Dragon Ball Z
Jumpchain CYOA
By HeavensAnon, eagerDigger, and Quicksilver
Version 2.3 - Are We Still On Namek Edition

Welcome to planet Earth, Jumper, but very different from the one you know. It's part of a much bigger galaxy, of tyrants and near-extinct monkey warriors. The adventures of Son Goku seem to have concluded and he has settled down with his wife Chi-Chi and his new son, Gohan, named after his grandfather. However, in a few months, a space pod will arrive containing Goku's previously unknown brother Raditz, who will reveal the truth of his origins and start a chain of events that will escalate into struggles between powerful warriors and monsters alike. And that's when you come in. The year is Age 761, and you will be spending ten years in this world, which would bring you to four years after the Cell Games if you do not change this world's history. Perhaps you'll be here even longer than that. Go, Jumper, and train hard!

Origins:

Drop-In [Free] –
There's not much to say about you. You are what you've always been: You. You enter without any new memories, but also without connections or experience. But that's alright. You don't play by the rules of the silly fighters here, after all. You'll find a way.

Martial Artist [Free] –
Prodigy? Prize fighter? Warrior? It doesn't matter what, you're someone who has spent most of their life fighting and training to fight some more. You have an understanding of using ki for combat, and can count yourself as one of the greatest martial artists from your home planet. Things are going to get tough and dangerous very soon, and unless you keep up your training, you'll be left in the dust. Get to work!

Style Artist [Free] –
It's not about whether or not you're fighting well or even if you're that strong – it's about looking good while you do it! You know how to work up a crowd and get a team going, and how to look absolutely stylish as you fight. Assemble!

Space Agent [Free] –
The universe is much bigger than what those primitive apes on Earth think, and you're all too aware of it. Maybe you're a wanderer in the sea of stars, or a member of Freiza's Empire, or even the Galactic Patrol. Regardless, you're a traveler of space, and well-adapted to its oddities and surviving within it.

Guardian [Free] –
You're different from the others in this world. You're someone who looks at ki not as a path to power, but as a way to enlightenment. You're someone who sees the universe and the world as a whole from a distant vantage point. Whether as its self-appointed protector or named a true Guardian, you are the shepherd and guide of your planet, a paragon of ki use rarely seen in the galaxy. In time, you may call yourself a God, but that's a ways off...and there are things stronger than many Gods in this world. Maybe you'll be different.

Races:

Earthling [Free] –
Comes in several flavors: vanilla human, fuzzy humanoid, or even a dinosaur-dragon-man on two legs. Regardless, you're an Earthling, born and bred. Normally without a latent ki ability, but when trained, they tend to have a better control of it and balance when using it. This makes them flexible, and while they lack the raw power of other species, they make up for it by being well-rounded. You start, where else, on Planet Earth.

Age: 18+1d8. Alternatively, if this was your race in Dragonball and you chose The Saga Continues drawback, your age is identical to where you left off.

Alien [Free] –
Weird and purple? A tall lizardman? A human with red skin? All kinds of weirdos exist in the galaxy, and they tend to be a bit weirder than Earthlings, but not that different in execution. While Frieza's clan and the Namekians don't fall under this umbrella, other generic aliens of your choosing are yours to become. You start on your home planet, which can be anywhere in the galaxy.

Age: 18+1d8

Namekian [200] –
A proud, slug-like race of warriors and mystics alike, the Namekians come with a naturally regenerative ability and strong durability, as well as a natural ki ability. They can become stronger through training, only require water to survive, and can turn themselves giant after sufficient training, letting them become stronger for a time. You start on planet Namek.

Age: 18+1d8. Alternatively, if this was your race in Dragon Ball and you chose The Saga Continues drawback, your age is identical to where you left off.

Demon [400] –
A usually-malevolent race that dwells within the Demon Realm, separate from that of the world of mortals. They are mostly identical to the human races in appearance, save for some pointed ears as well as unusual skin and hair colors. Demons have a natural aptitude towards magic and start at a higher-than-average potential and power for combat and ki use, though actual training will still get you farther than innate ability. It is said that Demons can unlock a greater transformation through absorbing or experiencing a huge amount of negative emotion, such as complete humiliation or rage at a crushing defeat, though this is unusual and incredibly difficult to achieve - even by the standards of other 'legendary' transformations. Still, a Demon can dream, right? You start on Earth, either in exile or in a fit of wanderlust.

Age: 20+1d8.

Saiyan [600] –
Once, they were a warrior race, humanlike except possessing the tail of a monkey, and incredible aggressiveness with a tendency towards war and bloodshed. By the light of a full moon, they would transform into Great Apes. They had a natural talent for ki and untapped power and great potential, able to rise even stronger each time they came close to death. But they were feared and coveted for this, and were all but wiped out by the tyrant Freiza. Only a few still exist in the galaxy, and you're now one of them. You are either in the employ of Freiza at his headquarters, or hiding away elsewhere on a planet that isn't Earth.

OR... Instead, you are the twin sibling of Son Gohan, the only existing human-Saiyan hybrids on the planet. Though you will be starting off young and without training, taking the From The Ground Up drawback for no points, your mixed heritage holds great potential in terms of power and combat...if only you find a way to tap into it.

Age: 16+1d8. Alternatively, if this was your race in Dragon Ball and you chose The Saga Continues drawback, your age is identical to where you left off. If you chose to be Son Gohan's sibling, you are instead four years old.

Freiza Clan [600] –
Sometimes referred to as 'Frost Demons', this mighty alien race is kin to the tyrant Freiza, who controls much of the galaxy with an iron fist. While the Cold Family are mutants who enjoy a huge amount of innate power, you're not quite at their level to begin with - though you enjoy several benefits to this form. To begin with, while you don't benefit from something like the Zenkai of Saiyans, your body is durable and even your vital organs become vestigial - you can easily survive and clot wounds as severe as being bisected, though being reduced to tiny chunks can still kill you. You also enjoy a faster growth rate in ki and combat power, even moreso if you train yourself - you can't lazily breeze through the terrors in this jump by doing nothing, but by applying yourself, you may become a terror all on your own. Finally, as you grow in power, you may create increasingly-weaker 'forms' for yourself to both contain and conceal your might, and when the gloves come off and you return to your 'true form', your might is terrible indeed. However, this race also suffers from intense stamina troubles when unleashing your true power - unless you properly train, you may find yourself sputtering out into weakness from exerting yourself too much. A surviving adult of your race, you may begin on any planet in the galaxy save for Namek, or at your kinsman Freiza's headquarters. Be warned that Freiza will be quick to dispose of any threats to his rule, or anyone who is growing too powerful for their own good...even his own kin. Oh, and you can breathe in space and survive in a vacuum. Good to know.

Age: 20+1d8.

You may spend 100 points to determine your age and gender freely.

+Android [600 - Discount if taken with Earthling] - **This race can be taken in combination with any of those directly above. Bio-Android and Majin are mutually exclusive from it.**
You are a mechanical warrior, perhaps previously a 'normal' member of your race rebuilt into a cyborg...or perhaps you are a pure Android built from the ground up? Either way, you start off with innate strength and power that is the envy of many warriors - enough so that the arrival of the three Saiyans on Earth is more of a speedbump than a concern for you, though the likes of

Freiza and beyond can still overwhelm you if you do not train your body or grant yourself upgrades. Your body may also come with things like built-in weapons like rocket-powered fists or cannons that use your energy...though you still have finite reserves, your raw strength and damage output is beyond what anyone expects in the initial years in this world.

If you take this origin and spend 400 more points (undiscounted), you may also upgrade yourself with a perpetual energy reactor. Your personal ki reserves will constantly restore themselves near-instantly, giving you an infinite energy supply and letting you keep fighting hours after even the mightiest foe has worn out through sheer attrition. Be warned, however...having this feature will make you a desired target for a certain bio-android from the future...

Bio-Android [800] – It looks like the good Dr. Gero went a bit ahead of himself, this time. Beyond a mere collection of mechanical parts, you are a creature assembled from the collective DNA of Earth's mightiest warriors in the previous years - Son Goku during his last tournament bout, Piccolo Jr, King Piccolo himself, and many of the world's mightiest Earthlings. This has given you the innate abilities within the DNA of these beings, including things like a Saiyan Zenkai boost and the regeneration of a Namekian. You also have built-in knowledge of all their various techniques and ki abilities from the get-go, or at least the ones they had before the current year, and your starting power is enough to make short of Raditz and give his two comrades a very difficult fight...and you may yet become more, as I'll explain in a moment.

