Going Native Series
By Sentry342

Going Native and Gone Native is a fanfic series that takes place in a crossover between Dragon Ball and the DC universe. The Planet Trade Organization and the Saiyans have been integrated into a new universe allowing for many events to develop.

This story follows Tarble who has the soul of a reincarnator as he does the best he can with the hand he's been given. He has been thrown into the world as a slave serving a tyrant surrounded by those obsessed with battle. He wishes to do the best he can given the horrible situation he's been put in.

Do you wish to join him on this quest? Perhaps you could provide a better future or instead you could join in the chaos making things even worse. Either way you are going to need this gift. Take these **1000 Choice Points**, they will allow you to gain a few skills to survive this world. You will be spending the next ten years in this world.



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Location

You can either choose one of the locations below or roll d8 and receive +100 CP to let the whims of fate decide your path.

1.) Planet Vegeta
Welcome to Planet Vegeta, home of the Saiyan race or at least the current home. Unfortunately the saiyans have a habit of destroying their home planets every few hundreds years. This world is a desolate hellscape due to a number of factors including ten times earth's gravity, being populated by the most dangerous predators in the galaxy, and of course the Saiyans themselves. You may start anywhere on the planet you wish. If you are not a Saiyan or a part of the Frieza Force I would suggest you leave quickly.

2.) D'ex
D'ex is a relatively unimportant world in the grand scheme of things, but a number of influential events occurred here. This is the planet on which Tarble figured out how to use Wrath State and killed a Green Lantern. This world unfortunately is not destined to survive this battle due to the Reach's countermeasures. You could be here as a scouting force for the Trade Organizations, a defender serving the Reach, or even an inhabitant of this world seeking to protect it like the Green Lantern Kaylark.

3.) Rench
Rench is a Reach manufacturing world. This is also where Tarble managed to officially kill not only one, but two Champion-Class Scarabs. This world has a large supply of minerals due to the highly radioactive planetoid nearby. This radiation is so intense that even the Saiyans were only capable of surviving for a single day in the environment with protective equipment. You will start on the planet or nearby in orbit depending on your allegiance.

4.) Antiople
Antiople is the first Shield World that Tarble is assigned to take on his own. This world was devastated by a soul devouring attack created by the Night Sisters. It is deep inside the Reach's territory and functions as one of their initial shield walls. You will either start directly on the planet or somewhere within the system if you are not affiliated with the Reach. While this is not their most defended location I would advise caution depending on how powerful you are.

5.) Thanagar
Thanagar is the capital of the Thanagarian Empire. It is also the only and largest source of natural Nth metal in the universe. This planet is currently at peace, but they will soon mobilize for war against the Trade Organization after their infringement on Earth is discovered. Thanagarians may choose to start here for Free if they wish.

6.) The Vega System
The Vega System is a mysterious system left untouched by most of the galaxy. They have an unusually high number of habitable planets and are home to a number of special individuals. This is the home system of the Tamaraneans and the only Orange Lantern Larfleeze. If you are a Green Lantern you need to leave as soon as possible as Larfleeze will try to kill you as soon as he discovers your presence. You may start here for Free if you possess the Tamaranean species.

7.) Earth
Welcome to the home of humanity and the Justice League. Earth is filled with some of the most dangerous individuals in the galaxy despite their low technological standards. This world has managed to avoid the attention of the galaxy thus far, but they will soon be front to the forefront of the Galaxy once Tarble arrives here. You may start on this world for Free if you possess the Martian, Kryptonian, Amazonian, or Atlantean species.

8.) Free Choice
Lucky you, feel free to pick any of the locations above or choose a location not listed. You could even choose to arrive in one of the other universes if you want.

Time

You will be starting out a few days before the main plot of the story begins.

Age and Gender

Age is freely chosen or whatever makes sense for your origin. Your gender remains the same as the previous jump or you may pay 50 CP to change instead.

Origins

You may choose one origin below. Any of the origins may be taken as a drop-in if you wish.

Reborn - Free

Tarble is a soul reborn from a being that belonged to our world. By taking this origin he will not be the only one who walks this path. As someone who has been reincarnated into this universe, you have a unique perspective on this world. You'll retain memories and knowledge from your previous life, which can be both a blessing and a curse. On one hand, you may possess skills and abilities that are uncommon or unknown in this setting, giving you an advantage in certain situations. On the other hand, your past experiences and memories may cause you to view this world and its inhabitants differently than those who were born here.

Saiyan - Free

You hail from the warrior race known as the Saiyans, a proud and powerful people who value strength above all else. Your natural abilities and combat prowess are unmatched by most other races in the universe, making you a force to be reckoned with on the battlefield. With this origin, you are a true warrior at heart and live for the thrill of battle. Whether you choose to use your strength for good or for conquest is up to you, but know that your Saiyan blood will always drive you towards the next great challenge.

Trade Organization - Free

The Planet Trade Organization is one of the most powerful forces in the universe. They are led by the Cold Family though control is prominently under Frieza. You are one of the members within the powerful Planet Trade Organization, a massive intergalactic corporation that dominates trade and commerce throughout the universe. You may serve Frieza, Cooler, King Cold, a mercenary fighting for coin, or even one of the many slaves taken from conquered races. This origin does however, provide you with a lot of potential to grow and relative safety if you are careful.

The Reach - Free

The Reach are a powerful and expansive race that controls approximately 5% of the universe. They have unparalleled manufacturing capacity and technological expertise, making them a formidable force to be reckoned with. However, their methods are often cruel and tyrannical, as they subjugate conquered civilizations and enslave their citizens through mind control. Despite this, the Reach are driven by a single-minded determination to expand their influence and achieve dominance over the universe.

The Lantern Corp - 100 CP

The Lantern Corps are a group who wield the power of the emotional spectrum. As a member of The Lantern Corps, you are either a defender of the universe or one of its greatest threats. You have access to advanced technology and training, as well as the ability to draw on the immense power of the emotional spectrum. However, your role also comes with great responsibility and danger, as you will often be called upon to face some of the most powerful and dangerous foes in the universe. You may choose which of the seven corps to join based on your own emotional makeup. This decision can also affect some of the perks offered later in the jump:

- Green Lantern Corps (willpower): You are a member of the most well-known corps and protectors of the universe. You wield a green power ring, which allows you to create constructs from your willpower.
- Red Lantern Corps (rage): You are a member of the corps fueled by rage and anger. You wield a red power ring, which allows you to spew destructive energy and manipulate blood.
- Blue Lantern Corps (hope): You are a member of the corps fueled by hope and positivity. You wield a blue power ring, which allows you to heal others and boost the abilities of nearby Green Lanterns.
- Yellow Lantern Corps (fear): You are a member of the corps fueled by fear and terror. You wield a yellow power ring, which allows you to induce fear in others and create constructs powered by fear.
- Orange Lantern Corps (avarice): You are a member of the corps fueled by greed and desire. You wield an orange power ring, which allows you to steal the abilities and powers of others.
- Indigo Tribe (compassion): You are a member of the tribe fueled by compassion and empathy. You wield an indigo power staff, which allows you to channel the powers and abilities of other corps members.
- Star Sapphires (love): You are a member of the corps fueled by love and devotion. You wield a pink power ring, which allows you to create constructs powered by love and manipulate emotions.

The Justice League - Free

The Justice League is a team of the most powerful and dedicated heroes on Earth, united to defend the planet against all threats. From Superman's incredible strength to Batman's unmatched intelligence, each member brings their unique abilities to the table. With your choice of origin, you will become a member of this elite team, fighting alongside the likes of Wonder Woman, The Flash, and Martian Manhunter to protect the innocent and save the world from danger. You could be a brand new hero or a seasoned veteran. Either way you are on the side of justice fighting to protect the innocent.

Villain - Free

As a villain, you are the embodiment of evil and chaos in the world. You have a ruthless desire to achieve your goals, regardless of who or what stands in your way. You may have been born with powers, gained them through experimentation, or even just learned them through years of practice and training. Whatever your origins, you are a force to be reckoned with, feared and despised by heroes and civilians alike. You may have a personal vendetta against a specific hero or organization, or you may simply seek power and domination for its own sake. Regardless of your motives, you are a formidable opponent and will stop at nothing to achieve your ultimate goals.

Races

This section allows you to specify which species you belong to. There are a number of various races to choose from in the jump.

Human - Free

Humans are one of the weakest races in the universe. They however, seemingly have the potential to adapt to virtually anything and to grow far beyond their limits. You are a human being from a lovely little planet called Earth. Your home is renowned due to the many defenders of the universe that live here. You will start out as a human in peak physical condition. Physically you will be on par with Batman or Mercy Graves. You however will lack their skills, so you won't be able to jump into the hero business automatically.

Reach - Free

As a member of The Reach, you are a highly advanced and intelligent insectoid species with a wide range of abilities at your disposal. You possess a highly durable exoskeleton that can withstand immense physical trauma, while your natural agility and quick reflexes make you a formidable opponent in combat. Additionally, your species is able to communicate with each other telepathically, giving you an edge in teamwork and coordination. You however, will be limited culturally depending on what family you belong to. It is still possible for you to move up in life, but this society is incredibly politically focused.

Thanagarians - 100 CP

Thanagarians are a humanoid species hailing from the planet Thanagar in the distant reaches of the universe. They are known for their highly advanced technology and their mastery of flight, thanks to a pair of artificial wings grafted onto their backs. Their skin ranges from light blue to green, and they have sharp, angular facial features. Their eyes are usually a solid color, often yellow or red.

Thanagarians are physically stronger and more durable than an average human, with enhanced senses and reflexes. They possess a natural ability to absorb solar energy, which they can use to power their advanced technology and augment their physical

abilities. This energy absorption also allows them to fly at incredible speeds, often exceeding the speed of sound.

In addition to their physical prowess, Thanagarians are highly skilled warriors and possess an innate sense of justice and honor. They are often depicted as being part of a militaristic society and are known to be loyal to their cause. They also have a keen intellect and are adept at strategy and tactics.

Khund - 100 CP

Khunds are a warlike humanoid species from the planet Khundia. They are large and muscular, with green or yellow skin and yellow or red eyes. Their society is based on a strict honor code, and they place great importance on physical strength and combat prowess. Khunds are skilled warriors and are known for their impressive endurance and resilience. They have a natural resistance to telepathic attacks, and some individuals possess limited precognitive abilities. Khunds are also known for their advanced technology, particularly their powerful weapons and spacecraft.

Okaaran - 100 CP

Okaarans are a humanoid species hailing from the planet Okaara in the Vega System. They possess a unique ability to harness a powerful form of energy known as the "Fires of Creation," which can be used for various purposes including energy projection and manipulation, healing, and teleportation. This ability is a result of their genetic connection to the Vega star, which imbues them with immense power. Okaarans are also known for their heightened physical abilities, such as strength, speed, agility, and reflexes. They are highly adaptable and resilient, able to survive in harsh environments and withstand extreme temperatures. Okaarans are often peaceful and spiritual, but when threatened they are fierce warriors and will do whatever it takes to defend themselves and their planet. They have a strong sense of community and value loyalty and honor above all else.

