jump.

I Don't Have Any More Strength!! (+300/+600 CP) - For **300 CP**, you can choose to either lose all of your **out-of-Jump Powers** or **out-of-Jump Items**. For **600 CP**, you lose both your **out-of-Jump Powers and Items**. If taken alongside the **"Next Time on Dragon Ball Z!"** Drawback, you are still allowed to keep all benefits granted by that Drawback. Outside of those benefits, however, you will be left with nothing else.

Who Is XXI? (+200/500/600 CP) - Early in DBM, most readers were uncertain about XXI's origins. Minicomic 63 reveals that Salagir and Gogeta Jr. considered three possible ideas, and now you have the option to choose between them. **For 200 CP,** XXI is revealed to be an evil Varga cloaked in mystery. **For 500 CP,** XXI is revealed to be Mystic Broly, raised by the Kaioshin of Universe 1. **However, for 600 CP,** XXI is revealed to be Super Saiyan 4 Mr. Satan, possessing unexplainable power and Saiyan God blood, wielding enough strength to kill even the mighty Vegito in combat.

What Are We Doing Here, Lord Beerus? (+600 CP) - Dragon Ball Multiverse was created in 2008, at a time when the Dragon Ball franchise had substantially less content than it does today. With this drawback, you may import your complete history from any other Dragon Ball continuity, such as Toei's movies, Dragon Ball GT, Dragon Ball Super, Dragon Ball Heroes, and more. However, any continuity you choose to import will also influence the entirety of the DBM multiverse, drastically increasing the power of allies and enemies to match the appropriate scaling. So don't be surprised if you encounter things like Orange Gast, Golden King Cold,

Super Saiyan Blue Son Bra, Golden Cell and his Cell Juniors, or other absurdities. You asked for this, Jumper.

No Evil Allowed (+600 CP) - Similar to what happened to Raditz during his potential-unlocking ritual, your power level will fluctuate depending on the morality of your opponent. Against "good" individuals, your strength will plummet, leaving you "weaker than a baby." However, when facing "evil" opponents, you'll be able to access your true power.

Only a Few Seconds After Transforming (+600 CP) - Dragon Ball Multiverse has a unique way of portraying Super Saiyan 3: it is an incredibly powerful transformation that drains stamina and energy at an absurd rate, leaving its users with a strict time limit. Universe 18 Goku and Vegeta could only maintain Super Saiyan 3 for a few minutes. Universe 7's King Cold struggled to control his power and exhausted himself quickly against Gast. Universe 18's improved Insta-Gotenks could only maintain the transformation for barely a minute, while Universe 16's Vegito could only hold it for ten seconds. Now your greatest strength has become your greatest weakness, Jumper. Regardless of your strongest transformation or maximum power, you will be limited in how long you can maintain it. The stronger the form, the shorter your time limit becomes, so you better end the fight quickly!

Now the Strongest (+600 CP) - It appears you've gotten unlucky, Jumper. Whoever arranged these matches clearly had it out for you, because you've been given the absolute worst possible opponents. You will face the six strongest and most dangerous fighters in the Multiversal Tournament. If you want to win this tournament, you'll have to defeat them all! To be generous, you may choose the order in which you fight them.

Salagir Among the Participants (+600 CP) - It appears you want a true challenge, Jumper. I'm not entirely sure why you've chosen an opponent who is practically unbeatable, but very well. The author and co-creator of DBM himself has decided to enter the Multiversal Tournament. I'm not sure what compelled you to choose this, Jumper, but he exists on an entirely different level of power—the Super Saiyan 338 tier. And yes, he himself said this verbatim. Good luck.

How Can I Vanquish Jumper Easily in This Tournament? (+600 CP) - You better watch out, Jumper. XXI has analyzed you and, in an extremely rare out-of-character moment, revealed every weakness, strategy, and method needed to defeat you. While you may be overwhelmingly powerful, every opponent you face will be aware of your abilities—even those outside this Jump—and will have prepared as many counters and strategies as possible to defeat you.

Pre-Tournament Scenarios:

During these scenarios, you will temporarily be transported to each scenario's specific point in time and will return to your proper time period before the Multiverse Tournament begins. Many of these scenarios will offer Companions for free. Should you choose not to recruit or accept any of the offered Items or Companions, you may instead exchange them for +100 CP to spend anywhere else within this Jump.

Hanasia, Queen of the Saiyans

Compatible with Universes: 3, 4, 6, 7, 8, 9, 11, 12, 13, 14, 15, 16, 17, 18, 19, and 20

Well, Jumper, it looks like you're looking to get involved in ancient history. You will be transported over 1,000 years into the past during the events of the canon fanfic Hanasia, Queen of the Saiyans. You will arrive on Planet Plant (later known as Planet Vegeta), within the remote village belonging to the tolerant chieftain Hartich. Your arrival occurs shortly after Hartich and his 16-year-old daughter, the future Queen Hanasia, have performed the ritual for their deceased wife and mother, respectively.

To complete this scenario, you must take part in the events of the storyline. Over the course of a single year, you will face many of the greatest threats of the era alongside the future Saiyan Queen and the rebellion founded by the Frost Demon Snower, including:

- The unnamed Tuffle-raised Saiyan warrior.
- The 15-year-old Legendary Super Saiyan Romanesco.
- Frost Demon Lord Chilled and his army of 200 soldiers.
- The Hot Squad.
- Frost Demon Lord Ice Kurima.
- The warriors of the royal court.
- Frost Demon Frosty.
- Frost Demon Emperor Blizzard.

Upon directly defeating or significantly contributing to the defeat of these enemies, you will earn the respect of the Saiyan race and gain the right to participate in the two-week tournament to determine the new monarch of the Saiyans. There, you will have the opportunity to face the protagonist of this story, Hanasia herself, in the final match.

Upon defeating Queen Hanasia, you will receive the following rewards:

Rewards:

- **Queen Hanasia I (Free Companion)** - You may recruit Queen Hanasia I as a companion at no additional cost.
- **Tuffle Saiyan Enhancement** - You will receive the same treatment and training methods that Moraceae Urticales Hamamelidae Tracheobionta provided to the unnamed Saiyan warrior raised by the Tuffles. Considering this treatment allowed that Saiyan to grow stronger every day, eventually surpassing the power of the previous Legendary Super Saiyan Brasca, this represents a significant enhancement to your own potential.
- **"You're Every Saiyan" (Free Perk)** - Retired General Nizucchi dedicated himself to researching Leonard's studies in order to discover how a Saiyan could achieve supreme strength. His conclusion was that the answer was empathy. You now possess the ability to introduce the concept of empathy to any member of your species, allowing you to redeem even the most monstrous members of your race. With enough time and effort, you could accomplish the ancient Tuffles' dream and create an army of Super Saiyans.
- **Monarch of Saiyans (Free Perk)** - You have earned the respect of the Saiyan race and have been recognized as their monarch. You now possess authority over Planet Plant and its population of thousands of ancient Saiyans and Tuffles, allowing you to claim the planet and its people as your own. Timeline complications will not be an issue; should you desire it, the future will continue as normal, ensuring that major characters like Goku and Vegeta will still be born.

