

By Valeria

Introduction

It's a world people thought they knew, one that was familiar for years and years. They thought it was all finished up, nothing left to see. But when something is Super, it's gotta break expectations by the very definition. The world of Dragon Ball Z now expands and grows without limit, transforming into Dragon Ball Super!

The name of the Universe that Goku and the Z Fighters live in is Universe 7. It is just one of 12 different universes, created by the God King Zeno. A child-like being of almighty power that creates and destroys anything and everything as he pleases. Zeno is served by the holy Angels, blue skinned divine beings of nigh-unlimited powers. Each of these Angels manages a God of Destruction, a divinely empowered being whose role it is to manage the balance of creation and destruction in each universe, one God of Destruction to a universe.

The Z Fighters will soon find out about all this, as the God of Destruction Beerus of Universe 7 is currently searching for something known as a Super Saiyan God, a being he hopes will give him an exceptionally entertaining battle. He'll arrive on earth in a few days time, right in the middle of a party that Bulma Briefs is throwing to celebrate a special occasion with all her family and friends.

This will begin the story of Super, which only gets more dangerous from here. Gods battling and threatening the entire universe with their blows, mad Kais that seek the destruction of all mortal life, even a tournament organized by the God King to determine which universes deserve to live and die, though perhaps he might have a secret agenda.

You'll need to ready yourself if you're going to take part in this story, so take these 1000 Choice Points (CP) to buy some things to make your ten years in this world a little easier.

Locations

12 universes. That's the number of universes that exist in this grand multiversal space, at least it's the number after Zeno destroyed 6 of the original 18. Oops. Each universe has it's own story. It's own heroes, villains, rulers and neutral parties to it. Some are well known to you, like universe 7 which is the home of Goku and his friends, and some may come to have a great deal of detail revealed, like the sister universe of 7 known as universe 8. But others remain a mystery, with adventures and antics just waiting to be uncovered.

You may choose any of the 12 universes to serve as your home and begin in any location within that universe that is not secret or highly defended, such as the abode of a God of Destruction. While each universe differs to an extent in the number and level of civilizations it has and the average power level of the beings within, you can be assured that all will have a wide variety of beings and events to amuse, challenge and threaten a being of the caliber you can become here.

Do be aware that 7 of these universes will be forced to take part in the upcoming Tournament of Power, a struggle for survival where each universe' strongest fighters compete against each other. With the power you start with, you will be offered a chance to compete for your universe should they be chosen. If your universes loses and Zeno erases you, you will be able to come back to life for free should the victor of the tournament wish for the return of those who have been erased, which is the default assumption should you not change anything by your actions.

Optionally, if you have been to another Dragon Ball jump, you may choose to have a 13th universe appear based on your past adventures and that will be taken as your location choice.

Origins

Hero

You are the light in your dark universe, the one that brings hope to all those who cry out in need. How many times have you saved the universe so far? It must be nearly half a dozen and plenty more for your home world. You are one of the greatest heroes of your home universe, on the same level as the Z Fighters or Pride Troopers heroic deeds. You fight for justice and sometimes just for friendly fun.

Survivor

You have real power at your hands, being among the greatest warriors in your home universe, but you never used it for good nor evil. Perhaps you sought only to gain enough to protect those you care about and not anyone else or simply wished to perfect your own power. You haven't made many enemies but neither do you have many allies. But unfortunately, a Survivor like yourself may soon be caught up in battles for the right to live against your will.

Villain

Whether you're bad to the bone or you just look like it, people think you're the Bad Guy with capital letters. If they look at what you've accomplished, on purpose or not, they might not be wrong. You're one of the great villains of your universe, something like a intergalactic tyrant, a rampaging beast of destruction or a cruel assassin. You may have been defeated and currently spend your time in the afterlife or you might still be at large, having beaten down the heroes that rose against you so far.

Administrator

There's no place for good and evil for those who run the multiverse. You are part of the administration of existence, a being charged with maintaining, monitoring or otherwise managing some part of reality. Perhaps you are in service to one of the Kais or Gods of Destruction, maybe you oversee a large section of the afterlife to ensure no souls break out again. Whatever your duty, it has been passed down from the seat of God himself and has been one you faithfully fulfilled. At least until now.

Your age is 13+3d10, though this may need to be adjusted up depending on your races lifespan. Your gender is the same as it was before, though this again may be changed by your race.

Race

The following section will allow you to create a custom race or recreate one of the canon races of Dragon Ball Super with the right choices. The section works on Race Points (RP) which are gained by converting CP to RP at a 1:2 basis. It does not provide a stipend. If you do not wish to spend points here, you can freely choose to be a human or human-level alien that has no other superhuman traits.

Biology-

Import- 100
If you happen to already be a certain species, you might not want to stop to turn into some weird coloured alien. That's alright. By taking this option, you can change this table from creating a new race into altering an existing race that you have been in the past. This will also create new members of that race in your current universe.

Cosmetics- Free
Such a wide range of bodies to be found in this world. Green people, blue people, red people. People with weird faces or long ears, people that have strange ways or reproducing or subsist on weird diets. Even people that are actually robots or rockmen instead of being made of flesh. To match this, this Cosmetic option will allow you to freely choose a wide range of traits for your species that are not covered by the below options. You can choose what they look like, what they eat, how they reproduce or how their genders work, even what their bodies are made of or what they feel like to the touch. What you choose from this option cannot give any significant benefit, only circumstantial ones, and cannot cover things offered later. Making your species a machine race won't make them any tougher than if they were made of flesh for instance.

Mentality- Free
As with the body, the mind follows suite. There are races in this world with natural instincts and predilections for certain acts and ways of living. Now you'll be able to give your own race those same sort of natural leanings and tendencies for free. You could make them naturally highly aggressive and competitive, making them a natural fit for a warrior class. Or you could have them be submissive, adaptable to more dominant partners and with a natural appreciation for various stressful situations, making them excellent partners. These leanings won't make your species exceptionally talented at anything but it may end up with them much better at something they naturally enjoy just because of the practice.

Extra Limbs- 50
While the really gribbly sorts aren't that common, a good number of aliens have more than just your standard two arms and two legs. Each purchase of this option grants your species up to two additional limbs. You could grant an extra pair of arms to your race or give them a mighty, dexterous tail to have. One might even give the gift of natural flight with a pair of wings to hold them aloft in the skies. The limbs will be around as strong as the arms or legs normally are and work even if they seem biologically impossible in where they are placed.

Enhanced Senses- 50
Taking this option allows you to enhance one of the senses of your species or grant them a new sense. A sense affected through this option is exceptionally acute, such as a sense of hearing that is good enough to function as echolocation and allow the species to sense movement from opponents

by listening to their foes' muscles strain and scrape against their bones. Do be warned that these enhanced senses are protected to some degree, your species won't be in agony from day to day life, they are more vulnerable to specific attacks against them then normal. A new sense could be something like thermal vision or the ability to sense darkness in the hearts of other living things. This option can be bought several times, though senses may only be enhanced once.

Bio Armour- 50
Your species now becomes able to naturally produce a kind of biological armour, similar to the Freiza Race. What this armour tends to look like is up to you, as you can tend towards a more organic look or a more artificial vibe, but the individual members of your race will likely vary slightly. The armour adds a fairly good additional layer of protection on the race, like a few extra inches of bone, especially since it can be enhanced with Ki as well. If destroyed or torn off or removed, the armour can be quickly grown back at the cost of some energy. Optionally, you can choose for your species to always have the armour on them, such as a kind of exoskeleton.

Adaptations- 50
There are likely to be quite a number of abilities not covered in these options but not minor enough to be taken as part of the Cosmetic options. Things like the ability to breathe underwater and swim well and generally survive at deep pressures. Or the talent to easily swing through jungle trees, survive most poisons and eat rotting food. These are adaptations to environments, suites of minor abilities that are not major advantages on their own but can significantly expand what a species can do. Each such set of abilities adapts the species you have to one environment of choice and this option may be bought multiple times. You may not however buy adaptations for Space.

Aging- 50/50/100
Why limit yourself to the time of a mere human? There are three sub options to pick from here. The first, for 50 points, allows your race to stay at their physical and mental primes for their entire lifespan, though that lifespan is only that of a human. The second, also for 50 points, grants your species a lifespan 10 times that of a human, though they age and weaken over that course. The final option, for 100 points, renders your species immortal upon reaching physical maturity, never aging or becoming infirm of body or mind due to time passing.

Shape Changing- 50/50/400
The body of your species is not one that stays exactly the same. They have some degree of shapeshifting now, depending on what tier you buy here. For 50 points, your species can stretch their limbs like the Namekians, extending their reach many times over. Adding another 50 points on allows them to temporarily take on a giant form, similar to an Oozaru in size, but this takes energy to maintain and does not increase the power of their Ki. If you instead of these two options, pay 400 points, your species can take on a similar level of amorphous shapeshifting to Majin Buu. They effectively become piles of shifting goo, able to take on almost any shape or form and even split themselves up into many smaller parts. Not only does this give an incredible amount of versatility but it also makes the race exceptionally hard to hit or damage, as they can mould around attacks to dodge them or lessen blows.

Undetectable- 100
Through a quirk of the energy signature or the artificial nature of their being, your species does not appear to be detectable through their Ki signatures. Their power level, presence and even their blasts make no noise at all to those sensitive to such things.

Enhanced Physical Ability- 100/300
Without any upgrades to the body or size, your species is no stronger, faster or tougher than an ordinary human being. This option changes that, the first level making any individual member of your species more than physically powerful enough to take on the modern day armies of humanity with just their natural capabilities. They'll be strong enough to hit with the force of a small nuclear bomb, move faster than sound by a good amount and take the hits they dish out like champs. It won't be too much use against any real Ki User but it's enough to become a dominant species on most planets easy. If you pay 300 instead, your species will be able to compete with even experienced Ki Users with just their raw natural abilities. They won't be destroying planets or moving faster than light but...they might not be too far off either, since they'll be able to kill the equivalent of low class Saiyans without using any ki.

Natural Ki Affinity- 100/200
While Ki is present in all living things, it is not equally so. Some races such as the Saiyans have a natural affinity for the energy, much like your own race now does. Your race has a very high affinity for the use of Ki, allowing them to naturally pick up the use of the energy even without teaching and to learn at greatly increased speeds should they have proper training in the arts. Almost all adults of the species will be able to fly easily, use ki blasts and enhance their physical forms with ki, usually at much greater levels than other lesser species. For an extra 100 points, this affinity can be extended to other supernatural energies, giving the species the same natural inclination towards their use, though they will need access to such energies first.

Regeneration- 100/200/300
The species now heals at a much greater rate than previously possible, since they used to be no more impressive than humans in this respect. For 100, they gain an equivalent regeneration ability to the Namekians, allowing them to heal most wounds much faster than humans and even restore lost limbs or organs in seconds with the expenditure of energy. For 200 points, they can quickly regenerate even from being reduced to a single cell, though that will take a few minutes but anything less than that heals much faster. For 300, they'll survive so long as even an atom of their being is left, much like Majin Buu, and heal so fast from other wounds that it's like they were never hurt at all.

Absorption- 100/200/300
All things must eat. But some get a lot more out of it than others. This option will give varying levels of energy absorption to your species. For 100 points, they gain a similar ability to Android 19 and 20, being able to absorb incoming energy attacks through their palms and temporarily grow stronger from it. For 200, they may instead take on a similar ability to Cell, having an appendage of theirs become able to directly devour Ki from others to permanently increase their own power by a small amount and potentially even take on new forms entirely if powerful and compatible meals are eaten. Finally, for 300, the species can take on the Majin style of absorption, which allows them to absorb all the power, abilities and skills of those they can subdue and devour, though this can affect them mentally too.

Natural Psionics- 100
The psychic arts are very rare in the universe, often taking a great deal of training to unlock their use or exceptional amounts of luck in being born with the talent for it. Until it comes to a species like yours, who all have the potential for psionics. Your species has the ability to move objects with their minds and read the minds of others. These abilities begin weak but can grow with practice, along

with new and stranger psychic powers being unlocked with hard work and ingenuity. One might even learn to stop time or teleport, though that would take both unusual talent and time/effort to unlock.

Lesser Transformations- 100
Your race has gained an ability much like the Freiza Clan, now being able to seal their own forms into lesser and lesser states, sealing away power and taking on lesser forms, in exchange gaining much greater and greater control over what power you leave for yourself. Your species can create up to three lesser forms and, though it is exceptionally difficult for any species member not abnormally talented and powerful, it is even possible to unlock transformations that grant more power rather then seal it away.