Psions - 200 CP

Psions are a race of extraterrestrial beings known for their expertise in the field of genetic manipulation. They have a humanoid appearance, but with several notable differences such as elongated fingers and toes, large craniums, and bright, glowing eyes. Psions possess advanced telepathic abilities, allowing them to communicate and

even control the minds of others. They also have an exceptional intellect and are highly skilled in scientific fields, especially in genetics and bioengineering. They often use their knowledge to create genetically modified creatures and to conduct experiments on other sentient beings. The Psions are feared and reviled across the universe for their tendency towards cold, calculating manipulation and their willingness to engage in unethical experimentation.

Atlanteans - 100/200 CP

Atlanteans are an advanced underwater race, dwelling in the depths of the oceans. They possess highly developed technology, mystical abilities, and formidable combat skills. As a member of this species, you gain exceptional strength, agility, and endurance. You can breathe underwater and are resistant to the intense pressures and temperatures of the ocean depths. Additionally, you possess enhanced senses, allowing you to perceive your surroundings even in the murky depths. Furthermore, Atlanteans are known for their powerful magical abilities, including hydrokinesis, telepathy, and the ability to manipulate the weather. As an Atlantean, you will have access to these mystical powers, and can hone your skills through rigorous training. At the cost of 100 CP, you can become a normal Atlantean with the above abilities.

- **Royal Family - 200 CP:** However, for 200 CP, you can become a member of the royal family with heightened mystical abilities, physical strength, and greater influence over Atlantean society. Tarble judged Aquaman's power level to be approximately half that of Superman's. This might not seem like much, but Superman is one of the most powerful beings in this universe. As a member of the royal family, you will possess vast wealth, powerful connections, and the ability to command the armies of Atlantis.

Coluans - 200

Coluans are a highly intelligent humanoid species from the planet Colu. They possess enhanced mental abilities such as telepathy, telekinesis, and advanced mental processing that allows them to perform complex calculations and analyze data at incredible speeds. Coluans are also known for their technological prowess, and they have developed advanced technologies that far surpass the capabilities of most other races. They have a strong sense of logic and a natural inclination towards scientific research, which has led them to become one of the most technologically advanced species in the universe. However, their focus on logic and science can sometimes make them appear cold and emotionless to other races. Coluans also have a unique physiology that allows them to survive in a wide range of environments, including

vacuum and extreme temperatures. They are known for their green skin and bald heads, as well as their elongated limbs and fingers, which aid them in their technological pursuits.

Daxamites - 300

Daxamites are a humanoid species that originate from the planet Daxam, located in the star system of the same name. Physically, they are very similar to humans, but possess several unique abilities, including superhuman strength, durability, and stamina. Daxamites are also highly resistant to various forms of energy attacks, including radiation and heat. Perhaps their most unique trait is their ability to absorb and process large amounts of solar energy similar to Kryptonians. This ability greatly enhances their physical abilities and can even allow them to fly.

However, like the Kryptonians the Daxamites have a critical weakness which renders them vulnerable. This substance is lead, which is toxic to their physiology and can weaken or even kill them. Daxamites are known for their highly xenophobic and isolationist society, which is based on strict adherence to tradition and hierarchy. They place great value on physical prowess and combat skills, and their society is highly militaristic in nature. Despite this, some Daxamites have ventured out into the wider universe and have even joined organizations such as the Green Lantern Corps.

Tamaraneans - 100/300 CP

A Tamaranean is a person native to the distant extraterrestrial planet Tamaran in the Vegan System. Tamaraneans are humanoid in appearance, but are recognizable due to their characteristic orange-toned skin, red hair and green eyes, which are common among their race. Although rare, individuals can be born with different colored eyes and darker hair. Their most distinguishing traits are their exceptional beauty, ability to survive without oxygen, ability to learn new languages through lip contact, and their ability to absorb ultraviolet radiation. There is a link in the notes detailing the rest of their miscellaneous powers.

- **Ultraviolet Powered - 300 CP:** If you are not satisfied with these powers then you may upgrade them for an additional 200 CP. Doing so will allow you to receive the same augmentations that Starfire and her sister did. They were experimented on by the Citadelian Empire in an effort to develop stronger slave warriors. These experiments however did provide a massive comprehensive boost to their abilities. For example, Starfire became so fast that Tarble could not track her with his eyes. He even admitted that he would be unable to catch her if

she fled from him. Similarly her body's strength was greatly increased and her energy blasts were much stronger.

Amazonian - 100/400 CP

The Amazons are an all-female warrior society of incredible skill and strength (Although you can be male if you wish to be). As an Amazon, you possess exceptional combat abilities, and you may choose to be gifted with immortality and enhanced healing, as well as heightened senses and agility. You may also possess an innate ability to communicate with animals, particularly horses. However, you are not as powerful as the legendary Amazon, Wonder Woman.

- **Demi-God - 400 CP:** If you are not satisfied by this you may spend an additional 300 CP to become Wonder Woman's equal. You will become a member of the Amazonian race who has surpassed even the most accomplished warriors. You are as strong, fast, and durable as Wonder Woman, and possess her impressive combat skills and techniques. You will also receive access to three divine relics on par with her iconic Lasso of Truth, Bracelets of Submission, and tiara boomerang. You also possess divine abilities granted by the Greek gods, such as enhanced strength, speed, and durability, as well as the ability to fly. You may also have a heightened connection to the divine and may receive visions or messages from the gods. However, this level of power comes with great responsibility and may attract powerful enemies.

Martians - 400 CP

Martians are an extraterrestrial species from the planet Mars. They possess many unique abilities, including shapeshifting, telekinesis, telepathy, phasing, intangibility, superhuman strength, and regenerative healing. They are also immune to most forms of physical harm and are able to survive without food, water, or air. These abilities make them formidable opponents in battle, as well as valuable allies in espionage and other covert operations. However, they are vulnerable to fire and intense heat, which can weaken or even kill them. With this option, you will have access to the full range of Martian abilities and be able to utilize them to their full potential. You may optionally be related to Martian Manhunter and Miss Martian if you wish.

Living Planet - 500 CP

The Living Planets are a unique and rare species of sentient planets, with Mogo being the most well-known member of their race. They are massive celestial bodies, possessing vast amounts of energy and unique abilities that allow them to communicate telepathically and manipulate matter and energy on a massive scale. They are known for their peaceful nature and are often sought after as sources of wisdom and guidance due to their great age and immense knowledge. Living Planets are capable of supporting a wide range of life forms on their surface and within their ecosystems, making them important hubs of interstellar commerce and diplomacy. As a Living Planet, you will possess unparalleled cosmic power and knowledge, with the ability to create and manipulate entire worlds at will. However, you will also be vulnerable to attacks on your physical form and may face unique challenges in relating to other sentient beings due to your vastly different nature. You may freely design the geography of your new body and even have an intelligent species living on you if you wish. You will be capable of freely moving out of gravitational wells and dealing with whatever issues that planets have. Just be careful as planet-busters are surprisingly common here.

Maltusians - 500 CP

The Maltusians evolved on the planet Maltus, and were possibly the first intelligent life forms in the universe. They would go on to become the Guardians of the Universe and create the Green Lantern Corp. The Maltusians possess a number of powerful abilities including immortality, nearly unrivaled intellects, and the ability to manipulate energy on an unmatched level. For example, Ganthet was able to stop the clash between Tarble and Hal Jordan with a wave of his hand.

Kryptonians - 300/600 CP

Kryptonians are a humanoid alien race from the now-destroyed planet Krypton. They possess incredible strength, speed, durability, and a suite of other powers that make them nearly invulnerable. One of the most unique aspects of Kryptonians is their ability to absorb and store solar energy from yellow suns, which provides them with a variety of additional powers. When exposed to sufficient amounts of solar radiation, Kryptonians gain the ability to emit powerful heat vision, freeze objects with their breath, and create powerful shockwaves with their super-breath. They are also able to withstand exposure to extreme heat, cold, and radiation. Despite their incredible abilities, Kryptonians still possess some weaknesses. They are vulnerable to certain forms of energy, including magic and Kryptonite, a rare mineral from their home planet

that is lethal to them. Additionally, prolonged exposure to red sun radiation can weaken and eventually rob them of their powers.

- **Half-Kryptonian - 300 CP:** By paying 300 CP, you may become a half-Kryptonian like Superboy. This will give you access to some Kryptonian powers, such as enhanced strength, speed, and durability, but you won't be nearly as powerful as a full-blooded Kryptonian. You may also have some vulnerabilities to Kryptonite, although you won't be as susceptible as a full Kryptonian.
- **Full-Blooded Kryptonian - 600 CP:** By paying 600 CP instead, you may become a full Kryptonian like Supergirl or Superman. This will grant you all of the abilities of a Kryptonian, including incredible strength, speed, durability, and flight. You will also have a variety of other powers, such as heat vision, x-ray vision, and super breath. However, you will also be more vulnerable to Kryptonite and other weaknesses associated with the Kryptonian race. With this option, you may choose to be from either Krypton or Argo City, and you may also have some genetic modifications or unique abilities that set you apart from the average Kryptonian.

New Gods - 600 CP

The New Gods are a powerful race of godlike beings hailing from twin planets of New Genesis and Apokolips. They are incredibly long-lived, and possess immense strength, speed, and durability, as well as vast energy-manipulation powers. New Gods are divided into two factions: the benevolent New Gods of New Genesis, led by Highfather, and the tyrannical New Gods of Apokolips, ruled by Darkseid. Each member of this species has a unique set of abilities and physical traits, but all possess godlike strength, speed, agility, and endurance, as well as mastery over the elemental forces of the universe. Their intellect and strategic thinking are also highly advanced, making them skilled tacticians and leaders. While members of this species have differing views on morality, all share a deep connection to the Source, the primordial energy that fuels the universe. They are capable of manipulating the Source for various purposes, including teleportation, energy projection, and healing. Next, you may freely decide whether you wish to be a part of either New Genesis or Apokolips, depending on your preferences. Lastly, due to the effects of the universe the New Gods are mighty, but over lacking compared to other prominent deities in the world. This however is not counting their leaders. Both High Father and Darkseid remain among the mightiest beings within this universe. You however, are likely just one of their children or another being within their pantheon.

Frost Demon - 200/600 CP

Frost Demons are a race of extraterrestrial beings known for their power, durability, and natural telekinetic abilities. They are humanoid in appearance, with distinctive white or pale purple skin, elongated skulls, and sharp facial features. Members of the race possess a range of abilities including flight, energy projection, and enhanced physical abilities. Additionally, they are capable of transforming into a number of different forms, each with their own unique set of abilities and power levels.

- **Frost Demon - 200 CP:** The 200 CP option allows you to become a normal member of the Frost Demon race, possessing their natural telekinetic abilities and the ability to transform. You will have access to a range of transformations that seal away part of your power, allowing you to control your strength and prevent accidental destruction.
- **Mutant Frost Demon - 600 CP:** For an additional 400 CP totaling 600 CP you may become a mutated version of the Frost Demons, similar to Frieza and Cooler. You will possess their immense power and durability, along with their telekinetic abilities and access to a range of powerful transformations. Additionally, you may choose to be related to Frieza and Cooler, gaining access to their unique abilities and techniques. You will be a force to be reckoned with, feared and respected throughout the galaxy. This will grant you incredible potential and an overwhelming power compared to other members of your species.