Pirate of the Galaxy Jumper

Compatible with Universes: 1, 3, 4, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20.

Requires: Hera/Jaykal Race.

Well, Jumper, it looks like you're looking to take the long haul with this one. I commend your efforts, because you're going to have your work cut out for you. You will appear on Planet Jayna during Age 499, one week before the demonstration at the Jakals' base.

You are one of the many subjects of Hera's experimentation, created through the entirety of the resources granted by this planet's leadership toward their super soldier project. This program was designed to create an entire army capable of challenging the Frost Demon family line. While there are many warriors within the Hera ranks, the most notable members of this army are: 32-year-old Bojack, 28-year-old Commander Seggui, 25-year-old Lieutenant Bido, 30-year-old Woljack, 23-year-old Zangya, 46-year-old Gohana, 17-year-old Gokua, and 19-year-old Bujin.

To complete this scenario, you must survive the first day of the demonstration. Afterwards, you must survive and defeat the Frost Demons Polar and Snower. Be warned: Snower has divine protection on his side after bribing the Four Quadrant Kais.

Rewards:

- **Complete Experimentation (Hera/Jaykal Race Exclusive) -** You will receive the pinnacle of the experimentation armor and precious stones utilized by the Galaxy Warriors and other Jaykals of this era. This enhancement grants you power beyond the Frost Demon lineage of Snower, Polar, and Cold, placing you on a level comparable to Bojack or even a Super Saiyan 2.

The Future Majin Attack

Compatible with Universes: 12, 14, and 15.

Within the Future timeline, one question was always asked: what happened to Babidi and his henchmen? While Dragon Ball Super showed Babidi arriving many years later, DBM reveals that Babidi appeared on Earth during Age 774 with his attempt to revive Majin Buu, leaving Son Gohan as Earth's only defense against his forces.

Here, you will join the Future Son Goku's son during these events, following the events of the *One Way* text fanfic rather than the original comic. You will need to fight through Babidi's forces, including Pui-Pui, Yakon, and Yakon's sister Merkit.

However, Babidi will not be acting foolishly. He will not feel the need to punish Dabura, meaning his strongest soldier will enter the battle at full power instead of the weakened state he possessed against Gohan originally. To make matters worse, Babidi will not be foolish enough to revive Buu prematurely, causing the Majin's death. He will wait until he is fully prepared before releasing Majin Buu. Be careful, Jumper, or you may find yourself facing the most dangerous being in the universe.

Rewards:

- **Majin Mark Enhancement -** You receive the benefits of Babidi's Majin Mark. While it does not provide an immediate overwhelming increase in power, its true value lies in its ability to unlock your hidden potential, similar to Korin's Divine Water or Grand Elder Guru's potential unlock. Additionally, due to this being the DBM version of the Majin Mark, you permanently gain the increased endurance associated with it, allowing you to survive injuries and punishment far beyond normal limits, just like Vegeta and Son Bra.
- **Future Son Gohan (Free Companion) -** You may recruit Future Son Gohan as a companion at no additional cost. This version of Gohan is from Age 774, meaning he still possesses both arms. As an added benefit, Future Gohan has managed to overcome his trauma, curing his suicidal depression and restoring his lost potential. With enough motivation, training, and proper guidance, he could eventually reach the heights of his Universe 16 and Universe 18 counterparts.
- **Future Trunks (Free Companion) -** You may recruit Future Trunks as a companion at no additional cost. This version of Trunks is from Age 774 meaning he hasn't unlocked Super Saiyan yet.

Quadruple Mission

Compatible with Universes: 16 and/or **Hera/Jaykal Race.**

During Age 790 in Universe 16, Vegito is assigned another mission by the venerable Kaioshin. The most evil minds within Universe 16 have joined together in an attempt to create a powerful warrior strong enough to defeat the mighty Vegito. Elder Kai and Kibito Kai have narrowed down the locations of this mighty warrior, but due to all four locations being connected, entering one location will alert the others, causing them to disappear and relocate to an unknown location. Because of this, all four locations must be checked simultaneously.

However, you appear to be an odd exception, Jumper. You can visit all four locations on your own without triggering the protection mechanism, but as a consequence, you will not receive backup for Locations 1 through 3. Location 4, however, is different, as you will be granted Team 4's squad of 12-year-old Son Bra and Son Goten as backup.

- **Location 1:** You will be teleported inside of a cubic kilometer of magical water known as Maqua. Maqua's magical abilities allow them to use telepathy, appearing inside the user's mind and forcing their victim to confront an illusion of their greatest fear. For Vegito, his greatest fear was someone of his bloodline surpassing him and walking the path of destruction: an adult Son Bra governed by evil and wielding the power of Super Saiyan 3.
    - Thankfully, that is only Vegito's fear, not your own. Whatever illusion is manifested will scale based on your own physical power and potential, so hopefully you do not share Vegito's fears. Should you defeat the illusion or simply overpower Maqua, you will be able to break free. I would recommend whichever option is faster, Jumper, as Maqua will eventually force you to suffocate from a lack of air.
- **Location 2:** You will be transported in front of a medieval castle. While there are no foes of significant physical threat—the elf Pilora, the troll Zog Zog, and Pilora's soldiers are merely elves capable of wielding bows and arrows—their most powerful ally is far more dangerous. The witch Negame possesses a powerful secret art, and while its true strength is unknown considering Son Gohan defeated her with a single Masenko, who's to say you're as strong as the eldest son of Vegito and can defeat her with the same level of ease?
- **Location 3:** This will lead you to the facility that mechanized Frieza. You will encounter dozens of Frieza's standard soldiers until you eventually come across their greatest warrior: Gorkor the Great, turned Invincible! With his upgraded cybernetics, he possesses power greater than even Mecha Frieza.
    - **Hera/Jaykal Bonus:** In preparation for the final location, you will need a bit of a power boost, Jumper. Super Saiyan 2 level power will not be enough for the battle ahead. You will be granted the benefits of the perfected Jaykal procedure for this fight.