Slightly more horrifying is your needle-like tail, which when stabbed into flesh will gradually and painfully liquify a target after immobilizing them, letting you drink the biological sludge they used to be to boost your own power. You lack the ability to swallow Androids for a power boost, being something of a late idea in Gero's designs, but you instead have a unique ability: Self-Perfection. As you train your body or consume the essence of others, your body will transform into a much stronger base form that multiplies your original power considerably, first to a Semi-Perfect form and then to a Perfect form. This requires a great amount of training or consumed lives to achieve, but once you achieve your Perfection, the traits of all the races your DNA holds are amplified considerably - allowing you to quickly ascend miles above your previous self in power by being able to regenerate from a single cell, even if your head was already destroyed.

Age: About ten minutes old. Your starting location is a now-broken capsule in a hidden Red Ribbon Army laboratory. The good doctor doesn't seem to be home. What do you do…?

Majin [800] – Alright, this is getting silly. Okay, so, history lesson. Many, many years ago, a strange and horrifying creature of magic called Majin Buu ravaged most of the galaxy with awe-inspiring power and even killed the original Supreme Kais of this universe. Well, shortly before he was 'dumbed down' and sealed away, it seems that something else spawned from Buu all those years ago...you. While lacking the insane evil of your progenitor, you were somehow sealed away on Earth as well, and have awakened after sensing the approach of a new power level from the depths of space.

You are much weaker than your original self - the approaching Saiyans are about your equal, instead of insects you could swat aside. However, your unique body comes with various innate abilities. You are able to stretch and liquify your malleable body at will, like clay or bubblegum,

and while you can still enjoy food you do not require any physical subsistence to continue living. You are unaging and untouched by the ravages of time. You also possess magic that can turn the unwary into pieces of candy, and can regenerate your body back to full health in seconds even if you were reduced to tiny cells of rubbery flesh. Finally, your most horrifying ability - you can detach part of your body to swallow another sentient being and merge them to your body, absorbing their power, knowledge, and even personality whole, adding it to your own. Those who know about you will likely be terrified of the threat you may one day pose to the galaxy...but for now, your heart is pure, and your destiny is your own. Will you ravage this world, or will you simply make fun and enjoy the peace…?

Age: Several millennia, though mentally much younger. You wake up in some random location on Earth as your seal breaks, greeted by the light of the morning sun.

Perks:

Perks that are 100 for matching background are free, the rest are discounted.

Hidden Power [Free] –
The physical limitations of your species aren't as solid a wall as you may think. Though you will have to train regularly and push yourself to your limits, you will find you can always gain a little more stamina, strength, durability, and speed as long as you apply yourself as much as you can. And the stronger your body is, the more ki you can generate. Though some inevitably hit a wall and can no longer proceed, you are part of the rare few who can go even further beyond.

Ki Training [Free] –
While the use of Ki may be a rare and exceptional talent on Earth, it is surprisingly common in many places in the galaxy, and a powerful weapon wielded by heroes and tyrants alike. It's dangerous to enter this world without at least a rudimentary understanding of it - and that is what I give you. Your power level is now equal to that of Goku at the start of the Saiyan Saga, and this allows you to fly, fire ki blasts, and use powerful techniques like the Kamehameha. You still have a ways to go, and must train in order to keep up with the terrors you may (or will) encounter in this world. If you had already surpassed this level, the power increase is more tertiary and slight. You may choose the color and appearance of your ki aura and energy to whatever you prefer.

Crazy Hair [Free] –
Your hairstyle now changes to both a color and a style of your choosing - stranger still, even if you take damage in battle or some other bodily damage, your hairstyle will remain intact just the way you want it. You can change its appearance at will, though it won't do anything except look as cool or as outlandish as you wish.

[Drop In]

That's Stupid and You're Stupid [100] –
Why does it always come down to "Punch it really hard"? Why are you LETTING him get that powerful!? Doesn't anyone have an ounce of sense that doesn't revolve around fighting? Well, You're gonna have to be the one who actually brings this up. Seeing sensible and actual

solutions to situations that would otherwise escalate into violence or out of control madness is a skill you possess now...and it's going to get quite the workout here.

Kill Your Pride [100] –
Pride is the slow and insidious killer. It seems natural and okay until you begin to act on it and either are defeated or you fight against people who otherwise share your goals out of a desire to prove your worth and be the strongest around. Others may share this feeling as well, but that only clouds your mind! To prevent this, you have learned how to snap people out of squabbles or divisions that would otherwise lead to a meaningless conflict between people who would otherwise get along. If they would be at eachother's throats for much deeper reasons, such as genuine and grave slights(like killing people's family members or similar) then this won't help. But insulting each other's fighting styles is no reason to jeopardize your goals!

In a Tiny Capsule [200] –
There is a particular brand of science in this world, provided by the titular Capsule Corporation on planet Earth. They store singular objects or even small houses in these tiny capsules. Just hit a button, throw it somewhere with enough space, and BAM. You've managed to pick up enough knowledge of this trade to make your own capsules, and store something up to the size of a one-story house in each individual capsule. They don't come with their own power source, though, so anything you store will need its own generator or equivalent if it's an actual house.

Hm? You already were something of a wiz when it came to Capsules, thanks to an earlier purchase a few years ago? Well, you're in luck. Your ability to store things efficiently with Capsules has greatly increased the capacity of things you can store - that small, one-story house limit is now up to a things the size of a three-story mansion.

What I Want And What I Need [200] –
As you become set in your ways, it's easy to let pride or tradition blind you to growth or lessons you desperately *need.* Not anymore. You can now mentally separate your pride and ego from your perspective when taking a choice or course of action into account, letting you see things from a 'clear' view. Actions you take that involve making compromises or wounding your own pride also have a higher chance of succeeding in your favor...even as you do a stupid dance to keep a powerful enemy from hurting your loved ones.

Legacy of the Tuffles [400] –
There was a race known as the Tuffles, peaceful and technology-oriented people who lived alongside the Saiyans on Planet Plant. However, they were unable to co-exist, and soon a great struggle began. For what reasons, nobody can know, but the Tuffles were wiped to a man and Planet Plant became the world of the Saiyans. However, their secrets were not lost. You are an inheritor of the technology of the Tuffles, the secrets of their technology. For starters, the famous Scouters utilized by the Planet Trade Organization were innovated and mastered by the Tuffles with the ones used by said Organization being militarized copies! Originally they had even further uses, as fully-fledged mobile computers and communicators. Despite their desire to advance technology and peace, however, they were not unarmed. The war between the Saiyans and Tuffles was a hard-fought one, not in the least because the Tuffles were able to bring beam weapons and armor that was capable of going toe-to-toe with the average Saiyan

brute(at best, on par with Bardock). Even now many of Frieza's underlings(though not the creature himself) could be taken down with these weapons. Perhaps with some research and development, they could be even greater?

You Stop That [400] –
It's amazing how some people simply ALLOW others to become stronger. Especially those who are actively out to kill and destroy rather than looking for a scrap. What's more amazing is that nobody's figured out how to undo these major transformations in any capacity without defeating them first. Well, that's over now. You're not going to sit around and just let them STAY that strong. You have a unique technique involving a quick strike, that if used on someone who has somehow 'transformed' into a powered-up form of some kind (such as entering their 'final form' or a similar kind of phenomena)...will revert them back to their base form, as if they hadn't transformed at all. While you can't prevent them from performing the transformation again, you can always perform the technique on them again...if they'll allow you, of course.

One Step Further [600] –
Wait...how did you...huh. Interesting. You've managed to unlock a famous technique of North Kai, the Kaioken. This allows one to temporarily push past their current limits in terms of strength, speed, durability, and power for a very short amount of time, letting them multiply it up to one hundred of their original strength. Normally, this technique is extremely dangerous and draining, the body losing many times the energy gained and spent from the boost, enough to knock out or even kill the user if they overtax themselves. However, this version seems to be an improvement of the original - the duration of the technique starts off being able to last for a full minute instead of a 'heartbeat' of an instant, and the backlash will never do anything more severe than a stamina drain to your body. As you practice using this technique in both battle and training, you will learn how to multiply your strength beyond one hundred, and while the drain and backlash grows more severe the more you reach for power, this can be overcome or at least mastered with enough time, training, and mastery. The duration may also be extended over time as you master these greater heights, little by little, perhaps even letting you surpass the art of Transformation entirely...it will not be easy, but such lofty heights are within your reach, now.

Power Levels Are Bullshit [600] –
This world appears to see combat in terms of numbers clashing against numbers, with the lesser the loser and the greater the victor. But if you'll join them in putting your trust into numbers, you're a greater fool than I thought! It seems that it has been forgotten that warfare is based on deceit, but you know much better than that now. While many fighters here may rely on the metaphorical hammer to solve their problems, your might is akin to a blade...perhaps lesser, but finely tuned and sharp. You are able to use your wit and intellect to face off against foes who you couldn't beat in a direct fight, and even come out on top. Solar flares, dirty tricks, hit and run tactics, anything you could use to even out a one-sided match is in your repertoire...and no matter how durable or beyond your own power they are, you'll find such cleverness and pragmatic techniques will never be total failures - you will always be able to, at minimum, scratch or even stun your opponent with enough force. If you can stay alive long enough, this damage may add up and eventually give you victory...or at least precious time. Even if the numbers say you'll lose, you can defy the odds by never saying "Die.".