Greek God - 800 CP

As a Greek God, you are an incredibly powerful being existing across multiple dimensions. You possess immense physical strength, speed, and durability, as well as the ability to wield powerful magic. Your godly nature also grants you near-immortality, as well as the ability to resurrect yourself should you be killed. You have the ability to manipulate reality on a fundamental level, allowing you to create and manipulate matter and energy at will. Additionally, you have mastery over a variety of domains, such as love, war, the sky, the sea, and many others. You may choose five domains to gain control over. As a Greek God, you are respected and feared by mortals and other divine beings alike, and are capable of shaping the course of history with your actions. Lastly, should you be worshiped then you will find your power growing in scale. The power and number of your worshipers will affect the boost you receive. Having a species with a few million people could multiply your power multiple times over even if they were weak. If the species was significantly stronger like the Saiyans this boost would be vastly stronger.

- **Skyfather - 1200 CP:** As a Skyfather level deity, you are one of the most powerful beings in existence, with power that can shake entire dimensions. You possess all the abilities of a Greek God, but on a much grander scale. Your physical attributes, magical abilities, and domains of control are vastly expanded, and you possess nearly infinite knowledge and wisdom. Your powers allow you to create and manipulate entire universes, travel through time and space, and even manipulate the fabric of reality itself. Your near-immortality is now absolute, and you cannot be killed by conventional means, even by other deities. You are a true master of reality, with the ability to alter it at will and to create new realities entirely. Your very existence is a cosmic event, and your actions can affect entire multiverses. Lastly, there are two points related to your exact position. First, if you wish you may replace Zeus if you wish as the head of the Greek pantheon. Second to avoid limiting you, you may choose to be part of a separate pantheon if you dislike the Greeks for any reason.

Saiyan - 100/200/800/1500 CP

The Saiyans are a race of powerful warriors. They are known for seeking out conflict and thriving in it. In this universe the Saiyans are an incredibly ancient species and the second intelligent species to come into existence. They however, were eventually defeated by the Guardians of the Universe and their power was restricted. It was only after billions of years that they developed into the version that you are likely familiar with. Currently the population of the species is incredibly small and they are enslaved by the Frieza Force. You may become one of these warriors if you wish using this option. The exact type of Saiyan you become will depend on what you are willing to pay.

- **Low/Medium-Class Saiyan - 100 CP:** For 100 CP you may become a Low or Medium-Class Saiyan. You receive all of the benefits of being a Saiyan, but you have an average amount of potential. You are unlikely to ever be more than cannon fodder with this strength, but you wouldn't be the first to overcome that.
- **Elite-Class Saiyan - 200 CP:** Second, 200 CP you may become an Elite-Class Saiyan. These Saiyans are born with incredibly high power levels and extreme amounts of potential. You will be significantly stronger than most Saiyans and you will have the potential to reach the upper echelon of the universe with this.
- **Ancient Saiyan - 800 CP:** Third, for 800 CP you may become an Ancient Saiyan. The Ancient Saiyans were the 2nd race in existence to be born and the first to take the role of the predator. These Saiyans were born with Super Saiyan 4 and effectively immortal. Each of these Saiyans were on par with the Emotional Entities like Parallax, Ion, and the Avarice Entity. They however, were individualistic and were slowly defeated by the Guardians.

- **Ancient Saiyan God - 1500 CP:** Lastly, for 1500 CP you may become a Saiyan God like the Ancient Saiyan who became the first Saiyan God Sadala. Sadala is a being of unimaginable power in the same league as Death of the Endless and you will now be her equal you will stand shoulder to shoulder with the strongest of The Endless and the mightiest Saiyan God in terms of power. For reference, the other Saiyan God was Yamoshi. The main display of power Yamoshi gave was when he easily beat Ares in his true form. Taking this option however, will make you significantly stronger than even Yamoshi. The Guardians claimed that all of the remaining gods were simply the disappointing leftovers the Saiyans didn't care for. In addition to all of the powers normally possessed by a Saiyan this also grants the user many other special abilities. For example, Yamoshi sent his consciousness back in time casually to speak to Tarble when they first met.

Hybrid - Varies

This option allows you to choose from any of the species above. You may become a freak of nature or just a bizarre existence that appeared one day. Granted more than likely you were created by one of the various beings that live here. The other option is that you could use this to gain a set of unique parents. The total price is number of species * 100 CP + Species cost. So becoming a Mutant Frost Demon x Full-Blooded Kryptonian hybrid would cost 1,400 CP (600 + 600 + (100*2) = 1,400). You will gain unique advantages that are related to the species you choose. If applicable, your species strengths may be capable of covering each other's weaknesses.

Skills and Perks

All perks are discounted to their origins and the 100cp perks are free to their origin.

General Perks

Ki - Free
Ki is the life force energy that flows through all living beings. All beings in this world possess it even if they don't possess the affinity to use it. This perk grants you the ability to access your Ki. Ki is capable of many wondrous feats. The simplest is to strengthen your body, but there is so much more that can be accomplished. Ki manipulation and Ki sense are two of the main ways to demonstrate this power. perceive the strength and location of any individual with a Ki, even if they are concealed or otherwise hidden.

Ki manipulation is primarily focused on strengthening the body and providing you with other offensive capabilities. With practice, you can even learn to manipulate their own Ki in order to create powerful energy attacks and shields, greatly amplifying your combat prowess. Ki sense extends beyond mere detection, allowing the user to read the intentions and emotions of those around them. This can be a useful tool in social situations, as you can sense whether someone is lying or telling the truth, discerning their intentions in a negotiation. You can also use Ki sense in combat, allowing you to anticipate an opponent's movements and attacks by reading their Ki. This can give you a significant advantage in battle, as you can dodge and counter your opponent with greater accuracy and speed.

Mr. Smoldering Eyes - 100 CP
With this perk, you possess both the irresistible charm and impressive physical appearance of Prince Tarble. You are considered one of the most attractive individuals in the universe, with chiseled features and a piercing gaze that turn heads and captivate attention. Your alluring presence has a way of disarming even the most guarded individuals, making it easier to win people over and influence them to your advantage. People are naturally drawn to you, eager to please and be in your company, regardless of their own predispositions or reservations.

In addition, you have the ability to control your physical age, allowing you to remain a small and relatable child with or grow into an older, more mature individual with the potential to become a heartthrob for women everywhere. Whether you're using your

charm to gain allies, win the affection of a romantic interest, or simply make a lasting impression, you are the ultimate Prince Charming, with both looks and charisma to spare.

Photographic Memory - 100 CP
With this perk, the Jumper gains the ability to store and retrieve information with near-perfect accuracy. This remarkable ability can be useful in a myriad of situations, such as recalling crucial details in a conversation or remembering complex strategies, spells, and techniques. The Jumper's mind is capable of storing vast amounts of data, and they can recall it with ease and clarity, as if they were looking at a photograph. This power is particularly useful for those who need to learn quickly and adapt to new environments. With this perk, the Jumper will always be at the top of their game.

We're Family - 100 CP
Being a part of a family doesn't actually mean anything to the vast majority of species. Typically if it means growing stronger they will be more than happy to kill one another. Some however, rebel against this concept and work to keep their families together. You are one of these individuals and one who has had remarkable success at that. You will find that anyone who is related to you through a blood connection or adoption will get along with you perfectly. This will also affect your family itself ensuring that they remain united. Parts of your family may still get into conflicts with one another, but there will never be a true feud between them. Even long after you leave they will remember the bonds that bind them together and work to grow stronger as a family.

Different Variations of Saiyan - 100 CP
The Saiyan or Human body is a remarkably common template for various species in the universe. Many of the Saiyans joke that almost every species looks like them with altered colors or some occasionally more obvious differences like extra limbs. This option allows you to give other species a human-like form and to add this option at the beginning of the jump. You could either alter species so that they become humanoid or give them the ability to transform into a more humanoid shape. For example, maybe space dragons can turn into people with dragon wings. Their forms will resemble humans with some obvious traits from their original bodies.

The Unwritten Rules - 200 CP
Your enemies will find it difficult to exploit your vulnerabilities or weaknesses. They will not be able to gain any advantage by attacking those you care about or exploiting your emotional attachments. For example, if you are a hero, your enemies will not be able to target your family, friends or loved ones to get to you. If you have a physical or mental weakness, your enemies will not be able to exploit it. This perk gives you peace of mind

and allows you to focus on your goals without worrying about the safety of those close to you. However, this perk only protects against intentional attacks, accidental harm or collateral damage is still a possibility.

Martial Arts Prodigy - 200 CP
You are a natural-born fighter with exceptional physical abilities and an innate talent for martial arts. Your reflexes are lightning fast, allowing you to react to any attack with ease, and your movements are incredibly fluid and graceful. With your expert level of knowledge and training in various martial arts, you can perform advanced techniques and maneuvers, such as strikes, kicks, throws, and joint locks, with precision and power.

You are on par with or even superior to renowned fighters like Batman, Nightwing, and Robin, and can even surpass impressive technical fighters like Orphan (Cassandra Cain) in combat. This perk also enables you to create your own unique fighting style based on your experiences and preferences, which could potentially surpass even the most renowned martial artists in the universe. Additionally, you can quickly learn and adapt to any fighting style or technique, and can easily take on multiple opponents at once.

Strategic Insight - 200 CP
With this perk, you possess an uncanny ability to predict and analyze future events, both in battle and in everyday life. Your strategic thinking is unparalleled, allowing you to see multiple steps ahead of your opponents and anticipate their every move. By studying your enemies and their tactics, you can identify weaknesses and develop a plan to exploit them. You can also adapt your plans on the fly as new information comes to light. Your ability to predict outcomes and plan for the future extends beyond just battles and can be applied to any situation, allowing you to make better decisions in all areas of your life. With this perk, you will always be several steps ahead of your competition and able to achieve your goals with greater efficiency and ease.

The Next Generation - 200 CP
The Saiyans do not really value physical possessions much. The most valuable possessions they can have are lasting legacies. For example King Vegeta may not have been impressive, but he would go down in history as the father of two Super Saiyans. Given this you have come to understand the importance of bloodline and power. With this perk, you have the ability to pass down your incredible strength and potential to your offspring without the risk of a catastrophic outcome. Your children will inherit not only your power and abilities, but also the ability to control and utilize it effectively without the risk of it consuming them. They will be able to thrive and coexist without the

usual conflicts and destructive tendencies that come with Saiyan rivalries. Furthermore, you may also selectively pass down your traits and abilities to your children, allowing you to create a powerful and diverse lineage if you wish. With careful planning and consideration, you can ensure that your offspring will carry on your legacy and continue to bring honor and glory to your name for generations to come. Lastly, you are only half of the formula needed for a future dynasty. To ensure that your future children become mighty you will encounter and attract suitable mates. For example, a powerful Saiyan would encounter attractive individuals who possessed great personal power or other qualities that would make their children stronger.