- **Location 4:** This is the final location, Jumper. Due to the danger of this area, you will be granted Team 4's 12-year-old Son Bra and Son Goten as backup. This location houses the true warrior created through the villains' efforts. You will be teleported to a magnificent planet filled with billions of lives, protected by a force field that maintains the planet's native oxygen. Here you will encounter three members of Bojack's species: the new generation of improved Jaykals and the worthy heirs of Bojack and his Galaxy Warriors: Shigya, Hanzai, and Nikuji. While in their base forms, each of these three warriors possesses power greater than a Kaioshin. When transformed, they are capable of easily defeating Super Saiyan Son Bra and Super Saiyan Son Goten. You must defeat this trio, Jumper, because if you fail, Son Bra will ascend to Super Saiyan 2 and enter a berserk rampage. She will kill your attackers, destroy her brother, eradicate the planet you are fighting on, and even destroy the system's sun, causing it to go supernova.

Rewards:

- **Hera/Jaykal Perfect Treatment (Hera/Jaykal Race Exclusive) -** You permanently retain the perfected Jaykal procedure granted before the final battle. Congratulations, Jumper your now on par with Super Saiyan 3's.
- **In the Nick of Time (Perk) -** You gain the ability to sense when a pivotal event is about to occur within a Jump. Regardless of distance, obstacles, or circumstances, fate will ensure you arrive in time to prevent, alter, or influence these critical moments. Had Vegito possessed this ability, he may have been able to prevent Son Bra's rampage and save Son Goten.

Universe 7: Jumper's Chronicles, Collapse of an Empire

Compatible with Universes: 7.

During Age 762, a few days before Gohan, Bulma, Krillin, and Vegeta arrive on Planet Namek, this Universe's Planet Namek takes a proactive role in defending itself. Grand Elder Guru chooses to assimilate with Nail, the greatest warrior of Namek, in preparation for the coming threat.

However, an unfortunate event has transpired. Unlike the original events of Universe 7, where Nail was defeated by 2nd Form Frieza and the remaining Namekians were eventually left vulnerable after his defeat, this timeline plays out differently. "Nail" is killed during his battle against 2nd Form Frieza, leaving Planet Namek completely defenseless and without access to the Dragon Balls. Once Frieza discovers that the planet no longer possesses them, he decides to destroy Namek entirely. This is where you come in, Jumper.

- You and the remaining citizens of Namek must find a way to defeat Frieza and his forces before the warriors of Earth and Vegeta arrive on the planet. You have only three days to complete this task.
- Once this goal has been accomplished, your journey does not end there. You must travel across the stars and take on the heroic role that Gast Carcolh fulfilled within this Universe. You must hunt down Cooler, King Cold, and Cooler's Armored Squadron.
- After this threat has been eliminated, you must return to Planet Earth and liberate it from Dr. Gero's conquest through his Cyborg Android army and the unreleased Cell of this timeline, created from the DNA of Earth's greatest warriors: Goku, Vegeta, and Piccolo... plus arthropods for some reason.

Should you succeed in your role as the protector of Universe 7, you will receive the following rewards:

Rewards:

- **Thorn (Free Companion) -** You may recruit Thorn as a companion at no additional cost. This young warrior possesses one of the greatest intellects within the Multiverse, surpassing even the genius minds of Bulma and Dr. Gero. There is a reason Gast Carcolh keeps him as a companion, and likewise why Zen Buu chose his own Universe's Thorn to become his magical apprentice.
- **Dr. Gero's Android Army (Free Companions) -** You gain access to Dr. Gero's Android Army as companions. The exact number of Androids within this army is unknown, but according to Bulma, their numbers reach into the dozens. While these Androids are not as powerful as Cyborgs 17 and 18, they possess the same energy absorption technology utilized by Android 19.

The Defender of Helior!

Compatible with Universe: 3, 13, 17, 19, and 20.

A common theme across the Multiverse is the tragedy of Planet Helior. In every Universe, it is fated for destruction at the hands of an evil tyrant. Within Universe 3, it is by the hands of the Saiyan Empire; in Universe 13, an army lays waste to the planet; in Universe 17, it is attacked by Perfect Cell in search of a greater challenge; in Universe 19, Frieza dedicates his forces to conquering the planet; and in Universe 20, it is destroyed during the rampage of the Legendary Super Saiyan.

Your mission, Jumper, should you choose to accept it, is to defend Planet Helior in your respective Universe. You will be transported to the specific date of the initial attack within each Universe a few hours before it transpires. While you can work with the native inhabitants of the planet, clearly you'll need to be the one to change the planet's fate.

Universe 3: Sometime after Age 754, Vegeta achieved Super Saiyan and, using a Carbonite planet, managed to kill the Legendary Super Saiyan Broly of this Universe. He is arrested, but a few weeks later he escapes, destroys Planet Helior, and returns to Planet Vegeta as its new king. Your job is to kill this Super Saiyan King during his attempted escape.

Universe 13: During Age 761, Frieza decides that he wishes to conquer Planet Helior in order to obtain their scientists and technology for himself. By Age 762, he sends the Saiyans to conquer the planet for him, with Raditz and Kakarot being sent to the planet and later Vegeta and Nappa arriving to back them up. The attempted conquest is not so simple either. Due to Kakarot's psychopathic mindset, he is more than willing to destroy Planet Helior's Solar Ring, wiping out the population and eliminating the Saiyan brothers' intelligence in creating Blutz Wave lamps, along with devastating their ability to gather their forces. You'll be playing a dangerous game of cat and mouse, Jumper, but to make matters worse, once you win, you should expect Frieza to continue sending resources after Helior until he has conquered it. Your job is to prevent Kakarot and Raditz's attempted genocide of the Heliotes, and you must either kill Frieza and wipe out his army or find a way to prevent his continued assaults on the planet.

Universe 17: After Age 767, Super Perfect Cell decides to go on a rampage throughout his Universe, eventually coming across Planet Helior and deciding to destroy the planet and all of its population. Even the Ultras of this Universe are no match for him. In order to fulfill your objective, you must repel, defeat, or kill Super Perfect Cell. Thankfully, it is early enough in his career that his power is closer to a Super Saiyan 2 rather than being on par with Ultimate Gohan like he would become later.

Universe 19: During Age 761, Frieza sends Vegeta, Nappa, Raditz, and Qui to Planet Helior in an attempt to obtain their scientists and technology while expanding his empire to those reaches

of the Universe. Similar to Universe 13, Frieza will continue sending resources to attack Planet Helior, and your duty, Jumper, is to assist Planet Helior in driving back and destroying the enemy forces, completely wiping out Frieza's Frost Demon Empire and the Frost Demon tyrant himself.