[Martial Artist]

Turtle and Crane [100] –
You've trained in martial arts, earning the title of 'master', and it shows. You've gained mastery of at least three mundane martial arts of your choosing, and also have a knack for learning new styles. Augmenting your chosen styles with ki comes as naturally as breathing to you, though it may take some extra practice to gain such ease-of-use with ones you learn later in life.

Know My Limits [100] –
There is a physical limitation on your body, one you may be all too painfully aware of. The moment where you're strongest and your physical form goes 'no further'. You are now fully aware of your physical limitations and internal energy reserves, so much so you could form a mental 'health meter' and 'stamina meter' in your mind without any real thought. It makes it all the more satisfying when you push past those limits, and you will know how close you are to that point.

I Can See! [200] –
There's no need for flowery language here: skilled fighters in this world are FAST. Faster than the naked eye or ordinary reflexes could keep up with, or even faster than a speeding bullet. Lucky you, you know how to keep up. While your own movement speed and reflexes may or may not be up to par, your mind and eyes can follow the motions of things and people moving at supersonic speed with ease. With this, you will never be lost upon spectating a fight or following the speed of an opponent heading towards you at full force. You will still need to train yourself or gain the ability to keep up with such velocity...but it's far from impossible, now. Take care - some things may still be too fast for you to follow if the gap is too wide.

Battle Point Limit [200] –
A sad fact of the stronger fighters in this world is that the rest of the planet may as well be made of cardboard when you unleash your full might. The gap in power becomes so wide you risk breaking your best friend's skull like glass just from a friendly sparring match, and entire cities can be wiped off the map with a powerful blast of ki. You've trained hard to know how to hold yourself back, able to make your attacks and abilities strike non-lethally, and instinctively know when you're using excessive force. You also know how to bring yourself 'down to level' with a weaker foe, able to fight them evenly without risk of overwhelming them immediately or killing them on accident. For training and friendly duels, of course.

Break My Limits [400] –
Just when you think you've hit your absolute peak, you manage to go just a little further beyond. You are excellent at quickly pushing your physical body to its absolute limit, which is useful for training. Speaking of training, you are much more effective at it, and the harder you push yourself, the more you will improve.

Won't Stay Down [400] –
You won't give up, or maybe, you can't give up. There's too much at stake, too much to prove, and you just need to push yourself a little bit more to see victory. Your determination is the envy of the mightiest warriors in this world, and you'll find you can keep fighting or pressing on against hardship even if your body is a broken mess begging for the end. A fatal blow will still kill you, but nothing short of it will stop you.

Hit It Hard Enough [600] –
Some things hide behind tricks and deception, others just use flat-out unfair defenses and advantages against you. Many claim that things can't be solved through fighting with brute force, that you need to think outside the box. Screw that! You will find that despite the power gap between you and an enemy, anything that would make them completely impervious to your physical and ki-based attacks will fail them. It won't completely bypass any natural durability they have, but no matter how tough or strong they are, your attacks will at minimum HURT. If you can last long enough, you might even be able to get them to STAY down. There's no such thing as an invincible opponent. Time to prove it.

A Rare Genius [600] –
You're something else, you know that? A savant, a rare genius when it comes to martial arts. Your growth rate in combat skills is on par with that of Son Goku, and you will quickly find new and interesting ways to utilize your abilities in such, even if it has little to do with ki. As long as it's fighting related, you are a prodigy in picking it up and mastering it, though you still need to keep up your training to reach such heights. In addition, you become very perceptive in watching and predicting an opponent, able to read the flow of combat and quickly find flaws in your own fighting style or your enemy's.

[Style Artist]

Do You Even Pose? [100] –
The basics of your style are in balance, poise, and control. That is to say...posing is an important fundamentals of this strongest style! You have the ability to make and keep complex and flashy poses for hours on end, with all the associated balance and patience.

Stomach Cramps! [100] –
Er, you may be flashy but you can't be on your game all the time, right? People will understand! No, really, they will understand. As long as you aren't the one in center stage, you can give a solid reason for not getting involved in the fight and head out with nobody really thinking any less. Maybe they just get that a star like you's gotta not risk themselves for no good reason, right?

The Savior Has Come! [200] –
The most important skill for a fighter? Why, being able to rock the mic! After all, half of the battle is in the mind...so hyping yourself up and talking your opponents down is pretty effective. It helps you're used to fighting in front of a big roaring crowd, too. Hyping and getting the attention of packed stadiums and whole countries is no big deal to you, getting their applause and adoration with aplomb.

The Hero Appears! [200] –
Crime doesn't wait, and neither should its victims! When a cry for a hero calls out, you'll arrive! Or at least faster than anyone else can. You see, you've got a sense for when trouble is afoot and someone needs help, and following your instincts will allow you to make a flashy and appropriate entrance to save the day! At least, hopefully.

Posing Power! [400] –
The strongest style in all the heavens! Team! Pose! Okay, if you're going to be honest, it isn't objectively the strongest. But poses are important, and they do make you stronger! You have a set of amazing poses that, surprise, actually improve your power and abilities! From strength to speed to ki regeneration, certain poses will improve your capabilities very noticeably and for a good while, at least a minute each. You can even use them to avoid attacks, if timed right. Of course, they're wonderful enough that those who see them will be bolstered (or on edge if they're your foe.)

To Me, My Minions! [400] –
No man fights alone. This is something that tends to be forgotten. Wars and battles are won with the strength of many in concert, not the few. You are the epitome of this concept, able to coordinate and cooperate with your allies to defeat foes that would destroy you in singular fights, or even who would normally defeat you as a horde. While one warrior in this world may be able to defeat a hundred, you can show them the true power of a hundred warriors fighting as one. In addition, you'll never be at a loss for those willing to follow your commands, attracting loyal followers with little effort. Finally, though you may be stronger than your followers in terms of battle prowess, you will find that power can, at your will, be spread out through your minions...bolstering them with your ki and physical strength, letting even the lowliest mook punch at one tenth of your current power.

World Champion [600] –
You take very large steps, as should be expected. Your name is known everywhere on this world and in time perhaps even the galaxy will sing your praises! That is to say, you'll always find that your reputation is fantastic almost anywhere you go, with only the most backwards or alien of locations not knowing who you are. Your actions resound through much of society like the ripples of a stone thrown into a pond, and because of this you are seen with awe by those who know you. Your reputation alone is enough to get an entire frightened planet to raise their arms and cheer for you, and excuse any loss or wrongdoing on your part so long as you meant no harm to the world as a whole. Even an opportunistic fool or a man with nothing but a good heart could convince the world to move mountains by their word alone. Even just making an appearance could bring the light back into a hopeless and afraid world. You're their champion. The Champion of the World.

A True Hero [600] –
You might get called a lot of things, because for a lot of people out there Hope and Love are weak and without merit. They're things that can't give strength, strength to defeat your enemies and protect these fragile emotions. But you know that they make you strong in the REAL way, strong in ways they can't even imagine. When you're fighting to protect or for the sake of someone(or multiple someones!) you truly love, you could go from a normal man to someone who could shape and shake the earth with your strikes. Not only strength, but your clarity of thought allows you to bring out an inner focus and competence you may not have even known was there. If the people important to you needed you to move mountains...by god, one way or another you'd get them moving.

In addition, the more 'stage presence' you have...the louder, more flamboyant, or hot-blooded...your combat abilities rise with your gallant performance, letting you truly become a larger-than-life fighter even if you seem little more than a hooligan or a dandy at a glance. This won't always suffice against foes far stronger than you, but it may give them a harder battle than they anticipated. And if you do both of these together? You will truly earn the name 'hero'.

[Space Agent]

Looking For Trouble [100] –
You know when you want to find a good fight, or just someone to kick around a little to show who's boss, but you can't find anyone worth wasting time on? Not anymore! You now have a sense of where to find a worthwhile opponent, or just one who's interesting enough or willing to fight, and a vague idea of how strong they are when you encounter them. You will only find the individuals closest to you, so this usually won't take you off-planet unless it's empty.

Bow, Scum [100] –
In your line of work, it becomes necessary to put someone in their place. Maybe it's to show your inherent superiority, or keep idiotic aliens from throwing their lives away against you. Regardless, you find it easier to create fear in the hearts of others, and is more potent the wider the gap in power between you and them is. The courageous and foolish may still resist you, but against most, you WILL be feared when you so wish it.