Fear The Old Soldier - 200 CP
You possess a unique connection between strength and lifespan. With each increase in your power level, your natural lifespan is extended by a century each time your power level increases by one thousand. For species with longer lifespans, the increase is proportional, but the principle remains the same. This means that you can potentially live for thousands of years, even in the face of old age or other threats to your life. Additionally, this perk enhances your growth potential, making it easier for you to continue to increase in strength as you age. No matter how old you become, your potential will never degrade. With training and time, you will continue to grow stronger and live longer than your peers.

Gene Mastery - 300 CP
With this perk, you have an unparalleled mastery of genetic engineering, allowing you to modify the genes of living beings on a massive scale. Whether it's creating new species or modifying existing ones, you can do it with ease. Your knowledge and skills are so advanced that you can even alter the genetic makeup of entire populations of organisms, shaping their evolution and development to fit your desires. The changes you make are stable and long-lasting, and can be passed on to future generations.

God Ki - 500 CP
Your Ki has transcended the limits of mortal power and has become infused with divine energy. This godly energy allows you to tap into levels of strength and speed far beyond that of normal Ki users. When Tarble was given a spark of God Ki from Yamoshi his power rose dramatically. He went from being weaker than Ares avatar to the point he was slightly stronger than Ares main body. Your attacks carry the weight of divine power, able to cut through even the strongest of defenses. Additionally, your control over Ki is greatly enhanced, allowing you to perform incredible feats of energy manipulation and control. You are also immune to any attempts to suppress or negate your Ki, as it is on a completely different level than normal Ki.

Reborn

Just Beat'em Up - 100 CP
When Tarble is given command over Bardock's squad, he initially struggles with how to earn their respect. Admittedly, this is mostly due to him being four years old since he is the strongest member of the group. When he asks his mother for advice, she simply tells him to beat them until they listen. While Tarble did not want to implement this strategy, it is a surprisingly effective one. You will find that by beating someone, you can force them to become loyal to you, regardless of their initial opinion of you. This technique can be used in a variety of situations, such as gaining the respect of your subordinates or convincing your opponents to stand down. It is worth noting that while physical contests are the most effective method, mental contests can also be utilized. For example, you could engage in a debate with someone and use your superior intellect to dominate the discussion, which would force them to respect your opinion and possibly even follow your lead.

Well Learned - 100 CP
Being able to fight is good, but knowledge is power unto itself. To ensure that he was not lacking Tarble had his chief of science (who was named Technician) develop a comprehensive set of coursework so that he could become well learned. As a result Tarble became highly skilled in numerous different fields. This also trained his brain so that he could handle complex information and learn at an exponential rate. You either have this ability naturally or you have gone through a similar method of training. An example of this is when Tarble learned all of earth’s property and real estate laws in a few hours.

Healing Arts - 200 CP
As Tarble took command of the 501st the weight of his soldiers' lives started to weigh heavily on him. To ensure that he could keep as many of them alive as possible he created a technique he referred to as the Medicine Ball. This technique functioned similarly to a Power Ball except it released healing energy instead of blutz waves. Perhaps you had similar motivations to Tarble or you were simply interested in the medical field. Inspired by Tarble's Medicine Ball, you have developed your own unique approach to healing that harnesses your energy and allows you to channel it into those who need it most. Whether it's a minor cut or a life-threatening injury, you can use your healing arts to restore health and vitality to those around you. Your abilities are not

limited to physical healing, but also extend to emotional and mental well-being. With your gentle touch and compassionate nature, you can help soothe and ease the pain of those suffering from trauma or mental illness. Your talents in the medical field will be highly sought after, and your presence on any team or battlefield will be invaluable.

Creator of a Thousand Techniques - 200 CP
While it may be a slight exaggeration Tarble created dozens if not hundreds of various techniques over his lifetime. These included everything from healing methods, gravity manipulation, and even terraforming arts using Ki control. You share that same spark allowing you to not only push the boundaries of a field, but to shatter them outright creating revolutionary designs. With your boundless creativity and ingenuity, you can create new techniques that surpass the limits of conventional thinking and change the way that people view your chosen field. Whether you're studying martial arts, magic, technology, or any other field, you have the ability to create groundbreaking techniques that can revolutionize the field and make you a true master of your craft. Your innovations may not always be perfect, but they will always be inventive and have the potential to change the world around you.

Low Class Prince - 400 CP
You are able to rise beyond your natural limitations at unheard-of rates. For example, Tarble only had a power level of 16 when he was born, but he reached 700 in less than 3 months. His growth would continue allowing him to grow beyond the greatest Saiyans in history before his first growth spurt occurred. You now possess similar amounts of potential allowing you to grow exponentially. You could grow from a weak individual to a towering titan capable of standing against the universe's best in only a few years with the right conditions.

24 Hours - 400 CP
When Tarble held off the Scarab army, he had to survive for twenty-four hours in non-stop combat. He managed to do so by conserving his stamina and fighting efficiently. You are one of the few capable of matching Tarble in this regard. Your stamina is virtually limitless, allowing you to fight at your full power for days, weeks, or even months on end without rest. Your body is capable of rapidly regenerating any damage taken during battle, and you possess an unparalleled resilience to fatigue and exhaustion.

In addition to your incredible stamina, this perk grants you immunity to the psychological effects of facing large numbers of opponents. A vast army of beings weaker than you serves no other purpose than to bide time. You remain calm and focused in the midst of a battlefield, able to assess and respond to threats with ease. The only opponents

capable of truly threatening you are those who are equal to or superior in strength and skill. With this perk, you could become a legendary warrior, able to take on entire armies single-handedly without breaking a sweat. You could carve a path of destruction through any number of opponents, leaving behind a trail of defeated foes and tales of your indomitable strength and will.

Master of All Trades - 600 CP
As a Reincarnator, you have lived many lives and have accumulated vast amounts of knowledge and experience from each of them. This perk allows you to draw upon that knowledge and become a true master of any skill or field that you set your mind to. Whether it's martial arts, magic, technology, or any other discipline, you have an innate talent for quickly learning and mastering it to a level that surpasses most individuals in that field. Additionally, this perk grants you an intuitive understanding of how different skills and fields can be combined and used together, allowing you to create unique and effective strategies and techniques that others may not have thought of. With this perk, you can become a true jack-of-all-trades, capable of adapting to any situation and overcoming any challenge that comes your way.

Master of Reincarnation - 600 CP
Through countless lives, you have become a master of the art of reincarnation. You possess an innate understanding of the mechanisms of rebirth and have the power to influence your own reincarnations and those of others. You can choose your own starting point in a new life, selecting the time, place, and circumstances of your birth. You can also manipulate the reincarnations of others, determining their starting point and even influencing the course of their lives. This power allows you to shape the destiny of yourself and others, and to forge a path of your choosing through the endless cycles of rebirth. You also gain a profound understanding of the nature of the soul and the afterlife, allowing you to manipulate these forces to your advantage. With this power, you can become a true master of your own destiny and the destiny of those around you.

Saiyan

Zenkai - 100 CP
The Zenkai is a special ability the Saiyans possess. Whenever they are defeated and recover their power will grow a bit. These boosts typically are 1-5% when recovering from training, but in extreme cases they can triple your overall power. This however typically requires you to survive a stronger opponent and be on the brink of death. From now on you can enjoy this boost whenever you recover. As a mercy since you are paying for the perk your boost will tend to be higher. This is normally due to Ki sense which allows you to perfectly sense the disparity in power allowing your body to react more efficiently. This powerful ability will greatly enhance your combat capabilities and help you overcome even the most formidable opponents. For a more detailed explanation of this version of Zenkai, please refer to the link in the notes.

Light and Heavy - 100 CP
Ki is capable of many different feats and has a number of unique properties. One of the most interesting is how its density affects it. Lighter Ki is much easier to control, but sometimes lacks oomph. Heavy Ki on the other hand is very difficult to control, but makes up for it with overwhelming power. You have somehow figured out how to shift the density of your Ki and other types of energy. The speed of the change depends on how much Ki you are altering primarily though it can be affected by other factors as well such as control. An example of how you could use this is increasing the density of an attack once it is formed. You could shape it using lighter Ki then increase the density making the attack significantly more devastating.

Khundmung - 200 CP
Khundmung is a sacred tradition of the Khund. It is a form of honor duel where the challenger seeks to claim everything their opponent possesses. Normally it is used by Warlords to grow their tribes and settle conflicts between leaders. By taking this perk you gain the right to initiate an honor duel between you and another individual. They will be compelled to accept your challenge. This could be due to their personal honor, their culture, or some other factor entirely. You may freely designate the conditions for your battle if you wish. For example, the Khund respect natural abilities and martial prowess so they forbid technology, competing using physical strength. Should you win then you will claim everything your target possesses and they will serve you. For example, challenging a king and winning would likely result in their empire becoming your vassals.

Wrath State - 200 CP
Harnessing the power of the Great Ape without transforming. 10x multiplier in power The Wrath State has a second stage as well. This stage gives the user a green aura while their body bulks up considerably. This state boosts your power further granting you a 15x multiplier. You could simply train to unlock the state in the jump if you are a Saiyan, but there are a number of benefits to purchasing it here. First you will immediately unlock the state including the second level. Second, drawbacks such as the pain and rage you experience will be greatly lessened to the point that they don't affect you. Lastly, this will give the Wrath State the ability to progress continuously. You may start out with a limit of 15x, but you could improve the transformation to increase this multiplier. The highest active limit utilized by any of the Saiyans was 20x.

I Can't Die Yet - 400 CP
When Tarble fought on the industrial world Rench he was gravely injured in the battle against the Champion-Class Scarab. Tarble only managed to beat the Champion-Class Scarab using his second wind granted to him by Yamoshi and Death of the Endless. You similarly will receive a second wind when you are at the brink of defeat, allowing you to temporarily fight beyond your previous limit. This boost will only last a short period though. This boost is best used to launch a single massive attack. Alternatively you could try to heal yourself using the extra energy from this boost. You can only receive this boost once per battle. In this case a battle includes a one on one fight and clash between armies.

Enviro-Adaptation - 400 CP
As a Saiyan, you possess an innate ability to adapt to harsh environments that would normally be lethal to other races. You are able to survive and function normally in a wide range of environments, including the vacuum of space, underwater, or in areas without oxygen. Your body can also withstand extreme temperatures, pressures, and radiation without suffering harm. This adaptation is not perfect, and there are limits to what you can withstand, but it is a powerful tool that can save your life in situations where others would perish. Additionally, your ability to adapt to new environments is quick and efficient, allowing you to acclimate to new surroundings in a matter of minutes.

The Legendary Super Saiyan - 600 CP
Some beings possess an inherent potential that sets them apart from the rest of their species. They are born with unrivaled abilities that allow them to easily surpass any records held. Examples of these legendary beings include Broly and Frieza, who easily rose above their peers with little training. By taking this perk, you become a legendary variant of your species, possessing an unparalleled level of potential. You have access to powers and abilities that are beyond the reach of ordinary individuals of your species.