Universe 20: Sometime after Age 786, once Broly has defeated the Z-Fighters of his Universe, Broly chooses to undergo a universal rampage, wiping out the entire Universe and leaving himself as the last remaining being alive. Considering that Universe 20's Broly was capable of defeating the End of Z-era Z-Warriors, surviving a massive black hole billions of times larger than Earth's Sun, and amassing enough power that it took Universe 16's Vegito to defeat him, it is safe to say that your chances of beating him are slim. Therefore, to give you a bit more leeway, should you manage to relocate or find some method to at least repel the Legendary Super Saiyan, you will have fulfilled your objective, Jumper.

Should you succeed in your Universe's objective, you'll receive the following rewards:

Rewards:

- **Old Ultra Armor (Free Item)** - This Ultra Armor is a far earlier design used back during Age 762. While it does possess all the capabilities of its later designs, it is tremendously weaker but still more than strong enough to grant its users enough power to defeat even Zarbon, with the users of this equipment having power levels between 5,000 to 20,000.
- **Previous Ultra Generation (Free Companions)** - You'll be able to take the Ultras of Age 762 as your companions for free. This group is composed of: Wigner, Feyn, Nim, Dirac, Lidar, Fuller, Walls, Bose, Bragg, and Led. With their Ultra Armor equipped, these Ultras all have power levels between 5,000 to 20,000.
- **Planet Helior** - You're able to take a copy of Planet Helior during Age 762 with you on your journeys, including all of its inhabitants. At first glance, this may not seem like a major reward considering that their technology is only a shadow of what it would become 33 years later, but considering that in three decades they are capable of making Ultra Armor capable of defeating Super Saiyan 2 warriors, I don't think you should turn your nose up at the opportunity to obtain their technology.

XXI's Legend

Compatible with Universes: 1, 2, 3, 4, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, and 20.

You will be sent back 75 million years before the first Age, during the time of XXI's first rampage.

Within this Universe, the Kaioshin decided to act far more proactively. Choosing to defend the mortal races before XXI's threat could grow any further, they have selected you, Jumper, to serve as a companion to Lady Dai Kaioshin during her battle against the legendary beast.

Your task is to ensure that Lady Dai Kaioshin's divine assault against XXI succeeds, but more importantly, you must ensure that she survives the encounter. Across every Universe, Lady Dai Kaioshin meets her demise at XXI's hands, with Universe 5 suffering the additional tragedy of her enslavement. Should you succeed, Lady Dai Kaioshin will be able to banish XXI through the power of her kindness.

Rewards:

- **Lady Dai Kaioshin (Free Companion) -** Thanks to your efforts, Lady Dai Kaioshin has survived her encounter with XXI. She is willing to join you as a companion at no additional cost, accompanied by the Z-Sword.
- **Trapped for All Times -** You gain access to the sealing technique used by XXI to trap Elder Kai within the Z-Sword. This ability allows you to seal powerful beings within objects or weapons, provided you possess the necessary power and means to perform the technique.
- **Kindness Banishment -** You gain access to the divine ability wielded by the Kaioshin of this era, allowing you to banish wicked and evil beings from existence. However, this ability has limitations, Jumper. You must possess greater power than your opponent for the technique to succeed. The reason Lady Dai Kaioshin was able to defeat XXI was because the Z-Sword had already weakened him, allowing her kindness to overcome what remained of his evil.

Tournament Scenarios:

All Tournament Scenarios are accessible regardless of your chosen Universal origin during the events of the Multiversal Tournament. Many of these scenarios will offer companions for free. Should you choose not to recruit or accept any of the offered companions or items, you may instead exchange them for +100 CP to spend anywhere else within this Jump.

Legendary Encounters

The biggest motivation behind creating Dragon Ball Multiverse was to create legendary encounters: the classic "what if Character X fought Character Z?" scenario and discovering who would emerge victorious.

However, you, Jumper, are an anomaly. You are a factor that was never considered within the original tournament, and because of that, the Universe itself has attempted to correct this irregularity. How? By forcing you to face the greatest warriors the Multiversal Tournament has to offer.

Six matches? That hardly seems like enough. During your time in the tournament, you will be forced to challenge the strongest warriors within the Multiverse, whether through official matches or hidden battles fought away from the public eye.

At some point throughout the tournament, you're guaranteed to face the greatest fighters the Multiverse has to offer. Your opponents will include: XXI, Zen Buu, Vegito, Gast Carcolh, Broly, Dr. Raichi, Goku, Vegeta, Emperor Vegeta, Universe 16 and Universe 18's Ultimate Gohans, Cell, Son Bra, Tapion, I'K'L, and Mary Sue.

Now, I'm not expecting anything too crazy, Jumper. You don't have to win, but you do need to fight them and come out alive. Thankfully, a good amount of these guys aren't going to kill you, but I'd recommend you try to find some way to "fight" the ones who will.

Rewards:

- **Thanks for the Fight, Jumper (Perk) -** You gain the ability to encounter opponents truly capable of challenging you, regardless of how powerful you become. Whether through overwhelming physical strength, extraordinary magical abilities, or unparalleled tactical skill, you will always find worthy rivals capable of pushing you beyond your current limits. These opponents will serve as the ultimate tests of your abilities, ensuring that you will continuously sharpen your skills, always growing stronger.

I want to become stronger than Jumper!

Looks like you're looking for a challenge, Jumper. Let's hope you're ready.

You have taken it upon yourself to resolve the complicated father-daughter relationship between Vegito and Son Bra. Both of them carry a deep amount of psychological trauma, guilt, and abuse inflicted upon them throughout their lives, so be aware that this is no easy task.

For Son Bra, you must help her understand that she is not some ticking time bomb waiting to go off. Despite the constant bickering between her and Goten and Trunks, both brothers genuinely care for her well-being. You must help her understand that Son Gohan is an older brother who is excited to have a little sister and holds no resentment toward her, and that her entire family deeply cares for her. You must also help her understand that despite Vegito's questionable actions and beliefs as a parent, even a godlike being can fall short of perfection. Making mistakes does not make someone a failure, so long as they continue trying to improve.

For Vegito, you must help him properly resolve the meaning behind his own existence. Elder Kai and Kabito Kai heavily influenced Vegito's early development, causing him to believe that his immense power was unnatural and that, if left unchecked, he could become a threat to the Universe itself. Elder Kai even went so far as to claim that Vegito was a chapter written incorrectly, a being who should have never existed. Because of this, Vegito developed deep guilt over his own existence and felt that he needed the Kaioshin's approval before making major decisions. Alongside this, he carried the burden of redeeming Vegeta's past sins, believing that he had to become the greatest hero of all time—especially within Universe 16—to prove that his existence had meaning.