Full Power- 100
Important as transformations are, is it any wonder so many species have access to at least one? This option provides your species with a unique transformation state of your design. In this state, they likely take on a slightly different appearance or aura and gain twice their normal power. Unlike other forms, this transformation is something every member of your species can use, though it may take time to be able to maintain it for more than a short period of time.

Bestial Transformation- 100
One stage is good but there's more to come beyond that. This option gives your species access to a more powerful transformation, one that multiplies power by x10 times, but it can only be used when a certain condition is met. One such example would be the Saiyan ability to become an Oozaru when blasted with Blutz Waves from the Full Moon or a similar source. You must specify a fairly rare condition such as the Full Moon or a rare substance such as Blutz Waves to induce the transformation. The transformation's appearance is mostly up to you, though it takes an animalistic appearance of some kind and will be impossible to control at first, only being tamed by a great deal of practice at it's use.

Zenkai- 200
The Saiyans are no longer the only ones that can come back from defeat all the better. Your species now has access to the Zenkai Boost ability, allowing them to receive large boosts in overall power whenever they recover from being badly injured. The worse the injury and closer to death they get, the bigger the boost in power once they get back to a healthy state. It is more difficult, but not impossible, to receive the boost from self inflicted injuries. Zenkai only works up until a certain level of power for most of those who have it, ceasing to give further boosts once a species members' power reaches the universal level or thereabouts.

Godly Ki- 200
A special trait held only by the divine. Your species are apparently gods or descended from such, as they all possess Godly Ki. The benefits this grants are fairly significant, though far from enough to make one unbeatable. Godly Ki is both denser and easier to control than normal ki, allowing those who have it to be stronger and control their power much more easily than before. It also cannot be sensed by those without Godly Ki themselves.

Size- 200/500
Ordinarily, your species can be no larger than the limits of what a human could be and no smaller than a human baby. Taking this makes the upper limit a lot more generous. The first purchase of this

will allow you to make your species up to as large as one of the Oozaru the Saiyans can turn into, easily large enough to hold a adult human in one hand entirely. For 500 instead, you can make your species as large as the Dragon race, potentially big enough to match a mountain in size and measure several kilometers in length. Whatever tier you pick, it will scale up your physical/ki capabilities and attributes to match.

Fusion/Fission- 200/50
Working together brings so much more power to the forefront than usual. Your species now has the ability to fuse with each other, one side of the fusion gifting their power and skill to the other and becoming just a voice in their head, similar to the Namekians. For an extra 50 points, the species can also activate fission, splitting themselves into two or more unique beings and being able to choose which of the divided beings receive what abilities, personality traits and so on.

Magic Potential- 200
All being can eventually, with many years of study, learn the arts of magic. Few can claim the natural ability that your species has for the arcane arts. Your species has natural capability for the use of magic and quite significant levels of it too, easily learning spells and rituals. Levitation, animating objects, moving things without touching them or summoning the elements are simple tasks. However, your species has pair of focuses, such as creation and healing or summoning and transmuting, where they particularly excel, being much more naturally talented with magic that falls under those domains.

Life Support- 50/50
It is thought that life requires sustenance but in this vast universe, there are many beings that prove otherwise. For 50 points, your species loses the need to breathe entirely and can survive quite easily in the hazards of being in the void of space. You can also, in addition to the former or by itself, pay 50 points to remove the need for physical sustenance such as food or drink, enabling your species to constantly work without the need for added fuel, though they can still be exhausted and need to rest to recuperate.

Limitless Energy- 200
A boundless font of energy now lays within each member of your species. They possess an unlimited supply of Ki and physical energy, never running dry even if they constantly drain themselves at full output. This does not translate to infinite amounts of power, as your species still has a limited pool of energy, but they constantly generate it to their full store whenever some is used up. Incidentally, this limitless energy also removes the need to sleep or rest.

Super Cells- 400
Through a concentration of S-Cells or a similar substance in the body of your species, they have a similar line of transformations to the Super Saiyan forms of the Saiyan race. This line has a great deal of potential, as each form offers a large multiplier in power, but they become more and more difficult to obtain and more energy intensive as well. However, with the introduction of new kinds of Ki or energy, it may be possible to find new lines of transformations to build off of the ordinary kinds your race has access to. You may customise to an extent the requirements to become a Super Saiyan, or similar state, but they must remain around as difficult to attain and rare as the Super Saiyan state is.

Wishing- 800
Your species possess quite miraculous powers of wish granting, similar or perhaps even the same as the Eternal Dragons. The power of Wishing is one that can accomplish anything at all, should the holder of that power have enough power. But it comes with many limitations to match that peerless potential. A Wish cannot be made by any user of the power, only another beseeching them can allow the Wish to be granted. It is limited by the power of the user, unable to do anything beyond the scope, scale and target range of it's user, such as affect an area beyond the power of the user or a being stronger than the wielder. Finally, wishes must be made at least a year apart from each other or else negative energy will begin to build up in the user, eventually creating powerful but usually evil alternate versions of the user that spread chaos and mayhem.

Sensitive Sense +50
Your species has extremely sensitive senses, one or more. When the right stimulus is applied, it forces agonising pain and stress on your species. High frequency noises, whistling or above, might cause great pain to a species with sensitive hearing for instance. You may only take this flaw for the five basic senses and only if your species has them, each purchase giving 50 points.

Paralysis +50/100
A secret weakness that can result in near instant defeat, your species has a fairly sizeable appendage, such as a tail or one of their arms, that if tightly grabbed by another being, results in total paralysis of your species members. This is for 50 points. If loss of the tail would also remove a fairly significant ability of the species, such as losing access to a Bestial Transformation, you can instead gain 100 points for this flaw.

Natural Malevolence +100
If ever there was a person born to be bad, your entire species could provide endless examples. Your species is naturally evil, tending towards being greedy, cruel, selfish and arrogant, alongside a host of other awful traits. This can be fought against and overcome or even rarely have a species member born neutral or good but...well, it's hard and rare.

Society-

Now that you've designed your race's form and abilities, you should probably put some thought into what they're actually like as a civilization. Dragon Ball is far from the type of series to put too much thought into things like government types, culture, legal systems, religions and such important traits of a society, so you may freely decide these things for your race. There are several traits that do matter, detailed below. Do note that if you don't care about the rest of your race, the following can be easily ignored as it solely pertains to them and not what you gain as a member of that race.

If you choose to become a canon race and are based in a universe where that race is present, you may not pick from this section, as they are already set.

Population- Free/50/100/150/300

The number of members currently alive in your species. At the free base level, there are around 300 other species members than yourself alive, enough to propagate healthily into future generations. By paying 50RP, this may be increased to 5000 members. For 100RP, it will be up to 50,000 units. 150RP may be spent to increase it to 10 million members of the species and 300RP can be spent to have a population of 6 billion in total.

Homeland- Free/100/200

The place your species calls home, their territory of birth and the place they currently rule over. The free base is a single good sized country on one planet, similar in size to Australia. Do note that a big enough population size may make this quite cramped. The second level, taking 100RP, grants your species dominance over an entire planet. Finally, for 200RP, your species can expand to take over a single solar system of their own, ranging from 3 to 9 planets in total that have been colonised to varying levels depending on the population available.

Tech Level- Free/50/100

From mere monkeys to the greatest of aliens, there's a vast variance of technology available in this universe. For a free level, your race only has access to a primitive level of technology. No later than the equivalent to the Renaissance era of Earth. For 50RP, the species will have access to the level of technology available to humanity at it's current height, including much of the technology created by the Briefs Corporation, short of the miracle time machine. For 100RP, the species instead has developed technology up to the level of that available to true space faring races such as the Tuffles or the Frieza Clan.

Martial Level- Free/100/300

The basic capabilities of your species have already been decided in the Biology section. What you will choose here is the martial capabilities and focus of your species as a whole. At the base level, the species has no particular bend towards martial training or war. They are similar to real world humanity, where some individuals may focus on self improvement and honing of war potential but most do not. For 100RP, they are more like the humanity found in Dragon Ball, where there is widespread affection and knowledge for and of martial arts and a fair number of beings that grow well beyond their original level of ability with martial arts and Ki. Lastly, for 300RP, you may make your species akin to the Saiyans. At this point, combat and war is intimately entwined with almost all paths of life, with every single member of the species having combat training, and there are countless exceptional warriors and even a few abnormal beings that completely surpass all expectations, such as Goku, Vegeta or Broly.

Position- Free/50/150
This section governs your own position among your species. The free base choice is that you are but an ordinary member of the species, a citizen like any other. For 50RP, you can be in the highest class of your race, such as a king that rules over a large section of the species or some similar ruler. For 150RP, you can be the total controller of the species, seen as more like a adored god than a ordinary king or queen, commanding total obedience and affection from the rest of the race.

Tag Along- 100
A special option for those not wanting to leave their brethren behind. Taking this option allows you to take along your entire species with you to future worlds, along with their homeland, tech level and so on. They may be brought as a single companion that can be split apart and rejoined on a per jump basis and are given divided imports OR brought along as a large mass of followers, chosen when you buy this option.

Origin Perks

The following sections all make use of CP, not RP. Be careful about that. All 100CP perks are free for their origins and other connected perks are discounted.

Super Power- Free

There's no weaklings around here anymore. If you're going to get into a bust up here, you'll have to be ready, as only the greatest warriors from every universe will matter. Due to the sheer power of even the ordinary combatants in this story, you will be afforded a great deal of skill and strength for free. You have enough power to destroy an entire universe with your stronger attacks and skill to put you on the level of some of the best fighters in the universe you come from. You'd be able to give Goku in his Super Saiyan God form an excellent battle but would be more likely to lose than win, for a example of your power and skill. This may change depending on what else you purchase, of course.

Hakaishin- 1000

In each universe, there is a being in charge of keeping the balance of life and death. This being is known as a God of Destruction, a creature of almost unlimited power that destroys entire worlds that have run their course or disturbed the balance, working in tandem with the Supreme Kai to create and destroy as needed. You have become one of the Gods of Destruction, either replacing the existing God of Destruction of your chosen universe or becoming the new one if you have picked a universe without one currently. Taking this title on has ensured you have the power and skill appropriate for your rank. A God of Destruction is only outmatched by the Angels and a scant few mortals of terrifying might. Both your raw power and your martial and ki skill is extraordinarily high, letting you match blows with people like Beerus and fight to a draw. As a God of Destruction, you naturally have access to both Godly Ki and the Destruction ability, which allows you to direct your ki to destroy things with a touch, obliterating even ghosts or souls that draw your ire.

As a God of Destruction, you also gain an Angel as your teacher. One of Zeno's attendants will guide you in learning the martial arts and in how to maintain a universes' health, as well as almost any other subject you care to take an interest in. They get on quite well with you, though they are primarily loyal to Zeno at the moment. They are not a companion by default but can be potentially convinced to become one, should you be able to break their very strong loyalty to the Supreme God.

You also, unfortunately, gain a weakness in this position. Your life is now tied to that of the Supreme Kai of your universe, a separate being to you that represents Creation as you do Destruction. If they die, you cease to be, unless you find a way around it. This is nulled post jump.

Optionally, you may choose to merely be a candidate for the God of Destruction position. You do not yet have the power associated with it, though you do have the skill, and at any time you can assume your God of Destruction form to gain the power and Destruction ability. You do not gain an Angel teacher but you also do not have any duties or Supreme Kai bond.

The Grey- 1400

You've already become a legend. Even the other universe than your home have heard tales of you. Your peerless power, your magnificent feats, your endless potential. They say that you have surpassed the Gods of Destruction already and now have only the Angels of Zeno-Sama to consider as threats. They'd be right too. You are akin to an embodiment of pure power. A god of war in the

flesh, essentially. Just releasing a portion of your energy can cause an infinite void to tremble before you and even a tiny exertion of your power can leave entire universes obliterated. Your sheer skill is a match for your power too, allowing you to accomplish astonishing feats with your body or ki. Complex blasts, teleportation, taking on entire armies with the use of a single finger or effortlessly duelling even the great martial masters of other universes and winning. You have the potential to grow even further than this, though it might take something special indeed to get you to unlock that potential. For now, the only being outside the ranks of the Angels to be a match for you is Jiren the Grey, a hero with a legend to match your own.