Like Broly, your power can quickly rise to match and surpass even those significantly stronger than yourself. Your innate potential grants you incredible physical and mental abilities, allowing you to excel in all areas of your life. With little training, you can easily surpass the greatest achievements of your species. Whether you are a warrior, a scholar, or a leader, you are destined for greatness.

Devourer of Gods - 600 CP
The Saiyans were the first predators in the universe. One of the traits they gained that demonstrated this was the ability to gain strength by devouring their foes. In fact they even were capable of devouring the divinity of the gods to ascend to a higher level. Devouring the essence of a god allows the Saiyan to awaken their Saiyan God state and claim the divinity of the god they devoured. When Tarble was about to devour Ares the god realized that this would permanently destroy his essence. This power is one of the main reasons that the Saiyans were feared. Just make sure you don't bite off more than you can chew. Also if literally eating your foe disgust you then you can instead simply drain the energy away from their body or from a separated limb.

Trade Organization

You Have Been Loyal - 100 CP
The biggest problem when it comes to working with tyrants and villains is their tendency to betray each other. You could be their most valuable and powerful servant only to be sacrificed on a whim. Now however, that will no longer be the case. When you prove yourself to be an effective individual the higher ups will notice. You will receive appropriate rewards for your actions, never be treated as a disposable pawn, and when applicable your opinion will be given consideration.

This will also protect you from conflicts within your organizations. For example, Cooler was willing to tolerate Tarble and claimed that he understood why he was Frieza's favorite employee after meeting him. If you proved yourself worthy you could easily end up the favored champion of your employer with all the benefits that are entailed. Just make sure you have the skills to get to that position in the first place.

Inspiring Orator - 100 CP
You possess an innate talent for public speaking and can inspire and motivate others with your words. Your speeches have a profound effect on your audience, instilling courage, hope, and determination in their hearts. Your words can uplift the downtrodden, sway the undecided, and rally armies to your cause. You have the power to deliver speeches that can be remembered for generations, and your name will go down in history as one of the greatest orators of all time. With this perk, you will be able to turn the tide of battles, sway the opinions of leaders, and shape the course of history.

I Claimed It - 200 CP
Legal disputes can be a hassle, especially when it comes to matters of ownership and conflicting interests. Fortunately, luck seems to be on your side when it comes to these situations. With this perk, any claim or ownership you have over something will be recognized and respected, even in cases where others are unaware of your ownership. Whether it's a physical object or an intangible creation, you won't lose your property just because someone else failed to file the proper paperwork or didn't honor a verbal agreement. Your rights will be acknowledged, and any attempts to dispute your ownership will be met with difficulty. You may encounter some resistance, but ultimately, you will prevail in your claim.

Junk Rat - 200 CP
Junk Rat is a special alien within the 501st. He is capable of building wonders out of scrap and doing so in record time. During the battle for Thanagar he constructed a spaceship that could hold thousands in mere minutes. You share Junk Rats speed and creative capabilities. You are capable of using seemingly useless scraps and transforming them into innovative and functional creations in a fraction of the time it would take others. Your speed and creativity are unmatched, allowing you to construct impressive feats of engineering even in the most dire of circumstances. Although others may doubt the practicality of your equipment, any hesitation or skepticism is quickly silenced once they witness the impressive results it produces. With this perk, you are a valuable asset to any team or mission that requires quick thinking and resourcefulness.

Public Image - 400 CP
You should never underestimate the value of a good reputation and the support of the public. Your reputation can be just as important as your skills and abilities. With this perk, you have the ability to cultivate a positive public image, allowing you to gain the support and trust of those around you. People will be more likely to believe in your abilities and follow your lead, even in challenging situations. Through the power of propaganda, a bit of acting, and the occasional appearance you can cultivate whatever image you desire. You are just as skilled as Ada'la when it comes to these sort of matters. For example, under Ada'la's care Tarble became the single most popular being in the entire Trade Organization. He even ended up with ten separate shows occupying the most popular networks in Frieza's networks.

Logistical Mastermind - 400 CP
In the business of trade and conquest, logistics can be just as important as combat skills. With this perk, you have an innate understanding of supply chains, transportation, and resource management. You can efficiently allocate resources, streamline processes, and identify potential chokepoints in the trade network. This will allow you to maximize profits and minimize losses for your organization. Additionally, you have the ability to quickly adapt to changing circumstances and make strategic decisions based on limited information. Your logistical skills will be in high demand, and you will be sought after as a key member of any trade or conquest mission. Whether it's a small-scale operation or a galaxy-spanning campaign, you have the ability to ensure the smooth operation of your organization.

Galactic Market Dominator - 600 CP
You have the ability to dominate the galactic market like no other. With this perk, you possess a thorough understanding of the interstellar economy and the ability to manipulate it to your advantage. You can predict market trends, identify profitable

investments, and make strategic decisions that allow your organization to grow and prosper. Your vast network of contacts and resources will allow you to monopolize entire industries, leaving your competitors in the dust. Additionally, you have the ability to adapt to changing market conditions and make quick decisions to stay ahead of the curve. You are the driving force behind the Trade Organization's economic dominance, and your skills are indispensable to its continued success.

Supreme Commander - 600 CP
The war between the Trade Organization and the Reach was one of the greatest conflicts in this universe's history. Even the most minor of skirmishes typically resulted in over a hundred million deaths and the conquest of a planet. This meant that even with overwhelming power strategic actions were of the utmost importance. Doing this however, requires someone capable of these feats to be in charge. You might not be in charge, but you certainly have the skills to qualify. You are a master of strategy capable of matching this universe's greatest tacticians. You can control an army of trillions across a thousand fronts with the same precision needed to command a squad of five. Your plans and calculations will be so complex that even after the battle has finished your enemies will still be puzzled by how you pulled your plan off. A mind like yours is what decides whether a galactic war will take ten years or a thousand years with the same resources.

The Reach

Indoctrination - 100 CP
The Reach are notorious for their effective brainwashing techniques, and you have undergone extensive training in their methods. You possess a natural talent for convincing others to adopt your views and beliefs, even in the face of overwhelming opposition. Whether through subtle manipulation or outright coercion, you can bend others to your will, convincing them to join your cause or carry out your orders. This ability is particularly useful when dealing with potential enemies or dissidents within your own ranks, as you can easily bring them into line and ensure their loyalty. With this perk, you have the power to shape the minds of others and mold them into obedient followers.

Infiltrator - 100 CP
As a member of The Reach, you are a master of espionage and covert operations. With this perk, you gain the ability to seamlessly blend in with any culture or environment, allowing you to infiltrate enemy territories undetected. You possess an innate talent for mimicking the appearance, behavior, and mannerisms of any species or culture, making it difficult for others to detect that you are not one of them. Your extensive training in infiltration and espionage techniques, coupled with advanced technology at your disposal, make you a formidable operative. You have access to a variety of gadgets and tools designed to aid in your infiltration, such as holographic disguises, stealth suits, and cloaking devices. These tools enable you to move through enemy territories with ease, remaining undetected by any security measures in place.

You also possess advanced knowledge of security systems and countermeasures, allowing you to bypass or disable them with ease. Whether it's hacking into a computer system, picking a lock, or disarming a trap, you are an expert in all forms of security evasion. In addition to your infiltration skills, you also have the ability to gather and transmit intelligence to your superiors. You are trained in advanced communication techniques, allowing you to transmit data securely and undetected. You can also gather information through various means, such as eavesdropping, surveillance, and interrogation. Overall, with this perk, you become a valuable asset to The Reach's operations, able to infiltrate any target and gather critical intelligence with ease.

Royal Blood - 200 CP
Your genetic makeup is not only alluring but also carries the marks of royalty. You are a descendant of a prestigious bloodline, and your family's power and influence extend far

and wide. Your genetic heritage makes you a desirable match for members of other powerful factions, who see in you the potential for a valuable alliance. You are adept at navigating the complex social and political landscape of the Reach, using your family's prestige and your own charm to secure marriage alliances that further your agenda. Members of royalty and other powerful figures are drawn to you, finding you both physically and intellectually appealing, and your mere presence can influence their decision-making.

Technological Genius - 400 CP
The Reach are known for their advanced technology and their ability to create and innovate new technological marvels. With this perk, you have a natural talent for technology and engineering, and you can create advanced devices and machines with ease. You have an innate understanding of The Reach's technology, as well as the technology of other civilizations. You also have the ability to quickly analyze and reverse-engineer technology that you encounter, allowing you to adapt it for your own use.

Nanomachines - 400 CP
The Reach's mastery of nanotechnology has given them incredible powers of manipulation and enhancement. With this perk, you will gain unparalleled control over nanomachines, which can be used to manipulate your own body and technology in countless ways. By using these tiny machines, you can enhance your strength, speed, agility, and durability to superhuman levels, making you an incredibly powerful force to be reckoned with. In addition to enhancing your own abilities, you can also use your control of nanomachines to manipulate technology to your advantage. With a thought, you can hack into computers, disable security systems, and even take control of weapons and other machinery. You can also create and control swarms of nanomachines, using them to attack your enemies or repair damaged technology. But perhaps the most incredible application of your mastery of nanomachines is the ability to heal yourself and others. By using nanomachines to repair damaged cells and tissues, you can heal wounds and even cure diseases that would otherwise be fatal. This power could be invaluable in combat situations or even in medical emergencies.

Maximizing Productivity - 400 CP
Industry is the backbone of an Empire and an aspect that can not be found lacking. You learned early on the importance of this and how to maximize it. You possess an unparalleled ability to optimize production on a massive scale. Your keen sense of efficiency allows you to streamline the production process, increase output, and reduce waste. You can effortlessly coordinate vast industrial complexes, agricultural operations, and logistical supply chains to maximize productivity. Even the most inefficient systems

can be transformed into highly productive ones under your leadership. With this perk, you can ensure that the resources of an entire planet are utilized to their fullest potential, providing for billions or even trillions of individuals. As your supply lines expand and your infrastructure grows, your productivity increases exponentially, allowing you to achieve even greater levels of industrial and economic dominance.

The Reach's Legacy - 600 CP
As one of The Reach's most valuable scientists, you possess the combined knowledge and technological advancements of the ancient alien race. With this perk, you have a deep understanding of The Reach's history, culture, and scientific advancements, making you an expert in a wide range of fields, including but not limited to physics, biology, engineering, and nanotechnology. Moreover, you understand the inner workings of The Reach's signature technology, the Scarabs, and can improve upon them using your own knowledge and creativity. Your mastery of Scarab technology allows you to create, modify, and repair these devices with ease, and even create new and innovative versions of them. With this perk, you will be invaluable to any organization that seeks to harness the power of The Reach's technology and knowledge.

Absolute Authority - 600 CP
Among the Reach the hierarchy is absolute. Your organizations reflect this as you possess absolute authority over all those under your command. Your orders are law, and your subjects will obey without question. You are granted you complete control over your empire, allowing you to shape it as you see fit. Your word is final, and your decisions are irrevocable. This ability is particularly useful in situations where you need to make difficult decisions quickly and decisively. With this perk, you can govern your empire with an iron fist, ensuring that your subjects remain loyal and productive.