I Got a Deal For You [200] –
You know what you can do? Make a good deal...for yourself. You can coerce an entire race to working for you in exchange for low-grade tech, maybe even start a war only to end it in a way that makes you look like the hero. You are excellent at deception and monetary scams of all kinds, and know how to get away with it. It doesn't guarantee success, but almost nobody is better at making such money-making schemes than you are. Just be careful who you piss off...or wipe them out before they catch onto you.

Hierarchy of Fear [200] –
Whoever said it was better to be feared than loved was very wise, as this is something you've taken to hear. When you take your place in a hierarchy or in an organization, those subordinate to you tend to fall into line much more easily, especially if you're an intimidating or powerful figure on your own. You also find it easier to ascend in rank the scarier you are. As they should be - the galaxy will quake with your arrival. Even if you're not necessarily the tyrant type, expect to be feared and respected by those who would oppose you.

Five Minutes Until… [400] –
Time is a funny thing in this world. Almost like it caters more to a narrative instead of any kind of rhyme or reason. Five minutes until a planet explodes can feel an hour, a few hours of recovery time can feel like an entire day as your friends are pummeled into dust by an evil tyrant. You now have a way to bend this in your favor, in little ways - you will always arrive in the nick of time, your training will complete just a day before a self-imposed deadline, and a countdown to a planet's destruction can last until you escape. Be warned - this only works under pressure, and purposefully standing idle at any point will ruin the advantage this gives you. You will make it to the finish line at the last possible second - but only if you race for it!

Marvels of Science [400] –
Everyone makes such a big show of power levels and being able to destroy cities or planets with enough destructive power, but you know what makes the galaxy keep on spinning and lets those warriors succeed? Technology! You've received an understanding and a knack of a lot of the basic 'space' technology in this world that aren't weapons. Spaceships that move at faster than light, able to cross the galaxy in months. Artificial gravity chambers that can be greater or

weaker than Earth's natural gravity. Recovery pods that steadily heal someone back from near-lethal injuries. This is all part of your repertoire, and more. Who knows? You may eventually make wonders nobody has seen before...

Magnificent Tyrant Jumper [600] -
Truth be told, you can't be bothered to personally sully your hands with things like grunt work. Management of empires, minions, and infrastructure...all of that can be a hassle for someone as busy as yourself. With just a handful of patsies and the barest minimum of resources, you can create a self-sustaining empire either across nations or planets simply by directing your minions to do so, and you will find their competence and loyalty to be iron-clad enough to lay the groundwork for an ideal organization with very little input on your part, able to attract the right underlings for the task. Of course, you have to get a handful of patsies or several depending on the size of this venture...but a bit of fear and charisma can help that quite handily, no? As long as you yourself are alive and your presence felt, even in a great distance, loyalists will hold this group or empire together, needing no more than a symbol of your rule or your name to enforce rule of law. It will be perpetual, able to follow to your ideals and specifications with very little work on your part - and should you take take the reins or lead the charge, its effectiveness only grows in that moment. At least, so long as nobody else gets in the way...

The Strongest In The Universe! [600] -
It's a perfectly natural thing, fear. Fear of your betters, fear of an invincible foe, fear of impending doom as you turn a miserable planet of apes into a screaming ball of fire. And as you grow in power and might, it's only natural that others should find themselves cowed by your name alone. Others can subconsciously sense your maximum power in combat and destruction, and react appropriately - with fear. Your equals become cautious, your inferiors beg for their lives. You can easily cow hundreds or even thousands into your service purely out of fear and force of personality, and as you grow in power, that number can extend to the millions...and as you grow stronger, perhaps even further beyond that. Certainly, some 'strong-willed' weaklings or stronger beings can resist you...but that just makes it more satisfying when you crush them.

In addition to substituting fear for charm in all things, your reputation can also spread like wildfire, adding a mythical air to your dreaded name, causing others to pause or avoid your affairs if at all possible just to be spared your personal attention. Of course, should you prefer discretion...or worse, mercy (pah!), both of these effects can be deactivated or activated at will.

[Guardian]

Meditation [100] –
A clear mind is the first step to enlightenment, and you have a knack for making that first step. You may easily enter a meditative state that eases your mind and soul, as well as focuses your ki and increases your sensory range with it so long as you remain in that state. Your mental abilities also receive a considerable boost while you're in this trance. Danger or pain can snap you out of it, but constant practice will let you hone the increases you receive, perhaps even keep them in the long-run. Even the mind needs training, after all.

The Futon Flew… [100] –
You know what means to ultimate power is? PUNS! Okay, no, not really. Still, you're now a lot better at telling jokes and making people laugh, able to get a sensible chuckle out of even the most stone-faced crowd. Good for livening up situations or distracting opponents.

Seer [200] –
When your friends can fly around a planet in a few hours of time, it can be a little annoying trying to keep up with things and people. Luckily, you have a solution. Those with ki training can sense energy levels at increasingly distant ranges, depending on how strong or powered up the target is, with those actively using it being the 'brightest' and easiest to detect. You can now close your eyes and accurately view the scene from your target's perspective and the area around them, able to watch and hear events unfold around them as if you were right next to them. The only limitation is your ki sensory range, and things that may block 'scrying' this way.

Milk Crate Delivery [200] –
It can be a little hard to constantly train your students to reach your level, especially if it means putting them in dangerous or life-threatening conditions to help them get there. You've found a way to train others and their ki a bit more unconventionally, like having them carry heavy milk crates over a long distance or catching stones thrown a very long distance. They'll still have to work as hard as if you were using brute force training for what you're teaching, but it's a little bit easier to manage, now.

Get Up And Rise Again [400] –
Fighting against titanic foes or just taking injuries in general is a problem, and it's a problem you can't really afford to waste time on when you or your friends are bleeding out. You now know how to use ki to heal someone's wounds, able to bring someone back from near-death in prime condition, though healing in rapid succession can be costly if you're not careful. This isn't as effective when used on yourself - it takes twice as much effort ot heal yourself to full condition. You may want to keep someone else handy as a medic. Nobody messes with the healer, right?

Birds of a Feather [400] –
You're such a charming person, you know that? You seem to bring out the best in those you talk to, even your mortal enemies being unable to help but find you charming. You might even be able to turn a villain's heart half-circle, though the determined or truly monstrous will not sway to your side, nor the righteous if you antagonize them enough. Still, if nothing else, you will be respected on the battlefield and casual environment alike.

Apotheosis [600] –
Whether through a ritual or by an appointment from the Guardians of this world, you have ascended to godhood, converting your ki into something more 'divine'. This doesn't put you on par with Gods of Destruction or other titanic foes you will meet...but the benefit to this ki is that it is much easier to control and shape, and cannot be sensed or detected by anything short of another 'god' (or what the world would consider beyond them). Your raw ki power is increased slightly, enough to start you off with a slight edge on early foes...though unless you improve yourself, you will quickly fall behind, as is the fate of many other Gods who stand idle or as simple mentors. You can, if you wish, use this new ki to halt your physical aging, resuming it at its normal pace at your will.

An important thing to note: A Saiyan who obtains this power does not immediately become a Super Saiyan God, or obtain power equivalent to it.

I See Your Potential [600] –
Your allies and companions may lament that they simply cannot match you. They can't hope to catch up, to be the behemoth of power and skill you may potentially become...or already are. That fear is now unnecessary. When you train someone in a skill or ability that is possible for your new student to learn, and one you know yourself, you will find that the gap is quickly closed with enough training and effort. As long as you're personally teaching your student one-on-one, they will quickly race to the heights of skill you yourself currently rest at, able to make a student into a master with enough time. This only works for one particular set of skills (combat, a particular technology or science, knitting, etc.) at a time, but you'll find the top won't be so lonely anymore. Be warned, some people who know of this teaching prowess may take advantage of you and work to ulterior motives after learning what you know...use caution when choosing your students.

Items:

100 items for matching backgrounds are free, the rest are discounted. Any item destroyed is replaced the following day, unless the item says it is restored otherwise. **You receive 300 points to spend on items only.**

Outfit [Free] - You're not going to charge into battle naked, are you?! You start with a mundane outfit that's perfectly tailored to suit your appearance, and can also be of any design you want. You receive five sets of this outfit for free, and any lost or destroyed are replaced a week later.

[Drop-In]

Dragon Radar [100] - A specialized, circular radar designed specifically to locate the Dragon Balls, whether from Earth or Namek. Has a range of a 1,000 mile radius. It still can't tell time.

Strange Fruit [100] – Want to go on a trip? Well, pack your bags, because this fruit will send you on one. You receive an entire bag of these strange, orange fruits, and they have hallucinogenic properties while also acting like a punch of alcohol. A weak constitution may

result in you waking up on a different planet without pants and a vague idea of what you did the previous night, so use caution.

Cyborg Parts [200] – What an interesting pile of junk you have there! It looks like various templates for cybernetic versions of human limbs, even the torso and the head. Can be used to construct androids, replace missing limbs with robotic components, or act as a base for power armor if you hollow it out a little bit. Needs some mechanical know-how to make proper use of, but that's not hard, right?