Hero

Noppelganger- 100
From an evil doppelganger to a sapient puddle of mimic goop, there's no end to the pretenders that may arise in this world, acting as if they were you. Unlike others, you're not so vulnerable to their tricks. No one is ever able to mistake you for someone else if you don't want them to and no one else will ever be able to pretend to be you, if you don't want them to. Even if they're possessing a cloned body of you that appears exactly the same or are just you from a future timeline, people will be able to tell something isn't right and figure out they're a different you.

Image Training- 100
A technique sometimes used even in less fantastic martial arts, the Image Training you've been taught is quite a bit more advanced. Effectively, you are able to perfectly simulate in your mind battles between any beings you know of, including yourself or those you have fought or allies you have or just people you have seen battle. You will only simulate the techniques and abilities you know they have but otherwise, you are able to play out battles over and over in your head to practice against what you know they can do.

Family Man- 100
It's a pretty hard life, growing up as the child of the saviour of the world. Harder still if your parent is never around to help you get through it all. Your kids won't ever have to put up with such problems though, since you're always able to make time for them. With this, you become a fantastic parent, skilled at a variety of tasks related to raising children and teaching them the way you want them to be taught. But beyond that, you are somehow always able to balance your work, training and personal life to ensure that you never neglect your family. Even with an incredibly busy life, you'll always be able to steal at least an hour or two each day just for your family.

Chill Out- 100
It's important to be more than just a thick headed fighter, especially when there's a lot of guys that are not just way stronger then you but also way more temperamental then you too. Thankfully, your long experience with being a cool dude has made you pretty good at working with people that are stronger than you or have a nasty temper. You're able to easily keep people calm and entertained without them realising that is what you are doing, as well as sometimes calm down people even after they've gotten angry, though it usually takes some special treat or reward to make it happen. This does help you keep calmer yourself too, even in stressful situations you'll be able to keep a clear head and a cool tone.

Equilibrium- 100
As a fighter becomes more and more powerful, they will come to realise that even the slightest slip in their control can endanger millions or billions of people. When a stray blast of Ki can destroy entire worlds, how can a hero not fear what might happen if they lost control of their inner fury? Through long and arduous training, you have reached a state of mental balance few can dream of attaining. You have perfected mental self control, enabling you to focus solely on what you wish to focus on, never wavering in that focus or allowing unwanted information to distract you. You could even prevent yourself from receiving information at all, essentially deadening your mind to sensory information other then what you seek to focus on. Finally, you have attained control over your emotions, enough to prevent yourself from feeling any emotion beyond a certain level you wish to feel it at.

Ma Fu Ba- 200
An old technique originating on the dinky little planet called Earth, yet somehow still scarily effective even at the heady heights of power this place reaches. The Mafuba that you have learned is a mystical technique created to seal away other beings, originally demons but it works on any being. With the incantation, proper movements and expenditure of a great deal of personal energy, you are able to activate the Mafuba and suck away a target being in front of you to seal them inside a prepared container. Any container that can be sealed tightly with a special seal tag, which you are aware of how to make, can work even if you use something like a rice cooker. It can be difficult to aim the technique, especially when using a small container and you are vulnerable to being interrupted or having a different being jump in front of your target, so careful planning can be required to have the technique work. Once sealed, they can only be released by opening or breaking the container the target was placed in.

You're My Worthy Opponent, Brah- 200
The stronger you get, the harder it becomes to find a good fight. At least it does when you're one of the strongest beings in your universe or even the entire multiverse. Yet you personally have not had much trouble with this. Whenever you've wanted to find someone who can give you a challenge at something, you're almost always able to do so within just a few days. Even finding someone willing and strong enough to give you an enjoyable battle to the death doesn't take more than a week or so. You might need to hire an assassin or two but these guys are practically popping out of the newspaper they're so common for you.

No Ego Zone- 200
Through facing your deepest fears and accepting them into your heart, you have gained access to a strange and perhaps not as focused upon power as some other things here. The No Ego Zone is a ability that allows you to entirely contain your Ki around your body, not allowing anything to leak out from your form or your attacks that you do not intend, whereas most fighters unconsciously leak at least a little, if not a lot, of energy as they battle and their emotions rage. For you, even when in a berserker fury, you will not waste any more energy than absolutely necessary, not just greatly increasing your stamina but allowing you to utilise significantly more powerful Ki attacks and enhancement of your body, as you are now able to use your energy much more efficiently.

Healthy and Hearty- 200
There are some truly ancient fighters floating around the upper reaches of this universe. And even older things from beyond it. Are they really getting in their daily martial arts practice or do they cheat a little bit like you are? You no longer grow weaker from age, not working out or not practicing. You retain the highest level of power and fitness your natural base form has ever achieved through practice, training, good diet and being in the prime of your youth. Even being decades into your elder years won't lower your effectiveness in combat, though you might still be pretty senile out of combat, and your power won't fade at all even if you don't practice for years. You'll be good to go for a knock down brawl even if you've been a nerd for a the past five years.

Hole Exploiter- 200
A key part to defeating those who are on the same level as you is noticing how to take advantage of their flaws. A key part of doing that is noticing what their flaws are in the first place, a thing you've got down pat by now. You excel at noticing weak points, deficiencies and flaws in other beings or objects. If there's any sort of physical sign, you'll be able to notice it as soon as you look at something. If you actually get in a battle with something or carefully observe it fighting something

else, then you'll find that you slowly become aware of weaknesses that don't have any outward sign of existing, though the more esoteric or strange the weakness the longer it will take for you to realise it exists.

Ritual Swapout- 400
Prophecies, destiny, magical rituals and special ceremonies all usually have a fairly strict set of requirements. They tell you what is going to happen and what you need to make it happen. You're able to buck the trend just a little and swap out a number of normally required things for similar but definitely different things. While you can only do it for one or two pieces of a ritual or prophecy, it can let you do what you'd normally be entirely unable to do. A ritual that requires five pure hearted super saiyans could make use of a still in the womb saiyan-human hybrid, regardless of it not having the ability to go super saiyan, not being a pure saiyan and its' morality being unknown. A ritual that requires a specially prepared magical seal to complete the imprisonment of a demon could instead use a coupon sticker from your local supermarket.

I'm Not Gonna Let You Destroy My World!- 400
A real hero never gives up, even when everyone thinks he's been put down for the count. Like any true fighting hero, you're able to get a second wind so long as you are willing to keep fighting. In any fight, so long as you are actually in a fight and haven't been instantly killed, you're able to get a huge burst of energy that not only lets you get raring to go again at full power but also heals many of your wounds. In dramatic battles that have high stakes like the death of everyone you love, you may even get further chances at revival like this, though each successive comeback will restore you with significantly less energy and heal much less of your wounds. Your enemies are a lot more likely to go for a death blow after you come back the first time too.

Godly Favour- 400
The Gods smile upon you, quite literally. You're very well-liked by any divine being, taking a natural shine to your personality and being quite friendly with you, even when they'd normally be very easily angered or despise your kind of being. That's not to say they'll change their plans for you just by you asking but you do find yourself with a lot more influence over any divine being, provided you still act your place. You're also surprisingly charismatic and quite the smooth talker in general, so even with non-divine beings, you can often get people to side with you, sympathise with you or do what you want.

Potential Unleashed- 400
A mystic power attained only through a strange ritual administered by the former Supreme Kai of Universe 7, the potential unleashed state is a powerful form that forces out all your latent potential and then brings out even more power you didn't know you had. Manifesting as a white aura around your body, it can even be easily utilised with other transformations without putting any further stress on your body. The power the form grants normally would be somewhere between the Super Saiyan 2 and 3 states but with mastery, as you have, the Potential Unleashed state has grown to enhance you with equivalent power to a Super Saiyan God transformation.

Another Step Up- 400
Martial Arts is like a ladder with an endless number of rungs. There is always one step further to take, one more refinement to add to your techniques and one more stage to a transformation. This is the truth for you, allowing you to always be able to take any technique or transformation you have to a new stage of ability. These will always be significant improvements on the prior stage but will be

difficult to achieve even at first, with successive new stages becoming exponentially harder and longer to acquire and to master. The effort will be well worth it however, allowing you to become a mighty contender even with a very limited moveset.

Jumper Is Stronger Than Time- 600
Power is all that matters in this world. Skill helps, strange abilities help, allies help but in the end they're all going to bow before sheer power. Whether you have the sheer power you're after yet or not, you most certainly know the way to use it. Through the application of raw power, you are able to break through any kind of special ability, strange effect or 'hax'. If someone stops time, you can break through and continue moving as normal simply by possessing more raw power than your opponent. A power that allows someone to rot the flesh of anyone they came into contact with would fail on you simply because you were just too strong for the opponent to hurt. Even someone hiding in a different dimension may not hold up against you, as you smash your way to their little pocket hide-away with raw strength. The stranger and stronger the ability, the greater the difference in power there must be between you and your opponent, but nothing is ultimately too absolute or weird for you to crush.

Time Ends All Men- 600
But perhaps power is not all there is to the world. Perhaps when you have a lack of power, it is your skill and techniques that make up the difference, allowing you to force the mighty to bow down before your cunning mind. So long as it is not a matter of delivering pure damage and the opponent resisting that damage, your techniques and abilities can no longer be overpowered with any amount of raw force. When you stop time, the opponent will not be able to move in that frozen time just because they are strong enough to squash you like a gnat. Your abilities to control the minds of others will work regardless of the inherent power of your victims. They can still use specific techniques or resistances they might already have but raw power will not enter the equation for you anymore.

That's My Bulma!- 600
There is an inextricable link between Ki and emotions but it is not a link that is equally strong for all beings. For some, getting angry may see only a small boost in power. For others, it may be quite massive indeed. And for some, the difference becomes incomparable. You are able to channel any of your emotions into raw power, greatly enhancing your ki or similar supernatural energies with even weaker emotions. Drawing on every day anger may multiply your ki two or three times over, whilst seeing a loved one harmed could invite thousands or tens of thousands of times as much power as you normally have access to, depending on how deeply you fall into that rage. The abilities linked to the energy you supercharge with your emotions, such as combat techniques or special powers, will also grow in scale with the energy. If you can learn to control yourself even while feeling immense rage or hatred, you could even maintain these boosts for long periods of time, as otherwise they'll be very tiring to keep going.

Beyond God- 600
So many fighters these days rely on transforming into higher states for their power that they can become surprisingly weak when unable to transform. It's a weakness some have sought to take advantage of and thus one some have thought to rectify. You have gained the ability to permanently take on a great deal of the power and abilities of any transformed state, such as the Super Saiyan transformation. While this process takes some time and requires one to have mastered the transformation in question, it allows you to make use of around 80% of the transformations raw

power and all of the abilities at a similar potency, yet without any kind of energy cost, time limit or continual damage to your own body. This state of permanence is itself not a transformation, though you are able to weaken yourself to normal if you wish.

Triumph of the Pickle- 600

The threats never cease to grow stronger here. Nor do a lot of your allies it seems. Apparently they were just blessed with that much talent and natural ability. Bit unfair really, especially when certain boys don't like to train and yet catch up in power straight away. You'll be able to keep up, generally, with this though. Having taken this, you'll now find that you are always able to reach the general power levels that most of your allies and enemies are fighting at in your current world, not taking more than a month or two at most even if you're going from blowing up planets and stars with your best attacks to threatening the stability of entire universes with each blow. This doesn't mean you can easily reach the level of the strongest guys around but it does mean that you won't be taken out by a bunch of mooks that all your friends can beat and that you'll be a useful ally against some of the bad guy's better servants.

Survivor

Hide Away Now- 100
There won't always be a chance for you to win in a battle or even survive going into a fight at all. At these times, it can be for the best to just slink away into the shadows and train to fight another day instead. You're quite the stealthy young man, experienced in getting around urban and wild environments without being noticed or leaving tracks behind. You appear especially unnoticeable to beings in this world that possess a great deal of power, at least until you get into a fight with them.

Mad Survivor- 100
Wouldn't be able to call yourself a survivor if you couldn't survive. You've been trained since you were a kid to survive on your own or even lead a small community of other survivors to successful, even thriving, life. Be you out in the wilderness on a jungle world or in a ruined city after the apocalypse, you've got a great chance of being able to regularly find food, shelter and clean water. You know how to care for wounds, to make good shelters and defences as well as how to prevent or treat a large number of environmental hazards.