The Lantern Corp

Universal Welcome - 100 CP
As a Lantern, your authority and purpose as a protector of the universe is recognized by most forces you encounter. You are welcomed and respected by many civilizations, and they are more likely to offer you aid and assistance. This can include access to resources, safe passage through their territory, and even assistance in battle. This perk can also help you gain valuable information or allies in your mission to protect the universe. However, there may still be those who oppose you or view you as a threat, so it is not a guarantee of universal acceptance. In these areas you may not be treated with the same degree of respect, but you will be treated as though you were the ambassador of a foreign empire with all that would be entitled.

Mastery of the Power Ring - 100 CP
As a member of the Lantern Corps, you have undergone extensive training in the use of your power ring. This perk grants you a heightened mastery of your ring's abilities, allowing you to create powerful constructs with ease and precision. You can manifest a wide range of constructs, from simple shapes to complex machines, limited only by your imagination and willpower. Despite this you are still limited by your personal instincts and understanding of technology. This perk bolsters your intuitive understanding of these objects allowing you to create constructs even when you lack an understanding of them. In addition, you are also able to modify and upgrade your constructs on the fly, adapting them to changing situations and increasing their effectiveness in combat. Your understanding of the physical laws of the universe allows you to create constructs with incredible speed and power, making you a formidable opponent to any who dare to challenge you.

Lantern's Honor - 200 CP
As a Lantern, you are held to the highest standard of honor and integrity. Your unwavering sense of justice and morality is an essential part of your identity as a member of the Corps. This perk reinforces your already strong moral compass, providing you with an unshakeable sense of right and wrong, and a deep understanding of the values and beliefs that guide the Lantern Corps. With this perk, you gain the ability to sense when others are acting dishonorably or unfairly, and are driven to intervene and set things right. Your willpower and sense of self are too strong to be easily subverted, granting you immunity to certain forms of mind control and manipulation. Additionally, this perk allows you to tap into the power of the emotional spectrum, allowing you to channel the energy of different emotions to fuel your ring's abilities. As a result, you can create constructs that are imbued with the power of compassion, hope, and love, among others, making you a formidable force for good.

You will lack the raw power of the other Lantern Corps, but even a small ember will burn bright when multiple pieces are brought together. Hal Jordan was an excellent example of this when he managed to combine the willpower of the Green Lanterns with the raw fury of the Red Lanterns.

Lantern's Insight - 200 CP
As a Lantern, you possess a deep understanding of the emotions and motivations of others, allowing you to read people's emotions and predict their actions with great accuracy. This perk grants you heightened empathy and intuition, allowing you to see through deception and gain valuable insight into the emotions and desires of those around you. This ability can be especially useful in negotiations, social situations, and battles where you need to anticipate your opponent's moves and plan your own accordingly. Additionally, this perk grants you an enhanced sense of situational awareness, allowing you to react quickly and adapt to changing circumstances on the fly.

Extreme Will Detected - 400 CP
The Lantern Rings provide the user with power based on one of the aspects of the emotional spectrum. For example, Green Lanterns need willpower and determination. In special cases, when a Green Lantern becomes particularly determined, they can supercharge themselves going far beyond their limits. This option allows you to become a perfect conduit for one of the emotions on the emotional spectrum. You may purchase this perk multiple times for different emotions. This also can create synergistic effects as the lanterns grow in power as they combine their strength. Lastly, this will also provide a number of benefits depending on which emotion you choose. For example, choosing the Sinestro Corp/Yellow Lanterns would make you a master of terror tactics and grant you advanced psychological skills.

Lantern's Legacy - 400 CP
The Green Lantern Corps has a rich history of protectors spanning countless centuries and galaxies. This perk grants you unparalleled access to the collective knowledge and experience of all the Lanterns who came before you, allowing you to tap into their wisdom, insights, and tactics. This knowledge will be available to you whenever you need it, and you will be able to learn from the mistakes and triumphs of your predecessors, and apply their teachings to your own battles and missions. With this perk, you will have the ability to summon spectral images of past Lanterns, who will fight alongside you as allies and provide advice and guidance as needed. These ghostly images can take on the appearance of any past Lantern and possess the same skills and powers as their living counterparts. They can aid you in battle, share their wisdom, or even take control of your constructs to enhance their capabilities.

Lantern's Wrath - 600 CP
As a Lantern, you are a force to be reckoned with in battle, able to call upon the full power of your ring and your chosen emotion to devastating effect. This perk grants you an incredible level of strength, speed, and durability, as well as the ability to project massive blasts of energy and manipulate reality on a cosmic scale. Additionally, this perk grants you the ability to call upon the full might of your Corps, summoning an army of spectral Lantern users to aid you in battle. Together, you will be nearly unstoppable, able to face down any foe and emerge victorious.

Emotional Empowerment - 600 CP
The previous perk may have made you the perfect conduit for your emotion, but this one makes you an embodiment of it. You have now fused with one of the Emotional Entities becoming the living avatar of your chosen force. This will allow you to undergo an exponential increase in power. For example, Hal Jordan was about twice as strong as an average lantern user, but once he merged with Ion he was actually winning against Frieza. Given some of the estimates Tarble made, Hal's power was multiplied two hundred times. Admittedly this was due to his intense connection with willpower. Though you could likely reach a similar level by combining this and the Extreme Will Detected perk.

The Justice League

Code of Honor - 100 CP
As a member of the Justice League, you hold yourself to a high standard of ethics and morality. You will never kill or harm an innocent, and you will always strive to protect and defend those in need. Your unwavering commitment to justice and honor earns you respect and admiration from those around you. This ability also grants you complete control over the amount of damage that you deal. Even if you were as strong as Superman you could punch a normal robber without hurting them. As a hero you do your best to avoid staining your hands with blood even if it is deserved.

Some Have Short Memories - 100 CP
The lifetime and memory of a species can vary greatly. In some cases, this is beneficial, while in others, it can cause a number of issues. For example, many tend to forget what you have done for them once your generation has passed. You, however, will find that everyone remembers you at your best. You would always be remembered as the leader who freed a race from slavery instead of someone failing to provide afterward. This will affect all positive emotions regarding you. This means that hatred will still decrease over time, but your support will never waver.

A Softer Approach - 200 CP
As an experienced hero and someone who constantly has to deal with other organizations, you know that sometimes the best way to solve a problem is through negotiation and diplomacy. With this perk, you have a natural talent for finding common ground and resolving conflicts peacefully. You possess exceptional communication skills and can read people's intentions and emotions with ease, allowing you to tailor your approach to each individual or group. Your negotiation abilities are not limited to simple trade deals or interpersonal relationships, either. You can negotiate with nations, galactic empires, and even cosmic beings, using your charisma and intelligence to broker complex agreements and treaties. You know how to find win-win solutions that benefit all parties involved and can use your skills to navigate tricky political situations. Your mastery of negotiation also extends to conflict resolution, allowing you to diffuse tense situations and prevent violence before it even starts. You have a calming presence that can soothe even the most heated tempers, and your words carry weight and authority. With this perk, you are a valuable asset to the Justice League, capable of finding peaceful solutions to even the most daunting of problems.

Your Reputation Precedes You - 200 CP
Your reputation is a powerful tool, and with this perk, it will work to your advantage in any situation. People will have heard of your exploits and accomplishments before they

even meet you, and this can have a significant impact on their behavior towards you. Your reputation will precede you in the most positive way possible, causing people to view you as an expert in your field or a person of great power and influence. In practical terms, this means that when you encounter others, they will be predisposed to view you in a favorable light. They may be more willing to negotiate with you, more likely to offer you aid or support, or even surrender to you without a fight. This perk can work especially well in situations where you are dealing with potential adversaries, as they may underestimate your abilities and be caught off guard by your true strength. Using the examples above, a small empire you want to conquer might surrender immediately while a more challenging empire might underestimate you taking catastrophic losses in the opening battle. The effects of this perk will grow as your reputation does.

The Ultimate Detective - 400 CP
As a member of the Justice League, you possess a brilliant strategic mind and an unwavering determination to protect the innocent and bring justice to the world. You are a master of contingency planning, able to anticipate and prepare for every possible outcome and develop detailed strategies to overcome any obstacle. With this perk, you gain access to the vast knowledge and experience on par Batman, the Dark Knight himself. You possess a keen intellect, an encyclopedic knowledge of tactics and strategy, and a deep understanding of human psychology. You are able to analyze complex situations, identify weaknesses and vulnerabilities, and develop creative solutions to seemingly impossible problems. Your contingency plans are legendary, and you are always one step ahead of your enemies, ready to adapt and adjust your strategies on the fly. Your unwavering determination ensures that you will never give up, no matter how dire the situation may seem. You possess the same iron will as Batman himself, and you are willing to do whatever it takes to protect the innocent and bring justice to the world. Your determination is contagious, inspiring those around you to never give up and to always strive for the greater good. With this perk, you are a true mastermind, a brilliant strategist and an unwavering defender of justice. Your mind is your greatest weapon, and you are always ready to use it to its fullest potential.

He Deserves A Second Chance - 400 CP
Being a hero requires more than simply beating down the bad guys. You are a representative of justice and hope for others. You are one of the few individuals who constantly tries to see the good in others and to give them a path forward. With this perk, you have the unique ability to see the good in even the most vile and despicable villains. Your belief in redemption is unwavering and your compassion is boundless. By working with them, giving them guidance, and showing them the right path, you can help these villains turn away from their evil ways and embrace a new life as a hero.

It won't be easy, and it will require patience and understanding, but with your help, these villains can become valuable assets to your team. They may struggle with their past mistakes, but with your support, they can overcome them and become beacons of hope for others. Even those who were once your greatest enemies can be turned to your side, willing to fight alongside you to protect the innocent and bring justice to the world. Your belief in their potential and your willingness to give them a second chance will be a defining trait of your leadership, and the Justice League will be all the stronger for it.

600 CP - Justice Incarnate
You are the embodiment of justice, and your presence alone strikes fear into the hearts of evildoers. Your mere presence fills those around you with a sense of awe and respect, making them more likely to follow your lead and heed your commands. Your righteous aura radiates outwards, imbuing those around you with a sense of confidence and strength. Even the most powerful villains will hesitate to oppose you directly, knowing that they are facing not only your immense power but also the power of justice itself.

As Justice Incarnate, you possess unparalleled physical and mental capabilities, as well as a deep understanding of the law and the principles of justice. You are capable of sensing injustice and wrongdoing wherever it occurs, and you have the ability to intervene and set things right. Your powers are not limited to physical strength and combat prowess, but also include the ability to inspire and unite others towards a common goal. You possess a natural charisma that allows you to win the hearts and minds of those around you, and your unwavering commitment to justice ensures that you will always have their support. With this perk, you are a beacon of hope and a force for good in a world that sorely needs it. Even the most insurmountable obstacles will seem conquerable in your presence, and you will inspire those around you to become their best selves and fight for justice alongside you.