Seer Fish [200] – A strange blue fish in a little bowl seems to have manifested near where you live, or in your Warehouse. It's spacey and strange, but seems to accurately predict the future based on your current goals and actions, though it can be vague and a little air-headed at times. Trying to force more details out of the poor thing or ask it too many questions at once may cause it to explode. Not to worry, he'll be back next week.

Tree of Might [400] – Not quite the world-eating menace that Turles used, but a more compact and less apocalyptic variation. This tree takes root in its own attachment in your Warehouse or your home, whichever is more convenient, and will grow one new fruit per month. This fruit will immensely increase both the spiritual and physical power of the one who ate it, though it will only last for about an hour at a time. Excellent for turning the tables against a superior foe, though mind how big the gap is.

Capsule House [400] - What's a Jumper without a nice place to live?! An interdimensional hobo, that's what. You receive a single orange capsule that contains a circular, one-story home with a self-sustaining supply of electricity, along with a stocked kitchen, running water, and a comfortable bed to rest in. Can be stored back in a capsule with the press of a button.

Gero's Blueprints [600] – The realization of a dream many thought was impossible. A form of perpetual energy, true and honest. A doctor for the Red Ribbon army, Dr. Gero, has formulated these plans in anticipation of his greatest creations. You've got a sneak peek at possibly the greatest revolution in martial arts technology yet, in the form of these blueprints. Detailed in these blueprints is an engine capable of constantly creating a steady flow of ki from within it at no cost, and even some rough sketches of how one would implant these into living matter. There are also the beginning concepts of a biological android of sorts, able to absorb biomatter and convert it into energy. No strong directions on how it could be utilized, but enough to start the process of researching it...maybe even modifying an existing sample...

Big Gete Star Microchip [600] – The Big Gete Star. Where it came from is lost to time, but its ability is both direct and sinister in its simplicity. This microchip has an advanced form of technology embedded into it that it allows it to collect and shape minerals to create machinery and circuitry to both protect itself and grow larger. It seems to have no other goal on its own, only simply seeking to expand its own systems and stay intact. It appears to have the ability to flexibly create new and powerful machines and devices with whatever materials it is able to gather, a powerful intelligence in that sense. You could use it as the centerpiece of a whole new Big Gete Star, feeding it metal and technology to shape or study it to learn the secrets behind its capacity for creation...and if you took the Android template or otherwise already have a mechanical form? You could become the master of this Big Gete Star's operations by implanting it into yourself, and allow its powerful creation abilities to gradually reshape your form into an

amazing new metallic body, able to match the master of the Planet Trade Organization lord Frieza in his first form with your new might, and enhances your growth as a cybernetic being in terms of training and potential. Just note it will take a lot of raw materials, time, and training to reach the same level and scope as 'Metal Cooler' in his own debut.

[Martial Artist]

Gi [100] - A martial artist needs a proper gi! What is he without one, some kind of savage? You receive a comfortable martial arts gi that's just your size, and has the symbol of a school of your choosing (or just one that represents you and your companions) on the back. Gets replaced a day after the old one is destroyed.

Weighted Clothes [100] – It's a little old fashioned, but still an effective training method for ordinary people - and a way to start out increasing your power. This is a copy of your gi or Outfit that weighs several kilos more than it should, enough so that it'd be a challenge for an ordinary member of your species to move around in them. Removing it will give you a temporary boost in ki and speed...though, after a point, you may become so physically strong it's ultimately a useless gesture. Good for showing off, though.

Feast For a Saiyan [200] – Hungry after a hard day's work, Jumper? Not to worry! Every time a meal of the day begins - breakfast, lunch, dinner - this table will be stocked full of freshly cooked and delicious food, picked up from the various jumps you've been to, or favorite dishes of yours and companions. Can feed about twenty people in one serving, and leftovers must be put away or else they will disappear when the next meal appears. Any special or magical food lacks any supernatural properties, but keeps the taste.

Training Deathcourse [200] – Well, that's one way to do it. It's a huge, bigger-on-the-inside gym containing a huge death course. Circular saws, several-ton weights, and other things incredibly dangerous to normal people. Using it might be risky, but you'll find the more blood and sweat you exert on training here, the more your physical abilities will be trained. You may eventually reach a point it doesn't threaten you or those who practice on it, but early on and halfway through the events in this jump, it will be useful. Becomes a Warehouse attachment post-jump.

Power Pole [400] – A copy of Goku's own Power Pole, now tailored to your use. A magical weapon that can grow to 28 times Earth's diameter from 1 meter, or anywhere inbetween. It cannot be destroyed or broken, but it can be lost. If somehow lost beyond your reach, you get a new one the following week.

Flying Nimbus [400] – This fluffy cloud seems to have taken a liking to you. A vaguely sentient Nimbus that will come to you when called, that only you, your companions, and those who are pure of heart can ride. Fast enough that you can soar around the planet in a very short amount of time. Can't really travel into space or beyond, though. Not to worry - it will still appear when called once you're on a different planet. Does not count as a companion.

Shenron's Blessing [600] – Interesting. It seems to be a fist-sized Dragon Ball, marked with eight stars, with a crack running along its surface. It is an inert Dragon Ball containing a fragment of Shenron's power. Once per jump, you may either use this to revive someone who

died less than 24 hours prior, or should you be struck down fatally yourself, the Ball will immediately dissolve and bring you back to life at full strength the following day without losing your chain. Post-Spark, the crack will disappear, and you will be able to use this once a year without a time limit on revival, much like the true Dragon Balls.

Hyperbolic Time Chamber [600] – A copy of the chamber on Kami's lookout, now accessible from your Warehouse. Leads you to an empty void with a single platform around the entrance containing food and a working washroom. A day outside of the chamber is a year inside of it, and the time you spend within it only counts for the time outside in terms of jump duration. That said, merely entering the chamber is a challenge...the white void strains the sanity of a human mind, the gravity being several times the intensity of Earth. Merely being able to walk into the Chamber and last for an hour is a task of no small magnitude. However, should you be able to survive it, you will be able to train effectively in a very short amount of outside time.

[Style Artist]

Nifty Suit [100] – Not much else to say about it. It's a perfect set of clothes for a fancy dinner party, just your size and ready to wear. You come with a closet full of them. You have to look your best for your adoring fans, after all!

Jetpack [100] – Okay, so maybe you don't have the time or patience to use ki, or maybe you want to conserve on a tiny bit of energy. Not to worry, this Satan-approved jetpack, courtesy of Capsule Corporation, is yours to use! It will let you fly at near-supersonic speeds safely, and even generates a kinetic field that keeps the acceleration from hurting you. It doesn't protect you from much of anything else, though.

Lots of Zenny [200] – It's not proper to spend your whole life living on prize money, so let's get some cheat money instead! You start with about 50,000 Zenny to spend freely on planet Earth, or an equal amount of galactic credits if you're more of the spaceward type. After this jump, you receive the local equivalent in the most popular currency where you begin each jump.

Gym [200] – Not much else to say about it. It's a working gym in your name that contains all the exercise and training equipment ordinary Earthlings make use of. It's an actual business, too, and will situate itself in a populated area nearby, where people will pay to use its services. All money earned by it is in your name, and other expenses are taken care of by unseen forces. Can become a Warehouse attachment or be settled in another populated area in future jumps, though only the latter will earn you money.

Mansion [400] – You know what a champion really needs? An awesome house to stay in! This is a three-story mansion full of all the basic amenities you need, including rooms for you and every single one of your companions. Yes, all of them, even the inactive ones. They can't leave the grounds or do much unless you swap them to 'active', but at least now they get a place to stay! Can become a Warehouse attachment post-jump.

Saiyaman Outfit [400] – What an interesting little watch you have, Jumper. This convenient wristwatch not only tells time, but at the push of a button, generates a superhero outfit of your choosing over your body that will obscure your identity from the common gaze. What's more? It's modular. You could easily store a single outfit or armor of your choosing to wear and

de-equip with the watch at the push of a button. The only downside is that it has to be something ‘Earthling-sized’, but power armor and things smaller than a car are all fair game.

Planetwide TV Station [600] - You know what you need to do to get some publicity, Jumper? Your own TV Station! It’s run by a crew that changes with each jump, but will have the same skills of the previous ones, and whatever is essential to run it. This Station will assume direct control of the airwaves of the planet its own, broadcasting a show or demonstration of your choosing,

World Tournament Arena [600] – A grand stage for the finest fighters in history. This is a large arena with several spectator booths that make the entire stage about the size of a baseball stadium. If you so wish it, you may host a World Martial Arts Tournament, where the strongest fighters available in the world will arrive to compete. Enemies who expect a trap will be reluctant to show up, but if you want a gauntlet of powerful foes to fight and feel you can handle the consequences, don’t worry - they will certainly arrive. You set the rules, but the default template will follow the rules of the World Martial Arts Tournament regularly hosted in this world: Ring-outs are a loss, don’t get counted out, no kicking below the belt!