Observing Eye- 100
What a fantastic tournament is being set up to view! All kinds of amazing fighters are about to clash together and even if you're outmatched, you can be sure to at least enjoy the show of martial might. Even if you are unable to keep up with someone in a fight or react in time to their attacks, you are always able to perceive their movements clearly. Even if two fighters are battling at far beyond light speed, you could watch every perfectly launched blow without issue and see every attack coming at you, even if you lack the speed to fight back well.

Magetta Man- 100
Within you flows a network of pure, molten magma. Hot enough to burn badly even some of the fighters in the coming universal tournament and heavy enough when you let it rapidly cool to smother even powerful energy beams. You have command over your internal magma, allowing it to be shot out of you in liquid or rock state as you wish and to massively raise your body temperature, incidentally making you almost completely immune to heat-based attacks. When you raise your temperature, you'll find your strength and speed increase noticeably, though keeping your body temperature at a greatly increased rate is tiring.

Take Pride- 100
A basic skill that is not to be underestimated, while some fighters may desire only one on one duels you are well aware of the benefits of teamwork. You are able to work together almost flawlessly even with total strangers, naturally coming up with excellent combination tactics in the middle of battle. You've got great talent for figuring out combined attacks as well, knowing how to create much more powerful than usual attacks provided your techniques are compatible at all with your allies.

The Killing Arts- 200
The killing arts are the martial style used by an organisation of assassins that work across the multiverse. It's quite the incredible style, focusing on sheer lethality and efficiency, even to the point of harming those much stronger than the user. You're a master of the style, similar to the great Hit, and know how to kill almost any species in the multiverse with just a single poke if they are not strong in their own right. Those unfamiliar to you may take a while to figure out how to apply your

killing arts to but it should not be too long before you can work out their vital points. For those who are actually fighters or near your power, these attacks may 'merely' be horribly painful, disabling and injurious. Even if someone is quite a bit stronger than you, by attacking their vital points you can actually injure them even if your attacks ordinarily would not. It won't work with no upper limit and some beings can ignore even your specialised attacks but you've got a lot more lasting power now. A handy side-effect of learning these arts is that you are able to completely mask your own hostile intent towards others.

Cybernetics- 200
The miracle of science has struck again! Athletic muscle grafts, metal pistons pumps, lightning fast circuitry! Your body has been altered greatly with the addition of powerful cybernetics, greatly increasing your physical and spiritual power, even if you were already an incredible fighter. These cybernetics do not remove your energy signature or make you lose any biological needs but they will work no matter how strong you are. If you happen to already have cybernetics that enhance your combat power, or are a robot, this perk will increase the combat power those grant to you.

Battle Mode- 200
There are states of power one can unlock, provided one trains sufficiently and attains the right mental state. Some of these states of power are known to you, some limited only to unique races, but this one is a more general form. You have the ability to take on a Battle Mode, becoming several times as large and gaining a different skin colour, such as a deep red or blue, to signify the change in power. This state grants you an aura of electricity and increases your physical and spiritual powers three times over. Not as impressive as one of those super saiyans perhaps but you can maintain this state as long as you wish.

Botamono Bay- 200
What good is offence is no one can break through your defense? You have access to a special dimension, private to you alone, that appears to be significantly larger than an entire universe. Unfortunately, you don't seem to yet be able to take things out from this massive empty space. Fortunately, that doesn't matter much because it makes for one of the best defences in existence. You are able to open up invisible portals at any point on or around the whole of your body, taking merely an instant to do so, allowing you to harmlessly suck away attacks or enemies that touch you into this private dimension. You need to be able to activate it in time for an attack so if you don't maintain it constantly, you can be hit by sneak attacks. As well, enough power can overwhelm that private dimension from within, causing the attack to burst back out from you and deal a lot of damage. But it'd take something that was beyond the power of a universe destroying blast to do that. As your personal power increases, the amount your dimension can withstand before it belches back the absorbed damage at you will increase.

Crusher- 200
Defence is the best offence? Psh, it's all about turning your opponents attacks back on themselves. That's what is best in battle. You have the ability to absorb any kind of energy directed at you, converting it into Ki power that you can then utilise. Focus it into your fists to empower the damage you deal, spread it throughout your body to power up, use it to grow in size and power (Though at the cost of speed) or just fire it back at your opponent to hit them with their own power plus yours combined. Your absorption ability does have a limit, though it is hundreds of times beyond whatever your normal power capacity for Ki is, and hitting that limit will cause a sudden weakening as the power begins to slip out of your grasp and you are unable to absorb further energy attacks.

That Park Life- 400
Training is for bozos with no real life. Why spend all day getting sweaty in a dojo when you could be sweating it up protecting the environment man? You seem to keep up anyway, despite how unfair it seems. You're effectively able to gain the benefits of training yourself for long hours each day in a wide area, such as martial arts or several scientific disciplines at once, while not actually doing that training. You just need to keep yourself busy with active stuff that isn't also training. Get out and protect a wildlife park, spend your time teaching or creating wonderful toys for kids, go home and be a family man. So long as you aren't training yourself, you'll find you constantly get the benefits of having trained in your chosen area at the time for the majority of the day. It'll be great training too, efficient and working as if you had a good teacher. How's that for keeping up with the Z Fighters?

Time Skip- 400
You have the power to control time itself! At least a little bit. Similar to the assassin Hit, you have the technique learned that allows you to make time skip by a full tenth of a second, during which you can move freely while your opponent is left scrambling to keep up with the sped up time. It may not seem like a lot but a tenth of a second at this speed and skill level can end entire battles instantly. With training, you will be able to greatly improve this technique, learning to skip longer and longer periods of time, to fully freeze time for others or everyone and even to create small personal dimensions to store skipped time in. Perhaps you could find even more ways to manipulate time with practice. The one limitation to this technique is that it can be quite costly to your energy stores to use, especially at first. Perhaps it is most suited to a precise fighter.

I Was Like You Once- 400
Something about you calls out to your opponents, reminding them of themselves in the distant past. As children perhaps, when they were as young and naïve as you. It inspires them to give you a hand. Your opponents will often find reasons to teach or assist you in battle, giving pointers on how best to use your techniques, showing you how to properly use abilities you both share or picking their words carefully to inspire you to fight beyond your current potential. Sometimes this will be out of sympathy or nostalgia, sometimes just for a better fight. It will be rarer in battles to the death and much rarer in battles where something the opponent considers truly important is on the line. Don't expect a man whose family you threaten to stop to teach you. Unless the lesson is a fist to the face.

Galaxy King- 400
Hark, here arrives the King of the Galaxy! All bow to the mighty…oh, it seems that not many people really care. At least not many that matter in this world. Perhaps being able to blow up the universe is bad for respecting legitimate authority. You are in fact the king of an entire galaxy in your universe, being the official and legitimate ruler of the entire galactic body. There are likely at least several dozen civilised space-faring worlds, if not in the hundreds, in your galaxy and a vast number more carrying life at various earlier stages. As the galactic king, your rule is imposed on all the civilised planets that exit to space, provided there are no beings powerful enough to tell you to go away and make it happen, and you have an enormous body of advisors to help you manage your domain as well as an elite force of policing officers to enforce your law, though they're not terribly strong. In future worlds, you'll have a similar title over a galaxy, though one may be created for you if the current one doesn't fit. Beware that powerful beings may decide to ignore your rule if you don't make them submit. For an additional 200 points, also discounted to Survivors, you can instead take along your starting galaxy to future worlds. See the notes for more information.

Formation!- 400
Form up! Strike a Pose! Announce your love to the world and take on your true form! With a magnificent transformation sequence, you too can become a magical girl, complete with cute outfit and vastly increased military might. A magical girl has to beat her opponents' faces in with the power of love to win, after all. With a quick transformation sequence, you are able to take on a magical girl outfit that multiplies your physical and spiritual power by a factor of around 50. This form is fairly easy to maintain but you have access to two further transformations. The second form is your Super Magical Girl mode, granting you pretty pretty wings and extra frills. In this form you have twice as much power as your first stage. It is quite energy intensive however. Your third and final magical form, making you into a gigantic magical girl construct formed from love and hope and kindness, takes your power to new heights. You'll have thrice again the power of your previous form, for a full x300, though being like this can only last for a few minutes. With time, or somehow getting an additional source of energy, you can increase the power or duration of these forms.

Ki Blast In The Dark- 600
Fighters rely primarily on their eyes and their supernatural senses. They expect the opponent to try and blind them, so they compensate with the ability to sense ki and fight on anyway. How'd they feel if you took that away too? Your ki, and indeed any supernatural energy you possess, is both completely undetectable to any kind of sense and entirely invisible to any sense as well. Even if you were charging a destructive energy blast in your palm right in front of your opponent, they could neither see nor feel anything occurring. The only way they can see your blows is by the damage they leave in their wake or by sensing your killing intent directed at them to try and dodge through secondary means.

Light Bullet- 600
Can't beat what you can't hit and odds are, if you can't hit something then it's moving fast enough to hit you like an intergalactic freight space-train. A special form has been unlocked within you, known as Light Bullet. When you switch this form on, you gain speed thousands of times beyond your normal level of speed. However, you are only able to move in straight lines in this form, severely limiting your agility even if you possess almost incomprehensible speed. By pushing your inner Ki to the very limit and rapidly using up your energy, you can instead activate Super Maximum Light Speed Mode. In this form, while wreathed by spiritual fire, you can move at a hundred times the speed you move in Light Bullet mode and have full control over yourself at that speed, letting you move however you wish. Now you can take your time beating down every foe before they even blink.

Blooming Caulifla- 600
Ain't no one got time to wait around studying and learning shit for years just to get good. The tournament is right around the corner and you've got to catch up with guys who've got decades on you. Guess that just means you'll need to take a week off to catch up to them, eh? Your learning and growth rates are absolutely off the charts, allowing you to accomplish growth that takes talented people years to achieve in just days of practice and training. Even if you've just relied on your natural power till now and been too lazy to train, a solid week or month would see you matching even some of the greatest warriors in the world. If you happen to be training an ability or skill that is inherent to your species in some way, such as a biological transformation state or a brawling style of fighting that works well with your animalistic nature, then you'll find yourself instantly learning the early stages, taking in years of practice in just moments and then progressing at an even faster than normal rate for your already prodigious growth speed past that first burst of advancement.

Living Legend- 600
From deep within the rage surges forth. You can feel it inside, an immense power just waiting to be called on. You are akin to a sleeping dragon and when woken, you reveal exactly why you are called Legendary. You have the ability to take on the first of a series of immensely powerful transformation states, each one giving an immense boost to your base power and then multiplying that base power in a similar way to the Super Saiyan transformation states. These transformation states will take many forms, such as greatly increased size and muscle mass or taking on a green aura and hair colour when transformed. They will also send you into a berserk state when you transform, though you can learn to control and master each transformation state with effort. If your species already has a transformation or series of such or you possess transformations of your own, you can instead apply the Legendary effect to those transformations to immensely magnify their power at the cost of this initial berserker state.

Pure Progress- 600
Life is about learning. Through every moment, you are always growing and changing. A battle is no different, certainly when you apply it to yourself. When you are in battle and pushed to your limits, you are able to rapidly increase the power, scope and effects of your skills, your techniques and even your abilities, so long as you are using them at their limit during these stressful battles. Powers to control a few seconds of time quickly allow you to control more and more time, over wider rangers and with less energy cost. Your skills rapidly sharpen and your techniques are honed to perfection and then brought even further beyond that. Even abilities that cannot naturally grow are improved when you use them in these times. The improvements are permanent, even once your battle ends, so there is never a reason to cease seeking out properly powerful opponents. A battle of course, need not be just a purely physical matter either. Pitting your wits and skills against an opponent in a game of chess could see similar effects on your mental capabilities and strategic skills.

Villain

In Three Months Time- 100
With all these strong heroes opposing you, you need power of your own if you want a chance of your evil schemes going ahead unopposed. But power takes time to accumulate and you may not have all the time in the world, either from being a filthy mortal or from having some time sensitive plans in place. With this, you'll at least know what the most efficient ways of gaining power will be. You always know exactly how long it will take you to reach a certain level of power or skill in something, such as how long it'd take for you to train your power level to surpass a certain opponent or how long it'd take for you to become a master in a certain skill. This only takes into account what you currently have available in terms of talent and abilities, so gaining new benefits may adjust the time to reach certain levels.