The Symbol of Hope - 600 CP
You embody hope, redemption, and kindness, and you radiate an aura of pure light that touches the hearts of others. Your presence alone is enough to inspire hope and courage in the hearts of those around you, and your words and actions will be remembered as a shining example of what a hero should be. You are the ideal hero, capable of inspiring others to greatness and driving the world towards a brighter future. Your attacks will be infused with the pure light of hope, dealing immense damage to the forces of darkness, and your healing abilities will be greatly amplified, allowing you to cure even the most grievous wounds. In short, you are a beacon of hope and goodness in a dark and troubled world, and your presence alone will bring light to those in need.

Please do not dishonor the mantle that you have chosen to uphold.

Villain

Toxin Immunity - 100 CP
You have developed an exceptional resistance to all kinds of toxins and poisons, making you immune to even the deadliest of substances. This includes the poisons used by villains such as Poison Ivy, Scarecrow, and others. In addition, this perk also provides you with resistance to mind-altering substances, such as the Joker's laughing gas and other similar agents. Your immune system is so robust that you can consume or inhale any harmful substance without any ill effects. Furthermore, this perk allows you to neutralize or detoxify toxins and poisons that affect others, making you a valuable asset in any situation involving hazardous materials.

Deadly Assassin - 100 CP
You are a master assassin, drawing inspiration from legendary assassins such as Deathstroke, capable of taking out targets with exceptional precision and efficiency. This perk grants you enhanced physical attributes, including speed, agility, and strength, making you faster, more flexible, and stronger than most other people. Your reflexes and senses are heightened, allowing you to react quickly and adapt to any situation. In addition, you possess advanced combat training in a wide range of weapons and fighting styles, including swords, guns, and hand-to-hand combat, just like Deathstroke. With this perk, you can effortlessly disarm and disable opponents and eliminate targets without any hesitation or remorse. You are also highly skilled in covert operations, infiltration, and espionage, just like Deathstroke, allowing you to move around unnoticed and gather valuable information on your enemies.

Dread Presence - 200 CP
As a master of terror and intimidation, you can instill fear in even the bravest of individuals. Your very presence sends shivers down the spines of your enemies, causing them to hesitate and doubt themselves. With this perk, you have the ability to manipulate the emotions of others, inducing a sense of terror and dread in them. This can be used to distract or immobilize opponents, or to intimidate and coerce others into following your commands. In addition, you gain enhanced senses that allow you to detect fear in others, making it easier for you to exploit this weakness. You also possess a powerful aura of terror that can be projected over a wide area, causing all those within range to feel an overwhelming sense of dread and anxiety. With practice, you can learn to control this aura, allowing you to manipulate the emotions of entire crowds or armies.

Unpredictable - 200 CP
You are highly unpredictable and chaotic, making it nearly impossible for others to anticipate your actions. You thrive on taking risks and trying new and unconventional

tactics, which can throw off even the most seasoned opponents. This perk grants you immunity to all forms of mind control and manipulation, as your mind is too unstable and unpredictable to be influenced. You are also highly resistant to psychic and empathic attacks, as your mind is constantly in a state of flux and change. With this perk, you can unleash your full potential and surprise your enemies with your unpredictability, making you a formidable opponent in any situation. Just be careful as displaying too much of these traits could lead to you developing the same issues the Joker did. Your unpredictability could possibly make it difficult for you to form long-term alliances or relationships with others, and can even alienate those closest to you if you abuse their trust.

Mutually Assured Destruction - 400 CP
You understand the power of destruction on a grand scale, and have the ability to bring down even the most powerful empires if necessary. You also possess knowledge of strategic planning and tactics, allowing you to launch coordinated attacks that can cripple entire nations. However, the true power of this perk lies in its ability to ensure that if you are brought down, your enemies will suffer even more. You have access to fail-safe mechanisms that will trigger the destruction of entire civilizations in the event of your demise, ensuring that your enemies will think twice before attempting to take you down. The mere threat of this ability is often enough to deter even the most powerful opponents, allowing you to achieve your goals without having to resort to such extreme measures.

Eternal Life - 400 CP
You have lived for thousands of years, and through those years, you have accumulated vast amounts of knowledge and experience. This perk grants you eternal life, ensuring that you will never die of natural causes or age-related diseases. You are virtually indestructible, capable of surviving extreme physical trauma and recovering from injuries that would kill a normal person. Furthermore, your advanced age has imbued you with vast wisdom and knowledge, allowing you to anticipate and understand almost any situation. You have seen the rise and fall of countless civilizations and have a deep understanding of the human condition. With this perk, you can use your immense knowledge and experience to outmaneuver and outsmart your opponents, as well as provide invaluable insights into any situation.

Shadow's Veil - 600 CP
You have an innate ability to cover your tracks and remain hidden from those who seek to expose your wrongdoing. With this perk, you cannot be linked to any crimes or illegal activities, as all evidence and witnesses will be either non-existent or inconclusive. Your movements and actions are shrouded in a veil of secrecy that cannot be penetrated by

any known means of surveillance or investigation. This also extends to your allies, who will not be implicated in any of your misdeeds. You can even manipulate the memories of those who may have seen you committing a crime, erasing any recollection of your involvement. This perk allows you to operate with complete impunity, without fear of being caught or punished for your actions.

Smartest Man in the Universe - 600 CP
With this perk that is an apt title. You are now a twelfth level intellect and even then you are right at the top of this chart. Your intelligence is vast enough for you to master virtually any field in days. This mastery means comprehensive mastery not just a designation of your skill in the field as well to clarify. Like Lex Luthor you are smart enough that even gods, monsters, and everything else can be brought down with time. You may not have the sheer power others do, but if you wished you could likely surpass them with ease.

Special Techniques/Powers

You will receive a 400 CP stipend to spend on techniques. You receive three discounts that can be used on any technique below.

Canary Cry - 100 CP
With this perk, you gain the power of the Canary Cry, similar to that of Black Canary. You are able to emit a powerful sonic scream from your mouth that can shatter objects, incapacitate foes, and even disorient or stun them. The force of your cry can be directed in a specific direction or spread out in a wide area, depending on your preference. This power also enhances your vocal abilities, allowing you to communicate over long distances or even use your voice as a weapon. With practice and training, you may be able to control the pitch and frequency of your cry, as well as learn new applications for your powers.

Probability Manipulation - 200 CP
With this power, the user gains magical abilities similar to Jinx's mystical energy. This energy allows them to affect probability fields around specific objects. By an act of will, the user can cause electrical systems to malfunction, generate a whirlpool or tidal wave in the middle of the ocean, or summon heavy winds to knock opponents off their feet. The uses are demonstrated through manipulation over luck and energy blast. Probability control allows them to manipulate the outcome of events in their favor. The mystical energy however, manifests as pink, lightning-like energy blasts/waves fired from the jumper's hands, similar to Jinx's abilities. This perk offers a unique set of powers that allow the jumper to manipulate probability and control their environment in various ways.

Animal Transformation - 200 CP
This power grants the ability to transform into any animal they have seen before, just like the hero Beast Boy. You can change your shape, size, and color to match their chosen animal, gaining all of its natural abilities and instincts. With this perk, the jumper can take on the form of a tiny insect to infiltrate a secure location, a bird to fly to their destination, or even a powerful predator to hunt down their enemies. The possibilities are endless with this versatile ability. In addition to normal animals from Earth you can also transform into any form of alien wildlife as well. The exact limits are unclear on this ability although you can’t turn into other intelligent species such as a Kryptonian.

Nature's Conduit - 200 CP
You are a natural conduit for the magic of the planet, able to tap into and channel its energy with ease. Your connection to nature allows you to communicate with animals

and plants, sense natural phenomena, and even control the elements to a certain extent. Additionally, your soul has been purified by the magic of the planet, granting you a greater sense of enlightenment and inner peace.

Soul Whisperer - 300 CP
Your connection to the souls of others is incredibly strong, allowing you to hear their innermost thoughts and emotions. This ability extends to both living beings and the deceased, and can be used to gain valuable insights into the motivations and desires of others. In addition, you are able to manipulate souls to a certain extent, including the ability to heal or harm them depending on your intentions.

Time Manipulation - 300 CP
This powerful perk grants the jumper control over time itself. They can manipulate their perception of time, slowing it down or speeding it up to give them an advantage in combat or other situations. They can also travel through time, allowing them to explore the past or future, or even freeze time altogether, giving them the ability to act without interruption. The jumper will be able to use their time manipulation abilities to plan and execute strategies with incredible precision, as well as to gather information about events and entities in the multiverse that would otherwise be inaccessible. This perk offers a wide range of possibilities for the jumper, allowing them to shape their experiences in the multiverse as they see fit, and potentially even alter the course of history.

The Nightsisters - 400 CP
There was a small planet discovered by Frieza home to a race of magic users. Frieza conquered them and incorporated them into his armies providing his forces with their magical powers. The Nightsisters were capable of many feats such as opening portals, communicating with the dead, destroying souls, and numerous other types of magic. By purchasing this option you may develop a mastery of this magic on par with Narra, the Night Mother.

Power of the Machine - 400 CP
With this perk, you gain access to an extensive array of modifications similar to those used by the hero known as Cyborg. Perhaps these modifications were done by a Motherbox or maybe you were improved through some sort of horrific experiment. You can choose to enhance your body with mechanical components, granting you incredible strength, durability, and the ability to interface with technology. Your newfound cybernetic abilities may also include advanced weaponry, sensors, and other useful features that allow you to adapt to virtually any situation.

Absolute Domination - 400 CP
Your sheer force of will and imposing presence allow you to dominate those around you, forcing them to bend to your every whim. You possess the ability to control minds, manipulate memories, and influence emotions to achieve your goals. Your command over others extends even to the most powerful beings in the universe, making you a true master of domination and manipulation. The only limit is that you can not seize control over someone with greater willpower than you or vastly higher strength. You could do this if they were in a weakened state, but directly challenging someone more powerful will go horribly.

Power Absorption - 400 CP
You have the ability to absorb the powers of other beings and make them your own, similar to Parasite. By touching an opponent, you can temporarily gain their abilities, strengths, and weaknesses. With this ability, you can quickly adapt to any situation and become a formidable force to be reckoned with. You however, will still be limited by the quality of your enemies and their weaknesses. For example, draining Superman would make you powerful, but you would also gain his weakness to kryptonite.

Avatar of the Red - 400 CP
You are the true avatar of the Red, the elemental force that connects all animal life on Earth. With this perk, you possess incredible abilities that draw from the power of the Red, allowing you to communicate with, control, and even merge with animals. You have an enhanced connection to the natural world, and can sense the presence of any animal nearby, regardless of how well it is hidden. This connection also allows you to tap into the primal urges and instincts of animals, making it easier to manipulate them to your will. You can also use your connection to the Red to enhance your own physical abilities, granting you superhuman strength, speed, agility, and durability. With this perk, you become a force to be reckoned with, and can command legions of animals to do your bidding.