[Space Agent]

Blaster [100] - A wrist-mounted blaster with a circular design. It’s run entirely be a self-sustaining internal battery that recharges after a few hours of being left unused. A single blast from this weapon can punch a hole in a common Earth vehicle and make it explode into flames, and can turn ordinary Earthlings into swiss cheese with a well-aimed shot. It’s not terribly effective against a lot of the tougher foes in this world, but you have to start somewhere, right?

Scouter [100] - You know it, I know it. It’s the famous Scouter of the PTO, able to read ‘Power Levels’ by gauging ki and the physical abilities of those it scans, with a range of about 9,001 miles. Unlike the most faulty ones in the universe, this one won’t explode upon encountering immense power. Note that more esoteric forms of power might not register to it, unless you adjust it appropriately.

Saiyan Armor [200] - A very neat elastic armor. And I mean elastic - a human-shaped alien changing into a gigantic ape while wearing it fails to tear this up. This armor is meant to provide a very light and flexible frame to the wearer while being able to protect the torso from bullets and body blows alike. Things akin to Freiza and other monsters can rip through this armor like it was butter, but it’s otherwise a fairly effective deterrent to physical damage.

Attack Ball [200] - The one-person pods that the Saiyans and the PTO made regular use of. These can contain one living person and send them across the galaxy, traversing great interstellar distances in days or even weeks, or moving across the entirety of the galaxy in a few months. They user is kept in suspended animation, so that their bodies survive despite the length of the trip, and keep them in a trance-like state to avoid the insanity that comes with boredom. The pod needs to stop and recharge every few months to regain its proper life support at a planet with an inhabitable atmosphere, but is otherwise perpetual in use. You even get a spare for each companion you have!

Gravity Chamber [400] - It's a large room with a fairly complicated-looking computer in the middle, with red tiles stretching across the floor. In this room, which can be located in your Warehouse as an attachment or an addition to an estate you own, you may tap keys on the computer to adjust the gravity in the room. It can be several hundred times Earth's normal gravity at maximum, enabling you to train yourself in extremely grueling conditions...or kill yourself immediately, if you get too cocky. Do be careful.

Battleship [400] - Well, aren't you the lucky devil? It's your own personal replica of Freiza's battleship, able to soar across the galaxy in only a few months of time. It runs on its own generator and even has a rudimentary AI to fly and manage the ship for you when you can't be arsed to get an entire crew to do it.

Recovery Pod [600] - A little piece of medical engineering technology, and invaluable to the soldiers of the PTO and the Galactic Patrol. This pod holds a single individual and heals near-death injuries in but a few hours of time, with accurate diagnostics of their injuries and physical conditions on the computer managing it. It even comes with blueprints on making more! Isn't that something?

Blutz Wave Collector [600] - There is an interesting phenomenon behind the Blutz Waves, which is an energy created by the light of a star reflecting off of a celestial object. It is what enables Saiyans to transform into Great Apes, and perhaps in some disjointed timeline, do more than that. You now have an orb that naturally collects these waves, and some notes that indicate it as a very efficient and useful energy source...now if only you had a way to utilize it...

[Guardian]

Water [100] - Not much else to say about it? It's amazing clear freshwater that's delicious and chilled just right, stored in several gourds. Refills daily, too.

Namekian Trees [100] - They look terribly boring, but could make for a nice aesthetic, you suppose? You receive seeds for several Namekian Trees, which don't bear any fruit but otherwise don't need much water to survive. For some reason, staring at them too long makes you feel bored, and like it's taking several months just for a few days to pass. It's just your imagination, though.

J-Sword [200] – An interesting trinket. This broadsword has the ability to amplify and channel ki with ease, making it an easy weapon to use as a focus for your Ki Training. Practicing with it also improves its ability to do so, until it's a fairly potent weapon in your hands. It is an extremely durable weapon, but should it somehow be destroyed, you will receive a new one the following day.

Namekian Building [200] – A simple house, identical to the ones used on planet Namek. What sets it apart aside from its fairly interesting aesthetic is that resting within it eases the use of ki control within it, and it's durable enough to withstand shell blasts from ordinary Earthling weapons. Comes with the building materials, which are like clay in its unformed state.

Jumper's Lookout [400] – Well, now, aren't you lucky? You've acquired a replica of Kami's Lookout, though it lacks the Hyperbolic Time Chamber (unless you bought it) and items related

to the Dragon Balls. It will assume a low orbit on the planet you start at or spend the most time on, somehow transporting itself to follow you (though it can't move unless you arrived at a place first). When you view the world from its edge, you can accurately perceive events unfolding on the planet from a bird's eye view with a surprising amount of clarity. Try not to fall. How do you get there in the first place? Well...better get training!

Senzu Bean Bag [400] – Ah, the Senzu Bean. A miracle food that feeds you for several days and immediately heals you and restores lost stamina and energy, though it can't grow back lost limbs or revive the dead. It's something of a trademark on Earth, and a mainstay of the Z-Warriors. You have acquired a bag of twelve of them, and they will restock each month. Planting them doesn't really seem to work, either. Use them sparingly!

Afterlife Gateway [600] - The dead and the living aren't quite as separate as people would imagine. Why, it's almost like you could just walk right over to see them! That is true, now...this is a gateway, shaped like a Japanese archway, leading towards to the afterlife. It's a cloudy expanse between Purgatory and Heaven, and can be extremely difficult to navigate - not to mention, the living tend not to be welcome if they stay too long. The benefit to this, aside from being able to meet the long-departed, is if you can find them, you may give one individual a 'free day' of life among the living, though they will be automatically returned to the afterlife once this has expired and cannot be chosen for this again unless you have a way to resurrect them proper. Be warned: A strange purgatory awaits you in worlds without a clear afterlife, and even worlds with it will likely not be welcome to trespassers...use caution.

Dragon Statue [600] - The Namekians, using statues much like this one, created the magical wish-granting Dragon Balls and the Eternal Dragons that granted said wishes. It doesn't seem to have come with a manual, however. With a lot of time and training, likely more than you'll get from a decade in this world, you can study this statue and the energies within to create your own set of seven Dragon Balls, and an Eternal Dragon to match who can grant one powerful wish (bringing back the dead en masse, for instance) or three 'smaller' wishes (individual revival, restoration of youth, etc.). That said, the 'scatter across the world after first use' mechanic seems to be built in, so you'll have to gather them yourself afterwards, and they'll be inert for one year.

As a part of your chain, you may only make and use one set per jump, and one jump's set of Dragon Balls won't work outside of that setting. Post-Spark, this limitation disappears.

Companions:

Sparring Partners [Free/100-300] - If you're feeling a little lonely in this world or have friends you want to bring along, you may create or import up to 8 companions with Hidden Power and Ki training, along with a free background and the Earthling species for free. For 100 each pair, you may give two of these companions 600 points to spend in perks and items, or spend 300 to give this to all 8. Can be Earthling, Alien, Demon or Namekian for free, becoming a Saiyan, Android or Freiza Clan needs to be bought - however, should they be choosing the same race as yourself for this jump, the latter two receive a discount if they match, or for free if you both take Earthling-Android. Obviously, only imports can be Drop-Ins..

Ride A Ball [200] - This world is full of both powerful and interesting individuals, all of which can make fantastic companions if you're prepared to deal with them. For 200 points each, you may take a canon character who is still alive by the end of the jump along with you, on the sole condition you can convince them to come along in the first place. Do note that while you may not need to be stronger than them, many of the strongest fighters in this world won't want to accompany someone much weaker than them without some sort of leverage, so take heed.

We Gotta Power! - Of course, if you'd rather take someone with a bit more 'flavor' along, I have a cast of interesting and unique characters you may run into and take as companions...if you spend the points for them, of course. You may also decide their gender and appearance freely, so long as it makes sense for their race - no Namekian ladies, I'm afraid. You can import already-existing companions you've brought along into these roles, should you see fit to do so.

An Unknown Prodigy [200] - The Turtle and the Crane schools of martial arts are world-famous, especially by the end of your stay here...but nobody really heard of the esoteric fusion of the two known as the "Deer" school of martial arts. Probably because it's one person's creation! This martial artist, to be specific. A lone warrior who trained hidden in mountain valleys, in solitude. They were excited to show their skills against Jackie Chun and Bacterian, but, uh. They...got lost. For a looooong while. Still, you're here now! They can find a real challenge now, either in you or your enemies. Plus, you might help them actually get around without getting turned around. This fighter has the Earthling race, with skills and abilities that give them the effects of the perks "Turtle and Crane", "Battle Point Limit", "Looking for Trouble" and "A Rare Genius."