The Heroic Rogue, Really- 100
What sort of bad guy has anything to do with honour? Not you, that's for sure. You're as good as any rogue at being sneaky and dirty in a fight. You know how to trick and feint people, how to make use of the environment to your advantage, how to conceal extra weapons on your body and hide your usage of them in a fight. You're even a whiz at making any particularly brutal and unfair moves you make look like 'accidents' to any judges watching, letting you get away with cheating and grievously injuring your opponents.

Ki Technician- 100
Power is common here. Everyone has brute force, unrefined and crude even in the greatest martial masters. What they don't understand is how far you can take the power that is Ki when you have true talent. You already have immense power and with this, you gain incredible skill with controlling your Ki. You can easily form it into solid shapes, such as weapons or armour or shields, and even interact safely with the Ki of others should you be able to prepare in time. This allows you to easily accomplish feats like grabbing the Ki blasts of others and throwing them back or compressing them, even letting you tear the Ki out of people to drain their energy away in big leaps.

Witchcraft- 100
Undertaking lessons at ancient temples, you chose to ignore the martial arts for a time and study the mystical arts. A specific kind in fact, based on the use of magical talismans, seals inscribed on paper to accomplish a variety of effects. Most effective at warding away beings from certain areas or sealing them in, you also have learned a specific spell that turns anyone you place a special seal on the forehead of into a Jiang Shi, a chinese vampire, under your control. Your magic isn't without limits and enough power can break through it but you are able to use your own spiritual energy to empower the seals even more too.

NINGEN- 100
The style is every bit as important as the substance when you're bad. You've got the acting chops to ham things up to the point that you start chewing on the very fabric of the universe. Even if you remain a easily defeated foe, your enemies will remember you forever just on how entertaining and impressive your speeches were. The more over the top you act, the more scary you'll be too, never accidentally embarrassing yourself because of your dramatic oaths and revenge speeches.

His Ki Was Down- 200
No one can keep their guard up forever, not even the strongest man in the universe. There's always that one moment when they think they've won and there's nothing to be afraid of. That's when you strike. You have the ability to bypass the defences of those you catch completely unawares, letting even an ordinary attack from you strike down to their cores. With this, even a simple ray gun could badly injure one of the most powerful beings in the universe. Only through surprise attacks can this work however and these powerful beings are often quite hard to distract enough to not keep you in mind, especially if you have power in your own right.

We Need Your Help- 200
Never expected them to come crawling back to you after how they defeated your dastardly plans, did ya? I guess heroes and your opponents in general have a habit of thinking of you first when they get in trouble. You might not be the only one that could help them but with this, you become far more prominent and even being a hated enemy might not stop them from requesting your help. Maybe with conditions. This also makes it fairly easy to parlay that help into actual forgiveness and reconciliation if you choose to pursue that.

Plotting In Time- 200
Time travel is just not fair. You put in all that work to murder the hero and then some upstart kid changes it all around or gets to train in the past to defeat you. Don't they know only the bad guy should get to abuse time machines? They won't have this option for much longer though, as you now have the ability to always know when someone has travelled back in time with plans to affect you in some way, such as training to beat you or killing you in the past. Despite how time may work where you are now, you'll always get a chance to stop them from carrying out their plans. It might be from getting an offer to travel back in time yourself for just long enough to beat them into a bloody mess or a chance to stop them travelling back in time in the first place.

Body Change- 200
A special ability developed in you during your childhood, this power is the power to change your mind and soul into the body of another being, trapping them in your old form. By taking a pose and yelling out 'Change!', you can spend a beam of energy between you and your opponent. If you and your opponent connect, you change into their body, but be aware that others can interrupt the beam by placing something as a barrier. You'll rapidly adjust to any body you take, quickly mastering their form and growing to their full power, as you have long experience with the usage of this technique.

Love Like Lavender - 200
A villainous way to fight indeed, the powers of poison are yours to command. You are able to freely create and control poison by manipulating your Ki, creating such nasty toxins that even universe destroying beings can be greatly weakened, impaired or had their flesh rotted from their bones by coming into contact with the poison. You yourself are immune to this poison and all other poisons, as well as being able to do such things as coat yourself in a poison armour, fire blasts of poison, breathe it out as a gas or even, in the future with practice, create poisons with specific effects on the biology of other beings.

Ultimate Secret Technique- 400
Science is more than a matter of metal or a fascination with flesh. To really keep up with the supernatural beings of this world, you need to combine the two seamlessly and you have finally achieved that dream. You have the ability to seamlessly fuse man and machine, causing biological beings and technological devices or beings to create a new thing, with the abilities of all the component parts at once but magnified to even greater levels. You can even combine yourself with things in this manner, though do note that unwilling fusions, including yourself in the fusion or not, will result in the strongest will ending up in control of the final product.

Watagashi- 400
You have the ability to take on a small parasitical form, having many small tentacles and being around the size of an adult human's hand. In this form, you are able to infect other beings with overall power levels lower than your own, taking control of their minds and bodies. Once in control, you can use the darkness in someone's heart to increase the power of your host. A ordinary robber might become strong enough to destroy a city when acting as your host. A man willing to kill just to gain a pretty woman could destroy entire planets or more. By making a host commit even more evil acts, you are able to force the body to transform into up to two more monstrous forms. Each one becomes more horrific to see but gains a massive boost in power, letting you battle equally those that would normally take your host out with ease.

Body of Steel- 400
A lifetime of punishment and brutal torture has made your body a peerless example of the endurance of life. Where others faltered, you stood tall without a single noise of pain. What might kill another of your peers can only deal a minor wound to you, such as a bad bruise or cut. You are exceptionally, even absurdly tough for your power level and capable of taking attacks from much stronger beings as if they were an equal to you as well as taking the strikes of your peers as if they were actually much weaker. You're not invulnerable but your foes might be tricked into thinking it at times.

The Young Kai- 400
There are few born under the stars with the talent for martial arts that you possess. You mastered the stances and combination attacks of the masters before you'd even reached two digits of age. Your skill since then? It's only skyrocketed further. You have an unbelievably high level of natural talent for all things relating to martial arts, including the use of Ki in combat. It can take you just a tiny fraction of the time, perhaps just days, to learn styles of battle that may take others half a lifetime to master. Of course, as great as your skill may be, it remains just that. Skill. There are some unskilled brutes who may defeat you simply through the raw power that they stole from the gods like the dirty monkeys they are. But it'd take a lot of power to get past your skill.

Barrier of Light- 400
Perhaps the universe has truly recognised your divine right to rule. The gigantic glowing halo that has appeared behind you when you wish is some fair evidence to that fact, you may think. You have gained the ability to summon the Barrier of Light, creating a shining white halo of light behind you. When this ability is in use, your power skyrockets immensely, similar to the Super Saiyan 3 state, and you gain an automatic defense as the Barrier launches powerful blasts of lightning at any attacks or foes that come near you, whether you notice them or not. The barrier can be broken, which will prevent you from making use of it for a short time, or deactivate if your body becomes unstable, such as by taking enormous amounts of damage and losing focus due to the pain.

Endless Power- 600
A good bad guy is the sort that gets pro-active. Your evil plans won't come to fruition without you taking the initiative and perhaps self-improvement is just another kind of evil plan. While others may wallow in the indignity of having an ability or technique that harms them to use, you know it's just a matter of training to get it down right. You have the ability to train off the drawbacks of powers, transformations and techniques that you can use, lessening and eventually even removing completely them with focused time and effort. The greater the technique and the worst the drawback, the longer this will take, but you can remove almost anything with enough time. Make a transformation last for longer and take less stress on your body, have a technique that can be used only once a day now work twice or thrice each day, even reduce the energy cost of certain techniques over time.

Mutant- 600
Once in a while, some one really quite special comes along. A being that exemplifies everything about their own race and then takes that stuff to a mind blowing new level. You're a mutant of your own race, much like how Frieza is a mutant of his own as well. Your natural abilities are far higher than the normal range for your species, letting you match some of the oldest and strongest of your kind without a day of training in your entire life, though if another happens to have some serious talent or abilities from beyond just your shared species, they could still win against you. And you have the potential to become far, far stronger if you ever did train. Some say you could even unlock a Golden form for your race, like how Frieza did for his own. Who knows what that'd look like for you though. This ability continues to apply in future worlds if you happen to be born again as a member of another race.

Black Copy Cat- 600
There's no point letting your enemies keep their special skills to themselves. Not when you could use them so much better. You have a very powerful form of combat mimicry unlocked in you now, allowing you to almost instantly copy and learn to an equivalent degree as your opponent any combat technique they have that you could use. A special ki attack, a unique martial arts move, a psychic technique or even just how to use your emotions to empower your attacks. So long as you have the potential to use it, it'll take you just a few seconds of watching to make it your own and do so just as well as the original holder in terms of skill and perhaps even more power if you were already superior to them.

True Immortality- 600
To never age, never be harmed and never die. The meaning of true immortality and now your new true form. You have become genuinely and truly immortal. No attack, no matter how strong, can kill you and you appear strangely immune to energy based attacks. You can be harmed by physical blows and even torn to pieces by them but your body will almost instantly reset to your healthy prime, taking just seconds to recover from any injury, no matter how severe. Even attacking your mind or soul is utterly futile. Unlike a normal immortal of this place, you have the ability to grow in power or change over time if you wish and will not suffer degradation of your perfect form just by adding in the cells of a mortal being. Perhaps you could even learn to pull the same trick Zamasu did to become Infinite Zamasu, creating clones of yourself or infecting spacetime itself. However, despite all of this, it is possible for you to be destroyed. You cannot be killed but if something, such as Zeno-Sama's Erase power, were to erase your very existence, then you would still be destroyed.

Anything short of negating your very existence, and it still requiring an immensely powerful user of such abilities to do so, will be ignored and made pointless.

Zenkai: Model Black- 600

The Saiyans have the ability to grow stronger from defeat, so long as they survive. It can make for a terrifying opponent if you let them get away over and over. But you're something much more scary. You have acquired a special kind of Zenkai ability, gargantuan in scope compared to an ordinary saiyan. Just being made to feel pain by an opponent around your level of strength or beyond it will cause you to gain noticeable increases in power. Actual injuries? You'll see your might magnify immensely, even growing two or three times over your original level. Once you begin to surpass your foe at the time, the boosts from pain and damage will become less and less but finding a new opponent of the right level will see you gain those original immense boosts once more. Unlike even an enhanced Saiyan, you'll never reach a point where Zenkai becomes ineffective, always able to grow through conflict with this power.

Administrator

Connoisseur- 100
There are many ways to pass the time, when you live for eons. The method you chose was to devote yourself to the enjoyment of the culinary arts the universe has to offer, cultivating your palate to the finest degree. You have a truly superb sense of taste and seem unable to be harmed through nasty substances you might ingest, such as poisons or dirty foods.

Linguistic Lord- 100
As part of the administration of an entire universe, it'd be quite remiss of you to not be able to communicate with those that inhabit the countless worlds. You have the ability to understand and be understood by any living being, as if you were speaking their language and they were speaking your own language as well. They might still be too stupid to understand you or wish to compromise but that's just how mortals are sometimes.

Long Life Habits- 100
Mortals overestimate their own importance. You might have been around for a few million years by now and many of your compatriots or superiors have been alive for as long or longer. How much value can something with the comparative lifespan of a gnat really have? While you might still be that sort of stuffy immortal, you'll also be able to deal with your own immortality quite well. You'll easily handle living for hundreds of millions of years without going mad or numb. You'll still be able to enjoy hobbies you've practiced for a few millennia, you'll be able to stand eons of monotony without your sanity cracking (Though you'll probably still find it annoying) and you'll even be able to remember all your experiences without them fading over time.

Eventful Lifestyle- 100
Despite your long life, you've never truly felt like you've run out of things to do. Perhaps this is because interesting people, things and events come to you instead of you needing to search them out. You'll never run short on things to do, whether they be fun things or challenging things or interesting things or even at times frustrating things, you'll always be able to occupy your time with something that actually does occupy your time. You'll never have to face a years long stretch of just…having nothing at all you want to do.

Helluva Woman- 100
The divine are held to the highest standard and you don't fail to meet that exalted line. Few can even dream of being as pretty as you, much less aspire to actually look in the same league as you do. You're one of the most gorgeous beings in your entire universe, with less than half a dozen competitors at best. Why, you could even garner the attentions of one of the Gods of Destruction, long as they were the sort of being to still feel those emotions.