Should you succeed in helping both Vegito and Son Bra overcome their trauma, you will receive the following rewards:

Rewards:

- **Son Bra and Vegito (Free Companions) -** You may recruit Son Bra and Vegito as companions at no additional cost.
- **Vegito's Senzu Bean Planet -** Due to bringing Vegito with you, you gain access to Vegito's personal Senzu Bean planet. This moderate-sized world possesses incredibly fertile soil, comparable to the richness of the Kaioshin's own planet, despite never having been cultivated before. The planet is capable of producing up to one million Senzu Beans per year and comes with forty Namekian farmers, along with various other extraterrestrials, who are willing to cultivate the fields for you while maintaining limited contact with their families.
- **Universal Colossal Abnormality / An Heir? (Capstone Booster / Upgrade) -** By becoming an inspiration for both Son Bra and Vegito, you have demonstrated that you

possess the potential and strength necessary to stand alongside them. If you have not already purchased the capstone booster **"Universal Colossal Abnormality,"** you'll receive a copy of it for free. However, if you already possess this perk, then it will evolve into the Perk **"An Heir?"** This upgraded version raises your potential to the highest possible level, matching Universe 16's Son Bra.

Jumper's Odyssey

It appears you've caught the interest of Zen Buu, Jumper. Whether this is a good thing or a bad thing remains unknown. Regardless, he sees "something" within you, and that has led him to desire cultivating your potential, just as he did with Uub.

At first, his guidance will begin within your dreams, where he will seek to refine one of your existing talents. Considering that Zen Buu had plans to upgrade every participant in the Multiversal Tournament, this is not a small opportunity. Be aware, however, that the "increases" he revealed were not created from nothing; they were the result of unlocking the individuals' innate potential. These talents can manifest in many ways, such as unlocking new transformations, awakening latent magical abilities, discovering creative applications of monstrous powers, developing an advanced version of the Fusion Dance, creating magical mental realms, or discovering entirely new abilities unique to you.

Eventually, Zen Buu will approach you directly during the tournament and offer to personally train you in order to unlock whatever hidden potential lies within you. He will create a parallel dimension for your training that functions similarly to the Hyperbolic Time Chamber, where one minute in the outside world equals six hours within the dimension. Over the course of sixty hours inside this realm, Zen Buu will put you through intense training designed to refine and master your chosen talent. Once Buu determines that you have succeeded, you will be brought to Zen Buu's personal training planet. This world contains seven different hostile terrains, each designed to challenge a fighter's physical development. Alongside these environments, Zen Buu will create artificial lifeforms specifically designed to test your abilities. While he will not allow you to die, he will force you to push yourself beyond your limits.

Your first opponent is a placid being whose physical strength and durability make defeating it through brute force impossible. However, what it possesses in power and endurance it lacks in speed. To overcome this challenge, you must rely on agility, creativity, and a superior mastery of your chosen talent.

Your second opponent is an improved variant of the first: a Djinniya. While slightly weaker in raw power, she possesses ten times the speed. This battle will test your unpredictability, reaction time, and ability to adapt under pressure.

Lastly, you will face Zen Buu's ultimate creation: Juna. Created with power surpassing all of the warriors within Universe 18, while also possessing an advanced intellect, Juna is designed to evolve alongside your actions. Every strategy you use, every ability you reveal, and every weakness you display will allow her to adapt, forcing you to surpass everything you once were. Juna will attack relentlessly, gradually reducing the amount of rest and recovery time you receive each day. The length of this battle is entirely dependent on you. Perhaps you defeat her within minutes, perhaps it takes the two years required for Uub, or perhaps you spend decades refining

yourself through this trial. Ultimately, your success depends on how quickly you can adapt.Despite her overwhelming power, Juna does not seek to kill you. While she may occasionally use lethal attacks to measure your limits, she will monitor your condition and intervene if you reach a point where death is imminent. Should you finally overcome this challenge and defeat Juna, you will receive the following rewards:

Rewards:

- **Juna (Free Companion) -** You may recruit Juna as a companion at no additional cost.
- **Zen Buu's Training Planet (Free Item) -** You gain ownership of Zen Buu's personal training planet. Considering that both Zen Buu and Uub view this world as a superior training environment to even the Hyperbolic Time Chamber, it represents an invaluable resource for continued growth.
- **Worthy Successor (Perk) -** Like Uub, any mentor you train under will recognize the spark of greatness within you and view you as a worthy successor. This perk does not create talent or potential where none exists; instead, it ensures that any skills, abilities, or disciplines you dedicate yourself to can eventually surpass those of your teacher after decades of dedicated effort.

The Hope for a whole Universe

Upon taking this scenario, you stand as the only hope for Universe 19. You have chosen to shoulder the burden of an entire Universe, agreeing that should you win the Multiversal Tournament, you will sacrifice one of your wishes to save Planet Helior and prevent the spread of Carbonite, thus saving Universe 19 from destruction.

However, we need to keep the stakes high, Jumper. Many participants within the Multiversal Tournament were originally willing to sacrifice a wish to aid the Ultras of Universe 19. Now, in an out-of-character display, everyone has grown apathetic toward their plight, leaving you as the only person willing to make that sacrifice.

Universe 19 rests on your shoulders, Jumper. While Universe 19's challengers—Tidar, Xeniloum, and Eleim—will do everything they can to aid you, alongside the spectators of their Universe, be aware that there is only so much even the Ultras can accomplish within this tournament.

Upon winning the Multiversal Tournament and using your wish to save Universe 19, you will receive the following rewards:

Rewards:

- **Universe 19 Challengers (Free Companions) -** You may recruit all of Universe 19's challengers as companions: Tidar, Xeniloum, and Eleim at no additional cost.
- **Universe 19 Spectators (Free Companions) -** You may recruit all of Universe 19's spectators as companions: Phisphil, Nauru, Magsuns, Loopwhirl, and Nedwook at no additional cost.
- **Helior Armor (Free Item) -** You receive your own copy of Universe 19's Helior Armor at no additional cost.
- **Nanomachine Overload (Heliote Race + Ultra Armor Exclusive) -** You have done your people a great service, Jumper. Through your efforts to save the Heliots, you have achieved a new level of mastery over your Ultra Armor. In Asura's artwork, he created a "what if" scenario depicting Babidi's invasion. During the battle against Super Saiyan 2 Son Bra, Phisphil achieves a unique nanomachine overload, granting her enough speed and power to overwhelm Son Bra and sever her right arm.You have gained access to this same advancement, allowing your Ultra Armor to enter a nanomachine overload state when necessary. In addition, you receive the lightsabers wielded by Phisphil in these "what if" scenarios, further enhancing your Ultra Armor's combat capabilities.