A Con From Space [200] - The freeloader from beyond the stars! This impish stranger, an Alien Space Agent(real estate agent, if you believe them) once managed to get their fill of wealth and riches by doing a bunch of land and real estate scams out in some other systems...but unfortunately Frieza's Planet Trade Organization didn't see this too kindly, and they were run out. They're at the end of their rope, but if you just listen to them for a little bit they'll show you their master plan to turn it all around...You could be rich, RICH! Of course, they're willing to share with their new best business partner, right? Despite their penny-pinching ways, they do seem to genuinely care about you, plus the friends they make by your side. They might balk if you try that "Friendship is the best treasure" stuff though. This con's expertise and talents are that of "I've Got a Deal For You", "Stomach Cramps", "Marvels of Science" and "Kill your Pride."

A Mechanical Heart [200] - Red Ribbon had ambitions to take over the world, and there were quite a few Androids active even excepting edge cases like Eighter or Major Metallitron. This tall giant is one of them, an unnumbered Android who was activated in a far off city by some entertainers who mistook them for an animatronic they could use for a wrestling match. Still shaken and lost due to the circumstances of their awakening, they latched onto the hype and ham of the professional wrestling gig to have something dear to them. It was the perfect way to channel their desires to fight, and now they're a beloved champ who puts on a wonderful "face" persona. It's not an act, however, and their desire to demonstrate good ol' values has put them on your path, with a biology granted by being an Earthling-Android, and their legendary mic skills granting them "The Savior Has Come", "Do You Even Pose", and "Posing Power."

A Wandering Mystic [200] - Being a Warrior on Namek of all planets isn't the most...eventful of existences. Barring some of the rowdy wildlife, the planet is peaceful and as such being solely devoted to fighting there is...well, it's boring. This Namekian warrior agrees, and turned his attention to finding the root of all truths. Enlightenment. He hopes by seeing the many-folded kaleidoscope of existence, it will lead him to seeing the true patterns and as such is joining you. While he's unable to create Dragon Balls (he's kind of new to the hermit game relatively speaking) he has a number of excellent skills and knowledge from being both a fighter and a thinker, the abilities of 'Power Levels are Bullshit', 'Meditation', 'Birds of a Feather', and 'I Can See'.

A Devil In Plain Sight [200] - The land of the Demons produces a great many who wish to rise to the top, though how they do so can vary. This Demon noble, intelligent and ambitious, is content to have you as their champion and through you dominate the many worlds. Despite this, however, they are loyal and very intensely devoted into your improvement and refinement...after all, you're their champion and your strength is reflective of their own superiority! As such, this devil will take your own motives and desires into account...Honey catches more flies than vinegar, after all. They may stick by your side more often than not, however, as they appear to be a bit awkward in the downtime between training and combat...and a "unique" sense of humor doesn't help that either. As you could guess, they has the potential of a "Demon" and abilities and skills that give her the effects of the perks 'The Futon Flew,' 'Magnificent Tyrant Jumper', 'To Me, My Minions!', 'Hierarchy of Fear' and 'That's Stupid and You're Stupid'.

A Lost Fighter [300] - Ah, so the Saiyan race does live after all…Though they're only one on her own. This survivor hails from one of the off-world colonies of the Saiyans who went into deep space to search for new planets, having avoided the devastation of Planet Plant at the hands of Frieza. Unfortunately they were sent out this far from home, and now they're alone with such...weak creatures. Still, they seem to favor you in particular and vow to fight at your side...Maybe they sees some potential in you? Or perhaps they're just feeling pity for someone so inferior to them...it's not like they'd have any other reason to follow you, no sir.
In any case, they're strong, with Saiyan biology and the powers of the perks 'Hit It Hard Enough', 'Bow, Scum', 'Break My Limits', and 'Won't Stay Down'. Just...you may want to keep an eye on them, they might be a bit rowdy to deal with, ESPECIALLY if you point out their favoritism towards you…

A Smiling Horror [400] - ...oh. Oh, no. How did you find such a...creature, Jumper? It's a fully complete Bio-Android, freshly emerged in their Imperfect form, which has mentally imprinted you as its creator, or at least its 'leader'. They contain the DNA of both several fighters from planet Earth, but also the genius of several scientific minds, giving them the technological expertise of 'Legacy of the Tuffles' and 'In A Tiny Capsule'. They also have all of the innate traits of being a Bio-Android, of course, including Self-Perfection. Despite how eerie and unsettling they are, just staring into space and following until you tell them to do something else, they do seem to have a budding personality with a sadistic streak and perhaps some growing narcissism...especially as they near Perfection. If nothing else, they are unshakably and almost disturbingly loyal to you and your companions, only acting on their violent impulses or hunger if you allow it...but they'll certainly enjoy it if you give the word and let them loose…

A Sweet Tooth [400] - Alright, I give up. This world doesn't make any sense in the first place, so neither does this. Apparently, Majin Buu had spawned another member of his kin at some point, which has been awakened by your presence...though they look like a more 'teenage' version of the original Kid Buu, their personality is cheerful and childish, though they're still a little bit dangerous...things like 'self-control' and 'not juggling people and cars for fun games' are new concepts to them. They've latched onto you as their new 'best friend' (or Kami forbid, some other deranged form of attachment) and are now eager to join you on your journey. And...well, while they won't hurt you or your companions, you're going to have to take it upon yourself to teach them about the world around them, less they eventually return to the strength of their progenitor and be restrained only by the idea of accidentally hurting you. Or not. I won't judge. This is a Majin with all the benefits thereof, and have their own version of 'One Step Further' by tapping into a tiny fraction of their original power. And with some training...perhaps after many years, return to it.

Drawbacks:

Original Flavor [+0 - Endjump Option] - This is where your journey was meant to end, and should you so choose, that is where it will be. You will be staying for as long as possible in this world. You automatically gain the 'Always Someone Stronger' drawback without points. You will steadily be confronted by stronger and stronger foes, each more mighty than the last, eventually challenging you if not surpassing you. This will continually escalate and become more and more absurd until you're well and truly outmatched...and only when this happens, will you be given the opportunity to gain your Spark. At minimum, you must fight and defeat all canonical foes from Z before you will soon be facing an onslaught of even more powerful foes from Super or GT with greatly increased power. When your back is pressed against the wall and you've truly done all you can, but still press on regardless, your soul ignites and you gain your Spark at last.

Alternatively, you may start in a fresh timeline and do this the old-fashioned way. Go straight to the original Dragon Ball endjump document and jump that instead.

The Saga Continues [+0 - Required if you took The Jumper Saga] – If you have been on this world before, via the Dragonball Jump, you may choose to have this to be the very same world you left at the end of the decade you spent in Dragonball, and will change your starting location to Earth if it was any different. The consequences of events you've spurred on during Dragonball will still be felt here, and if you chose a race in Dragonball that is analogous to one in this jump, you may take that racial choice for free. Let's see where this story goes...

Four Stars! [+0] – The world is...different, now. The events do play out approximately the same, but the reasons and motives behind them are...warped. Characters have new and outlandish personalities and things like Spacey's (the only and best restaurant in space) and a muffin button will exist as well as certain events (like Garlic Jr's appearance) will be completely bypassed. In other words, the universe will act as if it were the Dragon Ball Z Abridged version instead of canon.

Broly When? [+0] - Broly never, unless you take this drawback. You may decide of the events of the movies are canon or not for the purpose of your jump, and how many of them are. Be warned, this can make your stay incredibly dangerous...or really, really weird.

Buu-Who? [+0] – Your time here has been lengthened, a bit! You'll stay an additional amount of time to watch the events of the Buu Saga play out as well as the years leading up to the beginning of the continuation of Dragon Ball Z, Dragon Ball Super.

ARE WE STILL ON NAMEK?! [+0] - There's a lot of weird things that happen between all those big fights...with this drawback, as much or as little of the filler episodes of Z are now 'canon' for your jump.

Hungry [+100] - Are you sure your ki isn't actually just pure calories? Actually...well, that's for another time. In any case, you'll find that you're famished on a regular basis and desiring giant meals no matter the food situation. Yeesh. You could eat bowl upon bowl and still want a bit more, and if you don't sate this hunger you'll suffer in combat for it, your ki flow disrupted and weak.

Jumper Owned Count [+100] - The universe seems to have a special place for you, and that place is an example to others. Fate will conspire for you to be the first to demonstrate the painful power of new threats, or to have the embarrassing defeats occur. These can be averted, but you'll be on the spot constantly and have to make sure that fortune doesn't get its way or you'll be having a miserable decade.

The Ground Up [+100] – You have entered this world woefully unprepared. For all intents and purposes of this world's style of recognizing it, you have an average mundane human's level of power. While your non-dragonball abilities remain the same, you'll find that you have a much steeper hill to climb if you want to achieve the same heights as the Z-warriors and their foes. You won't have much time to do so before the Saiyan saga begins in earnest, so...hurry.