The Holy Tongue- 200
Particularly high status gods are taught a special method of communication, known as the Divine Language, that allows the user to speak telepathically to anyone else within a quite significant distance of themselves. Even across entire universes if need be. The communication cannot be intercepted and in other worlds, you will find that this strange tongue you have been taught allows you to speak as an equal with divine beings of those new worlds. You may not be trusted but you would be allowed to speak and be listened to. Just try to ignore how the Divine Language just sounds like backwards Japanese.

I Need Another Nap- 200
Is it not a God's right to do as they please? Work is certainly not a pleasing thing to do and that means you need breaks! Often, for years at a time. Now this is technically against your job description but…these things have a habit of working out for you. No matter what your job is, you can laze off and others will take care of it quite well for you, provided that is at all possible. If you're in charge of regulating the civilised planets of your universe, than you'll find that the worlds come to save and destroy themselves most of the time. Now and then some very significant event might happen that needs you intervention but such things, depending on the scale of your job, may be weeks to eons apart from each other. Your neglected duties will only be taken care of to the minimum satisfactory level however, if you wanted good quality work then you should go into work yourself sometimes.

Godly Mindfulness- 200
The responsibilities of being a god are difficult to carry out without the proper knowledge to know where your divine hand is needed. Through this, you have gained a cosmic sense of knowledge, making you instantly aware of when any event occurs in your current universe that affects an entire galaxy at once or greater. This could be the birth of an immensely powerful new being, a battle that results in the destruction of a galaxy, the entrance or exist of powerful beings from your current universe or even just the approaching threat of a being from outside your universe. You'll receive some details as well, such as a general idea of what kind of event has occurred, the level of power involved and the level of danger to the rest of the universe.

Precise Power- 200
To embody Destruction is also to control it. The Gods of Destruction are not the gods of meaningless mayhem and chaos but orderly beings, meant to finely tune each universe with scalpel like precision. While many Gods of Destruction falter at this task, they and now you all have the control of their own power needed to accomplish it. You are able to exactly control the amount of collateral damage you cause. From your own attacks, the emanation of your raw power and even the direct after effects caused by clashing with your enemies, though not any collateral sourced from their powers. You are able to prevent any of these from effecting that which you wish to remain untouched

Sing Proud- 200
No one can miss your arrival, not when you announce it with a shout loud enough to shake the heavens. Quite literally in fact, as you possess a voice to rival the God of Destruction Rummshi's, loudest in the multiverse. Your voice is a weapon of mass destruction if you wish it to be, allowing you to shout and cause injury, destruction and death to those around you. At your maximum volume, you could leave the majority of a universe in utter ruin and if focused towards a single target, you could disorient even one of the Gods of Destruction or badly injure less powerful foes. However, it is possible to use Ki or other supernatural abilities to protect themselves from both the volume and the vibrations your voice carries. You have total control over your volume and direction, so you can have no fear of accidental destruction.

No Fun Allowed- 400
Serious business goes on here. There's no time for fun and games, not when you have worlds to destroy. If someone comes up trying to joke with you, you'll just have to bat them away as you get back to some real work. Your dutiful nature seems to have granted you genuine power against fools who try to turn life into a gag. A comedy or 'gag' based character, the sort that might normally be able to warp reality or accomplish impossible things because of it being a joke and not because they

possess the actual ability to do so, is powerless against you. Even if they were somehow able to take on some of the most powerful Saiyan Warriors in the multiverse, they would have no more power than they realistically held in their body against you, making these joking people only what they really are when they face you. Powerless jesters.

Tournament Arc- 400
It's quite worrying to see how childish and rowdy the Gods in charge of existence act. They fight like angry cats, have endless sibling squabbles and repeatedly threaten to destroy their own universes due to their in fighting. It is only the brilliant talents of the Angels that manage them that have prevented more problems. Angels that have a habit for organising enormous fighting tournaments to get people to work their problems out safely. I guess even the Angels mostly think of battle these days. Whatever the case, you share their talents in getting people to agree to tournaments to solve disputes, problems and even outright wars. The tournaments must be agree to by both sides, so they'll want something fair, but you have an incredibly high degree of success in getting people to agree to work their differences out through these organized events. Long as you're reasonable and fair to each side, it shouldn't be hard to let everyone beat each other to death with some extra rules in place.

I Wish For Everyone to Be Happy- 400
Despite their power, the ranks of the Gods are not without limits. They can be challenged by truly powerful beings and many of their foes can at times seem to take away all hope of victory. But it is with Zeno-Sama's light that shines upon all beings, that hope can be taken back from the jaws of defeat. No matter how impossible a situation may be, you know that there is always a chance for a happy ending for everyone at the end of the line. A way to avert the universes being destroyed in a sick tournament of power if the right man succeeds, a way to stop the extermination of mortals if the time is right to stop a monster and even a way to bring redemption to a vile monster. You always have the capability to find happy endings for yourself and everyone else, though it may take great power, skill, compassion, intelligence and luck to do so at times.

Great Teaching Whiz- 400
Mortals may have limited lifespans but there is plenty of use to be found in them for the brief times they are around. Entertainment, useful servants, sometimes even powerful allies on rare occasions. It pays to teach them well and bring out their potential and you've gotten quite good at that. You're one of the greatest teachers of the multiverse, able to instill lessons into people that would normally take years of work in just days, no matter how stupid the student might be. You can effortlessly draw out the latent talent and potential in someone, even for something you are not skilled on yourself, and can teach people techniques that should not be physically possible for them to learn, such as a mortal training in the use of godly martial arts.

Martial Modes- 400
A curious talent and one that can quite often defy what others believe possible. You have a knack for a certain process, turning specific techniques into brand new transformations. It takes some work, more the greater the technique you focus on, but you are able to transform skills, martial techniques or even things such as spells into transformed states, giving both increased power and powerful abilities relating to the base technique. A skill that allows one to react without thinking when mastered could result in a transformed state that not only improves power but allows novices to temporarily react without thinking even before they have mastered the basic skill.

Do You Know Like Zuno- 600
If knowledge is power, there are few that can claim to be as powerful as you. In your universe, you are known as one of the greatest scholars to ever live and that is because of the one quality you have that no one else. Nigh-Omniscience. Almost everything that is or was in your universe is known to you. From the exact measurements of a woman when she was a young adult to the strengths and weaknesses of every fighter in the universe to the martial techniques of secret sects to answers to any mathematical problem ever posed and solved. You cannot draw from the future for knowledge but if it is present or past, you know it. The one exception is that beings with more power than you that know how to obscure themselves or other things may be able to prevent you from knowing about them, though few will realise to do this.

God of Science- 600
Technology remains a strong force even amongst the Gods of Destruction or the holy Angels of Zeno. There are devices that allow travel between distant universes, arenas that can stand up to universe destroying battles, suits of powered armour that can fight against some of the greatest combatants in existence and of course, thinking androids and cyborgs that could eventually reach the heights of the strongest warriors in the multiverse. You have the intelligence and raw knowledge to create almost all of this, even weapons or robots that can destroy universes, and the know how to get your hands on the materials you need to make them. Which can be surprisingly easy to find. You've got near endless knowledge and skill in every field of science, including some that mortals may not have any idea could even exist.

Harmonisation of Force- 600
For a God who stands at the top of this world, it is very rare to face an opponent at close range. More commonly, they struggle helplessly from afar against that God. Perhaps this is why the Gods appear so much more powerful when they are far away. You have an ability similar to this, allowing you to make your attacks and abilities grow more powerful the further away from you they grow. The shockwave from one of your punches that might be so tightly controlled as to only make a small crater on the ground could destroy planets if you imbued it with enough power for the shockwave to continue travelling a few light years away. Travel to a further side of the universe and the fabric of space-time itself would begin to tear apart. All from that little punch. Of course, you still need the power to move your abilities that far but with the right planning, you can be far more powerful than you truly seem.

Son of God- 600
That holy light shining from within you…could you be the prophesied child of the Grand Zeno? Or are you just some weirdo that showed up one day with a completely unfair ability? Erase is no longer unique to his holiness, as you have the beginnings of that vaunted ability. You can now emit the same destructive power that Zeno can use, enabling you to delete things from existence entirely, from the body to the soul to the very existence of that thing. At first, these emanations are mostly uncontrolled, like vaguely directed bursts and expand fairly slowly for the level of existence you are on, even if that speed is still a million times the speed of light. You can control the size depending on how much Ki you put in and they will delete without fail anything they touch, regardless of power, but it will take years of practice to finely control Erase and increase the speed.

Ultra Instinct Sign- 600
The Angels have a special skill that allows them to react in combat without thinking, instantly fighting based on sensory information that they receive without needing to spend time thinking how

to react and freeing their minds to think freely even as they battle. But when this was taught to a being outside the Angel clan, it became something quite amazingly different. You have learnt the technique known as Ultra Instinct Sign, a basic form of the true Ultra Instinct. This allows you to take on a special form, granting you access to your deepest fighting instincts and allowing you to briefly fight without thinking. This form also transfers a colossal boost in power, to the point that one verges on the territory of the Gods of Destruction with it. But it can be taken further still. In time and with practice, you can unlock the true Ultra Instinct, allowing your power to surpass even the Gods of Destruction, though this form is very dangerous to remain in too long without long periods of training with it.

Items

All 100CP items are free for their origins and other connected items are discounted.

Uniforms- 50

To make a brand work, you need to be recognised. And what better way to do that then some snazzy uniforms? You've got enough for your entire team, even if that team has dozens or hundreds of members, to fit with these uniforms. Anything from the classic Saiyan armour to the Pride uniforms worn by Toppo and his men or something entirely custom to your own choices. Any that break will have replacements appear once you and your team get to a safe area.

Godtube- 50

Godtube is the divine equivalent of a certain video sharing site. Once you access it from any internet capable device, you can watch almost any even that has occurred in your current universal space. As long as it wasn't a private event, you'll be able to leisurely look over past battles, festivals and historical moments. You can even upload your own videos, getting likes, comments, subscriptions and even ad revenue as the divine beings of your current and previous worlds look at the cool things you post online.

The Thing- 200

You have access to a small supply of strange, dried up red fruits. These are powerful combat drugs, capable of greatly increasing the muscle mass of the eater as well as increasing their power level several times over the normal level. The drugs only last for about an hour at most before the effects fully bleed away. You have three dried fruits and they will replenish a week after being used.

Hero

Radish Farmer- 100
Radish farming is where the money is at these days. Especially when your radishes appear to farm and sell themselves. You've got a healthy plot of land populated by many, many planted radishes. When you're not looking, they'll be mysteriously cared for, picked, seeded and even sold at market, leaving the money at your mailbox or doorstep or nearest equivalent. It's not a lot of money but it still easily supports a good sized family living out in the country without you ever having to work a day in your life.

Hot Spring Water- 100
A carton of bottles of packed water, always heated to a very pleasant temperature. These waters contain hot spring water from some sacred mountain on Earth somewhere. They're very healthy drinks, not just to actually imbibe and rehydrate with, but also for washing your skin with. They'll keep you in good shape and keep both your hair and skin in tip top condition no matter how sweaty or hurt you get. Maybe this is the secret to how Vegeta's hair is still intact despite all the fighting.

Prize Money- 200
Heroes, the real ones, don't often get appropriate rewards for their great deeds. It can be hard making a living as a superhero or world saviour if you need to train all the time and never get paid. But now, with this item, you'll receive an appropriate monetary reward based on your heroic deeds. Save a kitty stuck in a tree? You might find yourself with some lunch money. Save the planet from certain destruction? There's a new richest man on the face of this world. The entire universe is brought back from the brink of destruction by your efforts alone? You could buy entire galaxies with the combined cash the various worlds grant you.

Senzu Bag- 200
What wonderful things Senzu Beans are. Who could have thought that the idle work of a humble cat would one day have a hand in saving the multiverse? You've got a small bag of Senzu Beans at your side now, just a single bite enabling you to fully heal and restore yourself from almost any injury or battle. Where others might expend all they have in one fight, you can go for several with these. But don't eat too many too quickly or else you'll face some nasty backlash. The bag contains a dozen senzu beans and each one eaten will be replaced a week later.

Gravity Room- 400
A special room made by the Briefs family as a final, perfected version of their gravity training chamber. Made so that even a Super Saiyan God can feel weighed down, this advanced room is able to turn up the gravity in the room with no upper limits, so be careful you don't crush yourself into a black hole. The gravity won't ever affect the outside world of the room, even if you destroy the walls with a blast, and any damage done to the room will repair quickly on its own. You can wreck the room by attacking the walls but just powering up won't damage anything or leak outside of it. You may attach the training room to a property that you own.