Save These Lost Souls

You have decided to take on the duty of Yamcha from Universe 9: redeeming the future cyborgs of Universe 14, Androids 17 and 18.

Be aware, Jumper, that this is not an easy task—and one that is morally questionable. These cyborgs are not like their Universe 11, 16, 18, or 20 counterparts. These versions of Android 17 and 18 are sadistic individuals who have lost all memories of their lives as humans and take genuine pleasure in destruction. They have completely wiped out Earth's population within Universe 14, effectively committing omnicide.

Under normal circumstances, their redemption would be considered impossible. However, to make this scenario even remotely achievable, the twin cyborgs have developed a unique attachment to you. It is something that Android 18 has not felt in years—not since she killed the Krillin of her own Universe. How this connection manifests is up to you, Jumper. Perhaps it takes the form of the same romantic feelings Android 18 once had for Krillin. Perhaps you remind them of a life they can no longer remember. Or perhaps you represent the empathetic friendship and companionship that Android 16 provided, something the twins never had the opportunity to experience.

When you are around, both cyborgs feel an overwhelming sense of empathy and guilt—emotions they have been unable to process for years. Unable to properly cope with these feelings, they may lash out destructively. Attacks against your person, your character, and even your beliefs will be common. They will challenge you at every opportunity, forcing you to prove that they are still capable of change. However, should you succeed in saving these lost souls, you will receive the following rewards:

Rewards:

- **Future Android 17 and 18 (Free Companions) -** You may recruit Universe 14's Android 17 and 18 as companions at no additional cost. Both Androids will have their bombs removed, and their infinite energy reactors will be restored to their original condition. Unlike their original counterparts, these reactors will no longer deteriorate and will function at optimal capacity indefinitely.
- **Android Blueprints -** You receive complete copies of Android 17 and 18's blueprints, granting you the knowledge required to create your own cybernetic enhancements or even transform yourself into a cyborg similar to the twins.
- **A Doctor's Genius (Perk) -** You gain the genius-level intellect and scientific knowledge of Dr. Gero. As an additional benefit, you gain the knowledge required to create true infinite energy technology, ensuring that any infinite energy generators you create will never deteriorate and will always function at their maximum efficiency.

The Ultimate Namekian

Incompatible with: Scenario *"Universe 7: Jumper's Chronicles, Collapse of an Empire"*

You've heard the plight of Gast Carcolh, and you've decided to lend him your aid.

Within Universe 7, Nail sacrificed his own autonomy by fusing with the entire population of Planet Namek, granting him the pinnacle of Namekian power. This transformation gave him enough raw strength to rival Android 17, allowing him to annihilate the Frost Demon lineage. However, this fusion also granted him an incredible level of potential, allowing him to eventually reach the heights of warriors such as Ultimate Gohan and Buutenks, alongside magical abilities powerful enough to even imprison Zen Buu.

Yet, for all of this power, Nail was forced to make a great sacrifice. He could no longer undo the fusion, meaning that the countless Namekians within him would remain trapped. Because of this, he entered the Multiversal Tournament with a single goal: to free his combined brethren and restore his people.

You, Jumper, have decided to aid the Super Namekian in achieving that goal. Your objective is either to win the Multiversal Tournament yourself or assist Gast in reaching the final wish, allowing him to undo the assimilation and restore Planet Namek and its inhabitants.

Should you succeed, you will receive the following rewards:

Rewards:

- **Gast Carcolh (Free Companion) -** Upon undoing the fusion, Nail will retain the vast power and magical abilities he possessed as Gast Carcolh. Grateful for your aid, he will willingly join you as a companion at no additional cost.
- **Planet Namek** - You will be hailed as a savior of Planet Namek. As a reward for restoring their people, you may take planet Namek and the entire Namekian population of Universe 7 with you as free companions.
- **Friend of Namek (Perk) -** Your bond with the Namekians has granted you their trust and knowledge. Regardless of your race or species, you gain magical aptitude comparable to a Dragon Clan Namekian granting you the innate ability to create your own pair of Dragon Balls.

We're Here to Kill You, Bojack!

You've heard the plight of the people of Universe 6, Jumper, and have decided to lend them your aid.

Within Universe 6, the heroes of Earth have sadly perished, and due to Bojack's goal of conquering the universe rather than destroying it like Cell, the Z-Warriors have been left unable to stop him from the Other World. During Age 778, sixteen years before the beginning of the Multiversal Tournament, Bojack destroyed a city that housed a population of 356,000 people. This city was considered the pinnacle of civilization within the universe, known for its art, fashion, goldsmithing, and countless other achievements. However, it was also home to the families of Syd, Kat, Jet, and Mai.

Because of this tragedy, hundreds of people came together and sentenced Bojack, Zangya, and Bujin to death. Syd, Kat, Jet, and Mai desired to personally enact this justice themselves. Originally, they planned to use Mai's power-blocking ability to eliminate Bojack and his forces, but something has gone wrong.

In the original timeline, Bujin overheard their plan and chose to side with the four women, having grown tired of Bojack's atrocities. However, in this scenario, Bujin has not sought redemption and remains loyal to Bojack and his crew, alerting Bojack to their assassination attempt.

This is where you come in, Jumper. You've decided to assist them in their mission to eliminate Bojack and his crew. While you are more than capable of defeating Bojack and his gang during the Multiversal Tournament, you'll need to find a way to ensure they remain permanently defeated or are otherwise unable to return to Universe 6.

Should you fail, Bojack, Zangya, and Bujin will kill the four girls and continue their rule over Universe 6 unopposed. However, should you succeed in defeating Bojack's forces and preventing their return, you'll receive the following rewards:

Rewards:

- **Syd, Kat, Jet, and Mai (Free Companions) -** You may recruit Syd, Kat, Jet, and Mai as companions at no additional cost.
- **"Magical Chosen Ones" (Special Technique) -** You have inherited one of the many magical gifts possessed by the girls' species. The full extent of these abilities remains unexplored, but examples include transforming into a cat, transforming others into cats, Syd's ability to alter someone's sex while reducing their power, visions of the future, Jet's telepathy, Kat's pheromones and illusions, and Mai's ability to remove someone's ability to use ki after maintaining 30 hours of close contact with them.