Only the Strong Survive [+200] - How quickly it was forgotten that Earth was a wild, wooly, dangerous place filled with lethal threats. Demons, power-mad armies, rabid dinosaurs and bloodthirsty martial artists, this world earned a dangerous reputation...and now, it will keep this reputation. While the canon Earth was a harmless place populated mostly with backwards weaklings, now it still has some noticeable fangs. Chiefly, martial artist schools everywhere are able to train neophytes able match Yamcha as he was in the Saiyan Saga, with trained warriors all across the globe having the strength to compete with Saiyan Saga Krillin. The masters of these schools even approach the strength of Krillin at the end of the Namekian Saga! Likewise, technology from the Red Ribbon Army's attempts at ruling the world have spread and now weapons such as Battle Jackets as well as cyborg technology on par with Eighter and Major Metallitron are commonplace in the armory of King's Guard and criminal scum alike. The world is more dangerous, as the martial artist schools will feud with each-other to disastrous effect often and the heavy machinery of the King's Guard will intervene constantly.

If you think you could avoid this by leaving Earth, you are mistaken, as similar jumps in danger and power have rippled out throughout the galaxy. The Namekian warriors could each be comparable with Saiyan Saga Piccolo, and the Planet Trade Organization still has enough ability to wipe them out without an issue. The Ginyus as a team could defeat Frieza's canon

final form, and Frieza himself has become unimaginably stronger in turn. This is a galaxy in which the strong survive...and thus only the strongest of the strong may claim victory.

Mr. Jumper [+200] – You have an amazingly punchable face, which is a dangerous thing in a place where punches could knock down mountains. For whatever reason, in any fight enemies will deliberately target you above all others...even when there are much more visible threats and even mortal enemies present. Are you that annoying?

Rival [+200] – It seems that you have acquired someone who wishes to prove their might to you, seeing you as someone who is both weaker than them yet an annoying pest. Or perhaps they really just do want to beat you. Anyhow, they will constantly seek to prove themselves against you and they won't be easy to ignore. Either they'll actually be able to train and improve to actually provide a challenge or otherwise be just determined enough to make an impression. They may slowly grow to enjoy fighting you and being in your presence, and by the end of this jump if you like you may have them join you on your journey as a Companion. You may choose an OC companion you didn't purchase above as a Rival...but in return, their competence and ability to match your own growing power is proportional to their price. I'd heavily caution against choosing the Majin or the Androids as your main rivals.

The Grand Tour [+200] – It seems your entrance here has been...somewhat shifted. You enter here in a weak child-like form that is hard to train, your strength having a difficult stumbling block and being hard/painful to use past the physical ability given by "Ki Training." This isn't permanent, however. All you need to do is to go into space and find a series of special dragonballs known as the Black Dragonballs, and wish yourself back to your full ability. Afterwards the Black Dragonballs will disappear. For sanity's sake, you'll have a special Black Dragon Radar to navigate through space and find them. However you'll be at your most vulnerable here during this time, so watch out. The Black Dragonballs cannot be acquired through any wish or means other than going to get them yourself. Hope you're ready for an intergalactic road trip!

Up To You [+200] – Why is everyone that tries to help you so...stupid? If they aren't stupid, they're weak or sometimes flaky. Simply put, you can't trust anyone here to do what you need them to do except maybe your enemies. Even then, they're only competent when it'd hurt you. In either case, you'll have to learn how to deal with the threats of this world on your own with minimal assistance from your allies.

Hit My Head [+300] – Before you could begin your adventure here in earnest, you had a painful accident that rendered you both an amnesiac...and an idiot. Your intelligence drops by a grave degree, making decisions like allowing your enemy to reach his full power and abandoning your family to do an intense training regimen seem like a good idea. Try not to let it impede you too much.

Always Someone Stronger [+300] - This is the principle rule of the Dragonball universe as of this decade. No matter who you are, no matter what you do...You will meet someone who can defeat you if you're not careful. You may feel you're beyond such strength, but you will be proven wrong. While here, enemies will constantly arrive with power to surprise and shock you...if you don't react or train constantly, you'll be defeated and killed soundly. Never let yourself rest, for every day you don't train is a day your enemies have on you.

Dark Seekers [+300] – It appears that the mysterious forces that may have meddled with things in a previous adventure have returned, and will get back to their old tricks again. Enemies will be granted a dark power here and perhaps succeed in slaying the Z-warriors, a “Supervillain mode” that turns even weak enemies like Raditz and the Saibamen into potent foes undefeatable by the heroes of this world at the point they’re encountered. Not only that, but enemies will also have advance warning and some pointers on incoming threats as well as how to handle them, being on the whole more informed and competent than they displayed in canon. How could this be?

The Only Son [+300] - Where did your hair go? Where did your NOSE go? As in true Dragon Ball Z fashion, there’s really only one person who can solve the galaxy’s problems permanently, and you’re not him. Son Goku will always be the one who takes down the villain at the end of the adventure, after said villain has put down the rest of the Z-Fighters. While this wouldn’t be a problem in and of itself, you are now a valued member of the Z-Fighters, obligated to go fight the big bad evil villain and get destroyed over and over again, buying enough time for Goku to show up. And he will always be late. Always. Enjoy impossible fights you stand no chance of winning, only to be kicked to the curb once the REAL hero shows up to get all the credit. Trying to evade this will lead to you being shoved back into the fight by said villain. Have fun!

Whether you trained hard or ran away screaming, you’ve managed to survive a decade or more in this fight-crazy world of gods and androids. Now, it’s time to make the usual rounds and decide where you’re going next.

Go Home - Want to go home after all the shonen battles? I can’t blame you. You’ll be taking everything you’ve gained with you back home.

Stay - Stay? In this world? I’ll warn you, things get a little...MORE crazy later on. You will? Alright. Take +1000 CP as a consolation prize, and train hard for what’s to come, Jumper.

Move On - Next jump!

Basic Errata:

Any ‘I win’ wishes from the Dragonballs are banked until the chain is over. ‘I wish I had my Spark’ or any equivalent is obviously invalid.

The Dragon Balls follow these rules for you and your companions for the length of your chain:

1. They don’t work outside of their respective home worlds.
2. You may not wish for things that surpass your own power - no wishing away enemies stronger than you, or gaining vast amounts of power you couldn’t gain on your own. Work for it, you pansy.
3. You may not wish for silly things like ‘more/infinite CP’, perks and gear from the jump that you couldn’t afford, the Spark, or powers/items from a different jump or canon.
4. While you may wish for ageless immortality or being in the prime of your youth, true immortality can’t be wished for.
5. You cannot wish to alter the Dragon Balls in any way, they work the way they work and cannot be changed.
6. If you make Dragon Balls for a setting that lacked any, wishes that are thematic to the setting will be more effective than things outside of it. Silly things like wishing to become Cthulhu in Paper Mario may not work out how you expect - unless you like being a paper squid.
7. Any attempt to duplicate or copy the Dragon Balls will unilaterally be met with failure. You wind up with a set of fancy spherical rocks with increasingly unflattering designs.
8. Make a good faith effort to stay within the rules. The Eternal Dragon has its own limitations in and out of setting, after all, and does not care for rules lawyering. Rule of thumb: If you have to try and convince the jumpmaker why your specific combo skirts the rules and grants you all-dominating supreme ultimate power, the answer is no, it won’t work.

Ki use can be taught in future jumps.

Super Saiyan can be obtained up to Super Saiyan 3, but you need to be at an appropriate power level and be emotionally pushed to the brink by an outside force – artificially creating the emotions or scenario yourself may not yield results by default. The transformation responds to a *need,* not a *want.* Earning the later stages and mastering them to counter the stamina drain and strain to your body will require a large amount of practice, a lot of courage, and a bit of luck. Companions can certainly still conspire or assist you in unlocking it, however - it worked for Parent of the Year Goku, after all.

Earthlings and non-Saiyan races have the same potential as the protagonists from Xenoverse - you’ll only fall behind if you stop working your ass off. Just note you’ll be missing the raw modifiers of transformations without outside help, so use any edge you can get.

If Son Goku was dead or nonexistent after you take ‘The Only Son’ drawback, he’s inexplicably alive and constantly arriving to fights as per the description. He may be a little different from how you remember him, though…
This jump was made with only the original Z series in mind. Anything Super related is subject to fanwank and what you think is appropriate for your chain. This includes transformations such as Super Saiyan God and Golden Mode for Freiza Clan. I’m not touching that with a ten foot pole,

so don’t bother asking. Super probably isn’t getting a dedicated jump until it’s done, so either wait for that or fanwank.

Any questions regarding power levels or if you will fall behind, the general answer is ‘if you train your ass off or have working brain cells, you’re probably fine’. Alternatively, ask my secretary, Vegeta.