CC Ship- 400
Capsule Corp have been working on something pretty special, now that people are flying all around the universe. A new model of spaceship, about the same size as the old ones they used to travel to Namek but now with enough speed and fuel to zip across the entire universe in just a few days! The

ships are unarmed but can stand up to anything short of being hit with a planet destroying blast and carry enough supplies to keep an entire family healthy and living for months.

That Place- 600
You've got a Place. It's not a nice Place but it is a useful Place. In fact, even though others are very scared to go to this Place, they can't even deny it's very useful to be in. In a location of your choice, you've got a gate that lets you travel to this Place, a little pocket realm that appears separated from the rest of reality. This place is perfect for training. Not only does time move much faster in this little realm, a year for every day outside, but the Place always has an environment capable of challenging and threatening you, no matter how strong you become. It can be quite dangerous to be in but it is very worth the effort given the results you get.

New Corp- 600
Business is big and booming these days. The modern world always needs more technology and your family continues to provide, especially with you at the helm. You are the owner of a Corporation that competes equally with Capsule Corp in size on your homeworld, though unlike Capsule Corp your family company has expanded to have serious presence on many other worlds in your local space cluster. Even now, your company expands at an incredible rate. Filled with some of the best scientists from around the galaxy and churning out brilliant invention after brilliant invention, they'd be a force to reckon with even if you stayed at home all day.

Survivor

Protein Drinks- 100
They might taste like crap but there's no denying this set of protein drinks is great for your body. Regularly drinking these will ensure you have a much easier time training your body and that maintaining your current level of fitness is almost effortless. You get 2 bottles of the stuff each day and drinking one in the morning and at night is best for optimal conditioning.

I Am The Law- 100
The galactic patrol is always looking for new members! It looks like you're an excellent recruit too, so you've been recruited/asked nicely to join and help out in keeping the galactic peace in your universe. You're an official officer of the law, of the highest level beneath the Gods themselves, though people with any sort of actual power probably won't respect your authority unless you beat it into them. In future worlds, you'll find yourself part of one of the highest levels of law enforcing organisations in each setting, though only as a new recruit. Alternatively, in this world, you can choose to be part of similar justice enforcing groups, such as the Pride Troopers.

Contract Killer- 200
Sometimes, you just have to see someone dead. Whether they've gone too far or you just don't have any other way of giving them a good fight, this contract will come in handy. Once you sign the empty line at the bottom of this piece of paper, a being will appear to you within the hour. This is an assassin, quite a powerful one for the world you are in too. In this world, you would meet the legendary hitman Hit, or someone on his level, and in other worlds a comparatively powered being for that world. The assassin will accept a single contract from you, making an attempt on anyone's life. They're not omnipotent and there's sure to be some people they have only a chance at killing or even no chance at all, but they'll do their best to carry out the task even at risk to themselves.

Underground Resistance- 200
Even in the wasteland after life has ended, a man has to eat. The greatest fighters might defeat any opponent but fall to starvation, exposure, exhaustion and disease. It's why it helps to have some guys on your side round every corner. Taking this enables you to have the uncanny luck in finding resistance groups and secret minor factions wherever you go. These people are friendly, if downtrodden, and willing to help out with supplies and healing anyone who can help them with their problems. Sometimes it'll be getting a lost friend back home safely, others freeing them from the tyrant that rules over their world. These guys are pretty weak on their own but are earnest in their desire to survive together.

Tool of Hope- 400
Though rare, there are certain weapons that can keep up even in the realms of the Gods. You have attained one such weapon, such as a sword or spear or gun. This weapon is almost unbreakable and powerful enough to harm even beings on a universal scale, if at the lower end. The true power of the Tool only appears when one channels Ki into it. The weapon acts as a magnifier of energy, allowing one to emit many times more power than is placed into the weapon, letting even a man on his last few dregs of energy stand against the villains without fail.

Love Wand- 400
The power of love is really no joke, especially not now that you have acquired one of the Love Wands. These heart decorated wands are able to gather love energy from those willing to give it to

you, that energy collecting in the wand and being able to be transferred into raw ki power at quite enormous amounts! In fact, if you can gather enough love energy, you can actually transform into a powerful and beautiful state, increasing your own power greatly! But it'd take a lot of love to do that. Maybe you can work on getting some fans.

Battle Belt- 600
When a call for a hero goes out, you'll be there to answer in a flash. But with this new belt, you'll be there even faster! You've gotten a hold of a brand, spanking new battle belt that when you press the front buckle of, it transforms you into incredible new forms! When transformed, you'll be covered by a shining hero suit and you can pick from 6 different kinds of transformation. Only three are known so far- The Whirlwind Speed Mode that multiplies your speed by 300 times, the Raging Battle Mode that magnifies your power 300 times over and the Ultimate Mode that does both previous modes at once! What the other three forms are, that is unknown. Perhaps they will reveal themselves to you in an hour of need.

Time Machine- 600
One of the greatest machines in all the multiverse, crafted by the hands of a mere human! Despite its humble origins, the time machine you have now acquired is no less impressive. This vehicle, with enough room to squeeze in 4 or 5 people at once and struts on the sides to hang onto, is capable of travelling backwards and forwards in time with few limits. However, when travelling back in time, it will not go to the past of the current timeline but instead create a new, identical timeline to go back to. When the time machine goes to the future, it will return to the original timeline it came from. Unlike the original machine, the time machine you have does not seem to run out of fuel, so you need not fear being stranded in the past.

Villain

Bad Ring Laser- 100
Everyone needs a secret weapon, a last resort. This ring has a easily and well concealed laser gun in it. It's not terribly strong, long ranged or fast firing but it's definitely enough to kill a monkey or unpowered alien in one shot and injure someone who lets their guard down completely. It won't run out of energy, long as you let it charge for a few seconds between shots.

Space Pet- 100
It might not be much of a help in a fight now that you're as strong as you are now but this space monster that is now licking at your palms makes for a wonderful pet. Through this option, you can get some kind of amazing new pet creature. A building sized blob of tentacles or a furry little kitten with twelve eyes and four tails are equally possible. The creature is strong enough to destroy an entire planet on its own if you give it a few minutes but quite well trained, so you needn't worry about it disobeying.

Super Dragon Radar- 200
The Dragon Radar was sufficient for when you just needed to search a single planet. But the Super Dragon Balls are spread across the entire universe. It's lucky your Radar got upgraded to match this greater scale. You now have a Super Dragon Radar, a device that lets you track down things across an entire universe, telling you where to go to find them. You can even program in new things for it to track, provided you have a sample of what you want to find and give the Radar some time.

Frosty Reception- 200
For a villain like you, only the sneakiest of cheats is acceptable. You've got a small pin you can stick to your body somewhere, totally undetectable, that can extend a tiny needle when you will it. This needle can pierce almost anything, even beings on your level in this world, and transfers an extremely potent toxin. This toxin could bring even the strongest Saiyan warrior to exhaustion and agony in minutes, even risking death if you get enough in them. The needle won't run out of poison but the substance doesn't last long outside of the needle or a living body to destroy.

Mystic Talisman- 400
A series of shining blue crystals, somewhat impressive magical artefacts that you have attained ownership of and skill in the use of. These talismans, when used together, can create a wide variety of magical effects. Up to 129 different kinds of illusions, such as phantom fireballs or changing the surrounding terrain to look different, and 76 different kinds of attacks, such as shadow binding spells or basic elemental attacks. While the attacks are not amazingly powerful, at least not by the standards of the fighters common around here, the sheer versatility the talismans offer can't be underestimated. If broken, a talisman will restore itself a few hours later.

Armada- 400
A conqueror cannot be such without men to hold his conquered territories. Even should they be weaklings, they can at least form the beginnings of a kingdom. Or a business, if that be your tastes. Similar to the great overlord Frieza, you now have a small empire's worth of an army under your command. Hundreds of large starships that can travel across the galaxy quickly, each one carrying dozens or hundreds of loyal soldiers. The soldiers view you as something like a divine being or absolute ruler, and may be either a mixed variety of lesser alien races or members of your own

species. Your ships have the facilities to provide for their occupants and are piloted well, but true expansion will only happen once you take a planet or two for yourself to get going.

Commeson- 600
Commeson is a purple liquid, animated and intelligent, intended to defend one distant planet from threats. It does this by draining the power almost instantly from anyone it touches, using that power to create a clone identical to that person, with all their abilities and powers and even spirit and will intact. Those who have been drained and copied will disappear in around, roughly, five minutes of time after that event, with the only way to stop this being the destruction of the copy. Few weapons are as dangerous as the legendary Commeson, nor as uncontrollable. But lucky for you, you have managed to figure out the method to truly command the Commeson, allowing you to command any imitated being made, even if they would normally ignore your orders. Do note that you are not however immune to the effects of Commeson and will likely disappear if you are copied, unless you have some way to prevent it.

Time Ring- 600
This beautiful wooden box contains one of the most powerful artefacts in the universe. A Time Ring, the silvery, sacred tool of a Supreme Kai. Time Rings allow the wielder to freely travel to the future and back, along with granting limited acausality to their wearers, protecting them from being affected at all by changes in the timeline or other time based effects. They normally cannot travel to the past but the Time Ring you have access to appears to be constantly affected by a strange twist in time, allowing you to travel to the past for a few minutes before being forced back to the present. The last trait of the Time Ring and it's box is that, for every alternate timeline in your current universe, an additional green time ring will appear in the box. Your Time Ring allows for free travel to alternate timelines and back, provided the green ring representing that timeline is in the box. Once the timeline is destroyed, the green ring linked to it will disappear.

Administrator

Sleeping Gown- 100
The luxuries of a godly life are many and this is just one of them. The fluffiest gown you'll ever put on your body. It allows you to have the comfiest, most restful sleep you could possibly have and do so anywhere, any time and through anything going on around you, long as you want to sleep. It'll even adjust to fit you, no matter the weird size, shape or composition of your bodily form.

Packed Lunch- 100
A good god never leaves home without a healthy lunch packed in his bags. Whis himself made this lunchbox with lots of love, experimentation and ingredients from around the universe, gifting it to you to help you feel better at meal times. The lunchbox is filled with some of the tastiest food from around the universe whenever you open it, though it has a tendency to give you earth based food. No matter how much you eat, the lunchbox will never be empty either.

Oracle Fish- 200
A strange little blue fish-like creature, floating in a sturdy cup. This is an Oracle Fish, a being that has powerful prophetic abilities. It can seek out basic information even decades in advance, such as when a rival powerful enough to challenge you may appear or informing you on other prophecies already in existence. It won't be too detailed but there are no limits to how many questions you can ask, provided you don't tire the poor Oracle Fish out completely. Just make sure to give it some food now and then.

Pleasure World- 200
Every God has his home and so do you. You've got a independent celestial body as a private new home for yourself. It's not too large, perhaps with enough surface area to equal a small town, but it is a very comfy place to live. Not just a luxurious house to sleep in but all kinds of utilities and amenities, such as food and water supplies or secret stashes of sweets or even automatons to automatically clean your new home. It's quite difficult for others to find this place too, as it is shrouded constantly in a strange nebula mist that prevents scrying and makes travel difficult to those other than yourself.

Potara Earrings- 400
The mystical earrings held by the Supreme Kai. The Potara earrings are actually powerful artefacts, allowing the fusion of any two beings that each wear one of a pair of Potara earrings. Once fused, the resulting being will be far stronger than even the sum of its parts, being a combination of the two component beings. Normally, those who are not divine will only be temporarily fused before being forced apart but the pair of earrings you now hold does not possess that flaw, though you may still forcibly defuse yourself from another at will.

World of Void- 400
The battles of divine beings can't be carried out within the universes, else they'd destroy everything around them. Instead, a special dimension was created to allow for battles of any magnitude without harming the outside. The World of Void, a dimension of infinite emptiness, where the only matter within it is air and an innumerable number of empty stone arenas floating here and there. You have a key in your possession that allows you to open great dimensional gateways that lead to this realm, even allowing you to make the gateway suck in yourself and your opponent should their strength not be great enough, letting you force any battle to occur in a safe location. While in the

World of Void, not even attacks or methods of movement that travel across dimensions will allow you or your opponent to damage the outside world. The key is always in your possession, even repairing if broken or reappearing if lost.