- **Bojack's Empire (Free Item)** - You have acquired a copy of Bojack's empire. While the true stability and structure of his empire remain unknown, it is said that he successfully replaced the Frost Demon Empire within his universe. A universe-spanning empire is still a universe-spanning empire, Jumper.

Jumpers Next Journey:

Stay: You've enjoyed your time within the universe of Dragon Ball Multiverse. Perhaps you've made friends, started a family, or there are still more adventures waiting for you to discover. Whatever the case, you have chosen to remain within this world indefinitely.

Return Home: Perhaps you've grown tired of adventure, or maybe this was simply your final destination. Whatever the reason, your journey has come to an end, Jumper. You will return home with all the abilities, companions, and experiences you have gained throughout your travels.

Leave: Another stop along the road of your Jumpchain, huh? I can understand that. With this selection, your journey continues, carrying forward all the adventures and challenges that await you.

Notes:

This is a Link to the fan-made webcomic for DBM: https://www.dragonball-multiverse.com/

This Jumpchain was initially planned to cover up to Chapter 106, but I've decided to expand it through Chapter 114 following the reveal of XXI's origins.

A quick thank you and shout-out to jordidipo2324 on Reddit for his many contributions to the race, perk, item, special ability, and drawback sections. A significant portion of this Jumpchain was only possible thanks to his write-ups and suggestions.

DBM relevant info: Salagir is the author and co-creator of the Dragon Ball Multiverse fan comic. **Gogeta Jr.** is a co-creator and was the primary artist for the DBM fan comic before stepping down in late 2012 or early 2013, which led to **Asura** taking over as the primary cartoonist. He has expressed interest in making comics about Hanasia II, Uub, Pan, Goten, Trunks, and Bra; thus, the variant companion options that exist are likely based on those extrapolated stories and artwork found on his social platforms. Lastly, **npberryhill** is on the english translation team and is the author of the Bringer of Death fanfic.

Hera/Jaykals Race - To touch on the procedure a bit more, in DBM, during Age 499, the scientists of Planet Jayna utilized augmentation technology to enhance members of their species in order to fight against the Frost Demons of their Universe. Purchasing the race alone allows you to reach a power level of over 780,000 in your base form, similar to Commander Seggui. With the transformed state, you can defeat weaker Frost Demons with a Strength/Power Level of 2, as Bojack was able to kill the Frost Demon Prince Polar in his Final/Original Form with the aid of his soldiers. By improving the technology yourself, or through the **"Pirate of the Galaxy Jumper"** scenario, you can complete this procedure and obtain power comparable to Bojack's own strength and potential. With the **"Quadruple Mission"** scenario, you'll unlock your race's full potential, granting you power on par with Universe 16 and 18's Shigya, who is at Super Saiyan 3 level, while also allowing you to obtain the **"Perfect Full Power State."**

Jumper can copy that?! - This pretty much represents all of the technique copying found throughout the fan comic. Goku, Vegeta, Uub, Majin Buu, Vegito, Gast Carcolh, Cell, and others are shown to be capable of this. Be aware that mimicking a technique doesn't make you a master of it, Jumper. The complexity of the technique and your own level of skill determine how quickly you can duplicate and execute it. After all, it took Goku and Vegeta witnessing Vegito's Annihilation Technique multiple times to copy it, whereas Uub was able to learn Son Bra's Neo Afterimage after witnessing the technique only twice.

Universal Colossal Abnormality - Vegito's potential in DBM is difficult to narrow down. He hasn't reached his full potential due to a lack of genuine challenges and his inability to come to terms with Vegeta's inner jealousy toward those who have surpassed him in some way. That said,

even while mentally limited, he is still considered the mightiest being in the Multiversal Tournament.

But You're the Author!? + Dragon Ball Multiverse Printed Volumes - While you are not the creator of Dragon Ball or Dragon Ball Multiverse, this combination does grant you a limited degree of manipulation over the characters found within the "But You're the Author!?" perk. With this combo, I'd say it is comparable to "Jumper Can Distort Reality" or the 1,200 CP purchase of "Djinn."

Jumper Can Distort Reality - How this comes into effect is somewhat contradictory within the story of *DBM*. Zen Buu believes that Arale's Toonforce grants her greater power than his own magic. While this occurs before the revelation of Zen Buu's true magical prowess, it's possible that this was softly retconned; however, if it wasn't, this ability may even surpass the 1,200 CP purchase of "Djinn."

Dr. Raichi's Crystal Ball - The Ghosts within Dr. Raichi's ball are only copies of the original souls. Thus, even if someone was killed but later revived—such as the tournament participants—the ball will still contain a copy of their soul, as shown when Dr. Raichi retained control over Emperor Vegeta despite the Emperor having been revived. It is also unknown whether Raichi's Ghost Warriors can grow stronger through training, as every Ghost Warrior under his employ is just as strong as they were at the time of their death. While some have accessed new abilities, such as Frieza obtaining his 5th Form or Broly's heightened Legendary Super Saiyan power, the former appears to be accomplished by removing Frieza's inhibitions, while the latter is a growth in power unique to Broly's Legendary status.

Legendary Super Saiyan - Figuring out where *DBM* Broly's potential lands is practically impossible. Even without his Legendary Super Saiyan state, he was born with a power level of 10,000, and in just his standard Super Saiyan state, he was able to match Pre-Buu Saga Super Saiyan Vegeta. Meanwhile, his Legendary form is reactionary and only manifests in the presence of powerful enemies or during major battles. According to Salagir, there isn't a set multiplier for the form. Instead, the user's strength will continuously increase indefinitely as they accumulate energy from their surroundings, as shown with Universe 20's Broly, whose ki doubled every few seconds while fighting Vegito. This means Broly's individual potential is likely comparable to or greater than Goku or Vegeta's, but once he accesses Legendary Super Saiyan, as long as no one is able to knock him out of the state, he would eventually become the strongest character in *DBM* with virtually limitless power. This same logic applies to you, Jumper. You won't gain any immediate potential benefits inherent to your own potential, but as long as you remain in Legendary Super Saiyan, you'll eventually obtain endless power. I would be hesitant about taking it, though—a mindless killing machine isn't the most useful ability.

Super Saiyan & Legendary Super Saiyan Life Expectancy - In DBM, all Super Saiyan forms except for Normal Super Saiyan reduce your lifespan. Salagir has stated that the effect is similar to what smoking does to a regular person, with a loss of roughly 17 to 22 minutes per cigarette, or around 10 years for a habitual smoker. However, Legendary Super Saiyan is even more damaging than the standard Super Saiyan forms.