The Cube- 600
A divine space ship, far beyond what any mere mortal could hope to achieve. The Cube is a large glass box, with enough room for a few hundred people to pack in together tightly, and is almost unbreakable to attacks from either side. Despite needing no fuel and having seemingly no propulsion system, the Cube can almost instantly travel any distance, travelling even from one end of a universe to the other in a few minutes at most.

Zeno Button- 600
A big red button. It's a cute button. It's got an image of Zeno-Sama's holy face on the red button. This is the Zeno Button. The Zeno Button is only given out to Zeno-Sama's personal best friends for when they need a little hand. When you press it, and you only get to press it once per jump, Zeno-Sama will appear by your side, ready to help his best friend. Unfortunately, Zeno-Sama's only really good at destroying things so his solution to any of your problems is just to use his Erase power on everything within the current dimension, affecting even universes separated by vast voids within this current plane of existence. He's not omnipotent and it's vaguely possible for something to be stronger than him but that'd have to be pretty rare. Zeno-Sama's light won't hurt you or your friends and he'll even let you tag along with him to someplace that isn't an empty void, though who knows where that might have you end up. But at least the bad guy stopped existing!

Companions

Import- 50

You'd be a far cry from the only person to be bringing some old friends along to help out. For every 50CP you spend on this option you can import an existing companion you have or freely create a new original character to become a companion. This companion gains a free origin and the usual discounts and freebies, along with 600CP to spend on what they want, though they may not buy companions. You may transfer CP to individual companions at a 1:1 ratio.

Canon- 50

In the heat of battle, new friendships can be formed in an instant. You more than most are going to be finding this to be true, as you're destined to meet and become friends with a character that already exists in this setting. Every 50CP you spend here gives you the chance to convince one canon character in Dragon Ball Super to become a companion of yours. You'll find yourselves easily becoming friends and perhaps even more, along with having at least a handful of guaranteed meetings, but the convincing will be up to you.

Jump Troopers- 300

A friend or two might not be enough for the struggles to come. Why not bring along all your best mates to form a team of your own? By taking this option, you may import all of your companions as part of a new team, similar to the Pride Troopers. You'll get a free set of matching uniforms, a number of team dances and even some well known mottos and slogans. Each companion may take a free origin, with associated freebies and discounts, and has 400CP to spend on what they want.

Jumper White- 200

Why do the alternate versions of you always have to be bad? Why is it always Jumper Black and never Jumper White? Perhaps they were all hiding in this option. Taking this companion has you come to meet an alternate version of yourself quite quickly into your time here. They possess the same form as you, as well as all your abilities, gear and powers. They're not exactly identical however, as you may choose to have them take on minor differences. Perhaps their colour scheme is different to yours or they have a different personality to you, though with the same memories. They're not totally loyal to you but they do know you're the main jumper here and try to work with you, depending on what kind of people you two are like.

Drawbacks

There is no drawback limit, take as many as you believe you can handle.

Another Sequel- +0
Not your first time round these parts, is it? If you happen to have gone to a Dragon Ball jump in the past, you can make your actions in that jump continue to be present in this world. For some Dragon Ball jumps, this may mean an alternate timeline exists such as for GT or Multiverse, but others like the original Dragon Ball and Dragon Ball Z will alter events in this main timeline. You may choose to continue to be a race you were in the past Dragon Ball jumps if you wish but may not use the Race Section if so.

Meme DBZ- +0
Is this right? It can't be right. Right?

Ey Amigos. You better be ready because I'm definitely not! We're not just going to any Dragon Ball now. You're not going to the Super place. You're not going to the Grand Tour. Why, you're not even going to the exciting world of X!

You're heading to the heart of darkness. The place where the most devoted fans have created some special things. This is the world where the mighty Jiren is just a helpless babe before his brainy brother. Where the Scooby Gang has ascended to do battle with the Gods of Destruction. Where the Grande Padre is behind it all and yet, despite all this madness, one thing always stays the same.

Gohan is gonna get cucked.

By taking this, you are now entering one of the many possible variations of the Mexican meme versions of Dragon Ball. What versions are true for your coming experience is up to you. It'll be mad, dangerous and quite absurd. But oh so much fun too!

JumperZ- +0
Like in years past, sometimes special events crop up in the timeline that might normally not seem to fit in or never be mentioned. Their existence may even be suspect to the people in this world, though with this option you can make them a very certain fact. This drawback lets you toggle on the existence of any additional or linked content to Dragon Ball Super that may otherwise not be canon. Events such as the story of Dragon Ball FighterZ, crossovers with alternate continuity Dragon Ball media, even deciding whether events and traits from the manga or anime versions of Super are more or entirely present.

Monkish- +100
The life of a warrior is often a frugal one. True devotees to the martial way have no time or even inclination to pursue financial gain, not when they have their own bodies to improve and worlds to save from vicious devils and monsters. Truly, you must be a virtuous soul to willingly take on a curse of poverty, one that ensures you will be constantly poor and lacking in funds, both currency and things with which others will barter for. Only by working humble, menial labour can you achieve even a small amount to live on.

Strange Phobia- +100
The universe is vast and varied, with innumerable species to populate it. These species are each unique, with their own cultures, myths and histories. Is it any wonder that many of these worlds have inherent fears, like humanity's fear of death? You yourself have a deeply set phobia, such as of dogs or extra-terrestrial beings to your home world, and it is one you'll find yourself encountering more often than not. Hopefully you're brave enough to face your fears.

Icy Pride- +100
How?! How could the Great Lord Jumper lose to such a simple monkey man!? This is utterly impossible to accept! Who could even hope to aspire to having an ego the match of yours? Only Frieza himself, the one other man with an arrogant personality that is similar to the egotistical nature you have now picked up for your time in this world. Don't even think about acknowledging your own weaknesses, flaws or mistakes now because as far as you're concerned, they don't exist.

Believer of Justice- +100
The multiverse is a dark place at times. It is besieged by endless waves of villains, monsters and thoughtlessly cruel acts of the gods. It is a world in need of justice, justice that you seek to provide. You've become a devoted hero, a being who feels an intense and all-encompassing need to bring the light of hope, mercy and good to all those who cry out in need. This almost unbearable will inside of will try to drive you to spend most of your time helping and saving others or preparing to better do that. It will make it almost impossible to act in a dishonourable way, save for the most worthy of causes.

Delayed Onset Ki Disorder- +200
Due to your reckless way of battling and using your Ki, you have become a sufferer of Delayed Onset Ki Disorder, a rare condition of the soul that severely hampers your power and your ability to control it. As a result of your special nature, your disorder has mutated to become even worse, now affecting any supernatural energy you have access to. Any such energy, from Ki to Magical Energy to others, will be reduced to a minor fraction of their true extent and power when you use them. The mere use of these energies will become much harder as well, being several times as difficult to control as normal. With rest and recovery, you can eventually heal form this Disorder but for your time here, any sort of fight or exertion of your energies poses a good chance of the Disorder returning at full force.

Weakness of the Heart- +200
The soul is shaped by the heart. No warrior can possess truly powerful Ki if their heart, and the courage that comes from it, is worth less than wet paper. You were born a coward and that hasn't changed since you grew up, always feeling an overpowering sense of terror at almost any kind of conflict you might be involved in. This unsureness of yourself and your power can severely affect your battle ability, not just in you lacking the confidence to carry out your blows but in actually reducing your overall power to a noticeable extent. While you might at times be able to focus yourself and push past your fear, a lifetime of cowardice ensures even in these moments you will remain weaker than you should be at your true power.

Interesting Life- +200
A hero needs villains to beat down, a villain needs heroes to overcome and a warrior needs challenges to surpass. Fate has a story in place for you, one that will place you into constant danger and push you to your limits, whether you like it or not. You'll find yourself constantly pulled into

situations and fights with stronger and stronger people, battles designed to keep pushing you to fight at your best and grow beyond it too. Sometimes these will be simple contests of raw power that force you to grow to survive, sometimes these will be fights that can only be solved by the aid of other allies and at times you may even need to rely on cunning and wits to win. Never will the challenges you are forced to face, through this drawback, be ones that you cannot succeed at but be warned that they all carry very real danger, though the level of danger can vary a great deal. Should you survive, you'll no doubt come out a far more powerful warrior in almost any respect.

No Mortal Tolerance- +200
You've watched the mortals scurry about on all these bountiful worlds, like maggots digging into a fresh body hoping to find some rotten flesh. It sickens you to see such blessed places be befouled by beings that won't live for long enough to ever see the consequences of their selfish actions. An extreme hatred has formed within you towards any mortal being, a creature that will eventually die of age. This hatred is so great that it has spurred you to destroy any mortal you come across, only holding the urge back when attacking the mortal would be suicide for yourself and even then, you cannot help but plot the demise of the mortal later on. You can get along just fabulously if you're the type with other immortal beings but never will you even consider for your time here that a mortal is anything more than an ant that should be crushed under foot as soon as possible.

God Has Subscribed- +300
Oh, how blessed you are. Zeno-Sama has cast down his holy gaze upon you and decided that you deserve to be a favoured creation of his holy self. Few are so lucky as to have the personal interest of the God King, few so lucky as to have the chance to personally entertain Zeno-Sama himself. As a personal interest of the King, you'll find that Zeno, or more accurately his Angels, will constantly create terrifying challenges for you to face. These can range from the bizarre, such as having to win strange and annoying game show contests, to the horrific, such as needing to fend off an invasion of bloodthirsty demons from your home world. Failure at these tasks will cause Zeno-Sama to become greatly upset and unleash his Erase on you until you disappear. Thankfully, his Angels will only dispense these challenges for you to face once a month at most and sometimes, if you manage to succeed with a particular flourish or against a truly exceptional task, it will be even longer before they return again.

Chained Pet- +300
Much like the ways the Gods of Destruction are bound to the much weaker Supreme Kais of each universe, you too are now forced to be chained to a much weaker being upon whose existence you now depend on to survive. This being, whoever they are, possesses only the tiniest fraction of your own power, enough to destroy a planet or two but certainly a vast distance from the nigh universe shaking heights you begin at. They will often get into trouble far beyond their weight class, forcing you to intervene over and over, because should they die, you will die as well and be unable to prevent it. Thankfully, they depend on your existence in the same way and will do their best to stay alive and keep you happy. They're just really unlucky.

Jumper Black/White- +300
There may be only a limited number of universes but there are infinite potential timelines to be made, many of which already exist too. In one of these timelines, it appears that you or something very similar looking to you appeared as well. Depending on what kind of person you are, this may be a good or bad thing for that timeline, as this person has the opposite general morality as you do. Whether this other you is a great hero, a dastardly villain or an aimless wanderer, it doesn't matter

that much as the real danger of this option is that that other you has decided, for whatever reason, that you are standing in the way of their future plans. You may be so evil that they cannot abide you existing even in another time, a hero that threatens them more than any other being or just someone blocking the way to the next world in their minds. They'll be coming for you and possess not just all your own abilities and equipment but means to easily follow you no matter where or when you go.

Put Out a Hit- +300

In the multiverse, there's always someone that holds a grudge. And thus there are people willing to accept large sums of money to solve those grudges, like the person now after you. A infamous contract killer from another universe has set his sights on you. He's an equal to the legendary Hit but has new and even stranger powers than the Time Skip that Hit uses. These powers are such that he can even pose a threat to you, potentially even enough to kill you, but should you figure out the tricks behind his abilities, he'll be no more powerful than Hit. So still a very scary foe.

Ending

The story winds down to a close for your time here but your story as a whole isn't even close to finished. It's time to choose your future fate.

Do you want to *Go Home* to your original world?
Do you want to *Stay Here* in the land of Super?
Do you want to *Continue On* to ever greater adventures?

Notes

Super special thanks to my lovely honey bee, the light and love of my life.

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Dragon Balls-
The dragon balls and the eternal dragons within them offer a great deal of power but they are limited. They cannot grant a wish more powerful than themselves and what they do grant can potentially be overpowered by beings with enough strength. Keep this in mind when you wish from a dragon and remember that they can always refuse you or be unable or unwilling to go against the wishes of their creator or ruler.

Galaxy King-
When upgraded, this allows you to take along your starting galaxy. It will retain modifications, as will anyone within the galaxy originally, but you are unable to bring along outsiders from future worlds as part of your galaxy. Those naturally born within your galaxy may come but they are not companions and will not be importable nor respawn after dying. You can create new life independent of outsiders and carry it along in your galaxy. Any companions you have can be active here even if not chosen as part of your active roster.