Each Legendary Super Saiyan user has been able to withstand the power longer than the last. The first user died as a baby only a few minutes after being born, Brasca survived for only a few hours while in Legendary Super Saiyan, Romanesco would have lasted a few days before being killed by the East Kaioshin and Kibito, and Broly would have lasted less than a year in his Legendary Super Saiyan state. This means you could potentially have around a year of life like Broly, but even being generous, you would have at most a decade of life, Jumper.

Normal Super Saiyan vs Ultimate Form - Both forms are capable of drawing out the user's innate potential to its maximum, but Ultimate appears to remain the superior state. Gohan is able to access all of his innate power instantly, whereas Goku and Vegeta require a full minute of concentration and immense focus to maintain the form. Additionally, no prior training is required to obtain Ultimate, as shown with Raditz and Lady Dai Kaiohshin, whereas Normal Super Saiyan requires a Saiyan to master all previous Super Saiyan forms and bring their body to its full physical peak. Overall, Ultimate is easier and more efficient to use, making it worth the 1,000 CP cost. However, Normal Super Saiyan is better suited for achieving complete mastery over oneself and one's potential.

What Are We Doing Here, Lord Beerus? - This drawback is extremely lore-breaking for the setting. *DBM* was created many years before *Super* was released and consciously chose to avoid using *GT* material. Taking this drawback would drastically alter the power structure of the series and retcon the lore of certain Universes.

An Heir? - This level of potential is absurd by every Dragon Ball standard. There is a reason the DBM community calls Son Bra a Mary Sue. In the Universe 16 text fanfic, Vegito has a discussion with Grand Elder Moori and mentions that Saiyan children typically surpass their parents, and within Vegito's family, the difference is by a significant margin, which speaks to Son Bra's potential. At 6 years old, she unlocked Super Saiyan and mastered it within a few hours or days (Chapter 54 of comic makes it unclear). At 12 years old, she unlocked Super Saiyan 2, surpassed Ultimate Gohan from the Buu Saga, and became the second-strongest warrior in Universe 16. Vegito believes she will eventually unlock Super Saiyan 3, and at that point, he is uncertain whether even he would be able to stop her. Lastly, if Asura's artwork is to be believed, she will eventually unlock Normal Super Saiyan, and at that point, she would become the strongest DBM character by a wide margin. It goes without saying that if her potential is applied to any other canonical Dragon Ball source, she would surpass everyone we have currently seen in terms of potential.

Transformation and Kaioken Level Bonuses Explained:

Super Saiyan 1 will increase your level by a bonus of 1. Through Mastering Super Saiyan you will receive an upgraded boost of 2 with all Super Saiyan forms giving boosts of 1 except for Normal Super Saiyan Bonus provides a boost of 0.5 to your base and 0.5 for Normal Super Saiyan. *So Base (1) + Super Saiyan (1) = 2 Strength/Power Level. Base (2) + Mastered Super Saiyan (2) = 4 Strength/Power Level. Base (2) + Super Saiyan 2 (3) / Golden Great Ape (3) = 5 Strength/Power Level. Base (2) + Super Saiyan 3 (4) = 6 Strength/Power Level. Base (2.5) + Normal Super Saiyan (4.5) = 7 Strength/Power Level.* ***Meaning all you can purchase is up to Strength/Power of 3 for a Saiyans "Base Form" and only through purchasing the Super Saiyan transformations can you crack into a Strength/Power Level beyond that to your peak at level 7 .***

Each Frost Demon Transformation will increase your level by a bonus of 1. *So Final/Original Form (2) + 5th Form (0.5) = 2.5 Strength/Power Level. Final/Original Form (4) + 6th Form (2) = 6 Strength/Power Level.* ***Meaning the highest you can purchase is up to Strength/Power of 4 for your "Final Form" and through the boosts of your 5th Form you'd reach Peak Level 4 (4.5) and in your 6th form will let you reach your peak at Level 6.***

Each Namekian Form or Assimilation State will increase your level by a bonus of 1. *So Base Form (1) + Super Namekian (1) = 2 Strength/Power Level. Base Form (5) + Super Namekian Bonus (1) + Last Namekian (1) = 7 Strength/Power Level.* ***Meaning all you can purchase is up to Strength/Power of 5 for a Namek's "Base Form" while the "Super Namekian" Bonus and "The Last Namekian" Bonus will bring you yo a total of Strength/Power Level of 7. From there any other potential growth will need to be found on your on journeys to further undo your races "ceilings" to obtain greater power beyond a Level 7.***

Each Hera/Jaykal Full Power State will increase your level by a bonus of 1. *So Base (1.5) + Full Power State (0.5) = 2 Strength/Power Level. Base (4) + Perfect Full Power State (2.5) = 6.5 Strength/Power Level.* ***The highest you can purchase for this race is Strength/Power Level of 4 for your races "Base Form" and through your transformations you will be boosted to Strength/Power Level of 6.***

Each Bio-Android Transformation will increase your level by a bonus of 1. *Base Form (3) + Perfect Form (2) = 5 Strength/Power Level.* ***This form is similar to the Namekian assimilations, with your Perfect Form undoing all of your "ceilings" leaving you with limitless growth. From ther you just need to make further purchases to reach Level 10 so in this situation you'd just need to purchase a Base/Power Level of 8 to reach Level 10 with your Perfect Form Boosts.***

For the Kaioken Multiplier it works as a bonus of 1 from the Maximum Kaioken onwards. *Human Base (2) + Maximum Kaioken (0.5) = 2.5 Strength/Power Level. Reincarnate Human*

Base (5.5) + Maximum Kaioken (0.5) = 6 Strength/Power Level. Reincarnate Human Base (5.5) + Transcendent Kaioken (2.5) = 8 Strength/Power Level.

NOTE: Ultimate Form serves as the maximum bonus that you would be able to possibly achieve for any race. It has no strict "boost" like the other forms and instead draws out all of the users blatant potential so a Saiyan with a Base form of level 1 would become a level 6 automatically. Keep in mind that species like Saiyans, Namekians, and Bio-Androids do require their transformations, assimilations, or absorptions to reach their full physical potential from their racial bonus. Meaning if a Pure-Blooded Saiyan wats to reach that Level 7 they would need Normal Super Saiyan. If a Namekian takes Ultimate with no "Super Namekian" or "Last Namekian" they'll be capped at a base level of 1 until they assimilate with others to break past their racial "ceiling" and Bio-Androids must have absorbed their Androids otherwise they'll never grow beyond Level 3.

Changelog:

Version 1.0: Posted Jump.