Avatar of the Green - 400 CP
You are the true avatar of the Green, the elemental force that connects all plant life on Earth. With this perk, you possess incredible abilities that draw from the power of the Green, allowing you to control and manipulate plant life to your will. You can communicate with and understand plants, using your powers to cause them to grow, wither, or bend to your will. You can also merge with plants, turning yourself into a living, breathing tree, or hiding in plain sight as a vine or flower. Your connection to the Green grants you control over the very forces of nature, allowing you to summon storms, create earthquakes, and even alter the course of rivers. With this perk, you become a

force to be reckoned with, and can bend the very elements to your will in your quest for power and domination.

Body Change Now - 400 CP
This power grants you the ability to use the infamous Body Change technique created by Captain Ginyu. This allows the user to swap bodies with any other living being. By speaking the incantation "Change Now!", the user will switch bodies with their chosen target, gaining access to their physical abilities and memories while leaving their original body in the possession of the target. This technique can be used for infiltration, espionage, or simply for gaining a powerful new body to use in combat. However, it should be noted that the Body Change technique is not without its risks, as the jumper's consciousness may be trapped in their new body if they are not careful. Depending on what your previous body was you may not want to lose it or give it to a powerful foe.

Empowered by Azarath - 600 CP
Raven doesn't often unleash her true power, making others underestimate her. She however, is actually one of the most powerful beings in the universe. She wields the magical power crafted by Azarath and she is empowered by her demonic half. This demon side grants her access to an unlimited well of power, but she runs the risk of losing control when accessing it. Perhaps you are Raven's sibling or simply someone who was in similar circumstances since you have all of her abilities.

These powers cover a wide range of abilities. First, as a mercy you will gain complete control over your emotions and your soul self, which is a manifestation of your spirit that can be used for both offense and defense. Second, you will be capable of teleporting yourself and others across vast distances and dimensions. Third you can create energy shields and barriers that can block powerful attacks. Fourth, you will have access to a variety of mystical abilities such as astral projection, precognition, and telekinesis. Fifth, you will be immune to possession, mind control, and other forms of mental manipulation. Lastly, you will be a powerful Empath capable of sensing the emotions of those around you. This can allow you to judge whether someone is lying, see their real emotions, and even influence them. You could do so in a positive manner draining them of hatred or instead drown your foes in despair.

Super Saiyan - 300/500/600 CP
Super Saiyan is a power transformation available to members of the Saiyan race. By purchasing this power you can unlock the Super Saiyan transformation immediately as a Saiyan or an equivalent to it for your race. The biggest advantage to purchasing here honestly, is that you will not have to suffer for it. In this world the Super Saiyan transformation is far more traumatic than normal. To make it worse each time you transform you are forced to relive the moment you first gained the power. For 300 CP you can unlock Super Saiyan 1 or the default form of Super Saiyan. This form multiples your power by 50 times. For 200 CP you can unlock Super Saiyan 2 also known as Ascended Super Saiyan. This transformation multiplies your power by 100 times. You must accept who you are faults and all to gain this state. Lastly if you are willing to pay a total of 600 CP then you may acquire Super Saiyan 3. Since you are paying CP for these transformations you will start out with immediate mastery over them. This means that you can use the form at peak efficiency without any loss in stamina. So you could literally stay in this state forever if you wanted.

Speedster - 600 CP
This power grants you access to the Speed Force. This connection allows you to move at unbelievably fast speeds like the Flash. You will be able to access the full might of the Speed Force regardless of where you are. Even if you enter a universe without the

Speed Force you will maintain your full strength. You will be able to react normally regardless of what speed you are moving at. In addition to protecting you while you are moving at these speeds your body has been enhanced significantly. There are a number of other abilities granted to you by the Speed Force such as the ability to become intangible via rapid vibrations. You will possess every ability that has been demonstrated by any version of the Flash or the other speedsters.

Lord of Order - 600 CP

As a Lord of Order, you possess an immense level of magical power that is tied to the orderly and structured nature of the universe. This power grants you several abilities including the following: Order Magic, Reality Anchoring, Temporal Control, Spatial Manipulation, and Order Incarnate. First, your knowledge of Order Magic grants you the ability to use a variety of magical spells and incantations that draw on the power of order to manipulate reality. Your spells are incredibly precise and calculated, capable of creating precise and specific effects. Second, is your Reality Anchoring ability allowing you to anchor reality in a particular state, preventing it from being warped or distorted by chaotic forces. This ability can also be used to reverse the effects of chaotic magic. Third, is your ability known as temporal control. This ability allows you to manipulate time on a fundamental level, allowing you to slow down or speed up time, create time loops, or even travel through time. Fourth, is spatial manipulation granting you the ability to manipulate space on a fundamental level, allowing you to create pockets of space, warp space-time, or even teleport yourself and others across vast distances.
Lastly you have become a Lord of Order on par with Nabu. You are a living embodiment of order itself. Your presence alone can bring order and structure to chaotic situations, and you are able to influence the actions of others in precise and calculated ways.

Lord of Chaos - 600 CP

As a Lord of Chaos, you possess an immense level of magical power that is tied to the unpredictable and ever-changing nature of the universe. This power grants you several abilities including Chaos Magic, Reality Warping, Shapeshifting, Teleportation, and Chaos Incarnate. Chaos Magic grants you the ability to use a variety of magical spells and incantations that draw on the power of chaos to manipulate reality. Your spells are incredibly unpredictable, capable of creating bizarre and unexpected effects. Reality Warping grants you the ability to warp reality on a fundamental level, twisting and distorting the fabric of space and time itself. Shapeshifting allows you to change your form at will, allowing you to take on any shape or appearance you desire. Teleportation allows you to teleport yourself and others across vast distances. Lastly, is Chaos Incarnate which has turned you into a Lord of Chaos on par with Child. You are a living embodiment of chaos itself. Your presence alone can cause chaos and disorder to erupt around you, and you are able to influence the actions of others in unpredictable ways.

Perfect Mastery - 600 CP
With this power, the jumper gains a level of mastery over their own abilities and skills that is unparalleled. They possess a complete understanding of their abilities, allowing them to use them to their full potential and without limitation. They can seamlessly integrate multiple techniques or approaches, creating new and innovative ways to achieve their goals. Whether they are a master of martial arts, magic, technology, or any other area of expertise, their skills are honed to perfection. This means that they can effortlessly execute even the most complex maneuvers, without hesitation or error. They are a true master of their craft, capable of performing feats that are beyond the reach of most others. With this level of mastery, they can accomplish anything they set their mind to.

Unlimited Energy - 600 CP
This power grants the jumper an unlimited supply of energy, allowing them to use their most powerful techniques and abilities without fear of running out. They can draw on this energy to enhance their physical and mental capabilities, and to perform extraordinary feats of strength and speed. This energy can take many forms, such as ki energy, magic power, or other types of energy, depending on the jumper's abilities. With this perk, the jumper can unleash their full power without worrying about depleting their reserves. They can fight at their peak for hours or even days, unleashing their most powerful attacks without ever tiring. This makes them an unstoppable force to be reckoned with, capable of overcoming even the most daunting of challenges.

Master of the Red and Green - 800 CP
You are the master of both the Red and the Green, able to draw upon the power of both elemental forces to become an unstoppable force. With this perk, you possess all the abilities of the Avatar of the Red and the Avatar of the Green, allowing you to command both animal and plant life with ease. Your powers are enhanced beyond anything seen before, allowing you to merge with both plant and animal life to become an unstoppable hybrid. You can summon the very forces of nature to do your bidding, controlling everything from the winds to the tides. With this perk, you become a true master of the elements, able to bend nature itself to your will and achieve your ultimate goals.

- This power is Free if you possess both Avatar of the Red and Avatar of the Green

Magic Immunity - 800 CP
Tarble went to great lengths in an effort to strengthen himself and cover up his weaknesses. One of the most dangerous things he did was having his soul modified. The Night Mother of the Night Sisters carved Anti-Magic runes into his soul making him immune to any form of magical attack. No matter how powerful the spell or magical attack, it will have no effect on you, allowing you to face even the strongest of mages without fear. Tarble however, is still able to feel when he is struck by magic meaning it may be possible for him to willingly allow magic to affect him.

This immunity extends to any magical effects, such as mind control or illusions, as well as any indirect effects of magic such as curses or hexes. You are completely immune to any form of magical influence, making you an incredibly powerful force to be reckoned with. You will be able to interact with Magic as though it was a physical attack. This is the reason that Tarble is able to shatter Ravens attacks so easily, However, it is important to note that this perk only protects you from magical attacks and effects, and does not grant you any magical abilities of your own.

Items

All items are discounted to their origins and the 100 CP items are free for their origin. In addition, you gain 400 CP to spend freely in the Items section. Further purchases will be discounted for items that can be purchased multiple times. Lastly, any items that update post jump will also receive a retroactive update.

General Items

Going Native Saga - Free/100
This is a copy of the Going Native story and its sequel Gone Native. It contains the events that occurred throughout the book and allow you to view events that would normally be unknown. You may take this copy with you; it will contain a large amount of relevant information should you be unfamiliar with the setting or need a refresher. For an additional 100 CP it will come with a wiki. This version will have detailed information on character profiles, abilities, and anything about the setting you could want to know.

Nth Metal Equipment - 200 CP
Nth Metal grants mystical properties to anything forged using it. Armor made using it is incredibly resilient and allows the user to breathe in space. Weapons made from it can bypass almost any form of protection and deal lethal damage. The list goes on and on. Purchasing this item grants you a set of armor and a weapon forged from Nth Metal. The special part is that this equipment is bonded to you. When Nth metal bonds to someone they get power far beyond what is normally provided. This is the reason that Shayera was so much stronger than other Thanagarians since her mace was bond to her. For reference these weapons allow you to kill far above your weight class. Vegeta after gaining Super Saiyan was assassinated using a single Nth metal bullet. Admittedly he was distracted, but the fact stands that he still died from the shot.

FTL Systems - 200 CP
There are a number of different methods to perform faster than light travel in this world, including the Wink Drive and the Slipspace system. The Wink Drive allows for real time travel at a fast rate. The main advantage of this is that it can bypass most jamming systems and you can stay updated while traveling. The Slipspace travel system allows for nearly instantaneous travel at the cost of boredom. The ships will arrive at their location in a short period, but the ship itself will experience a longer period of time. For example, when Tarble needed to rendezvous with Freiza, he experienced 3 years

traveling, but the journey only took 3 days. You may have both of these drives installed in all of your ships or fused with other FTL methods you currently employ if you wish..

Themyscira - 200 CP
Themyscira is the mystical and isolated home of the Amazons, an ancient race of warrior women. By purchasing this item, you will be granted full control over Themyscira, a stunning paradise island located in the Aegean Sea that is cloaked by powerful magical illusions to remain hidden from the outside world. With this item, you will have exclusive access to the extensive knowledge, resources, and training of the Amazons. You will be able to learn from some of the most skilled and accomplished fighters and scholars in the universe, including the famous Wonder Woman. In time perhaps you will learn to use their advanced technology and mystical artifacts. Furthermore, as the holder of this item, you will be recognized as the rightful ruler of Themyscira and its inhabitants, and will hold the title of king or queen. You will be able to command the loyalty and respect of the Amazonian people, and will have the authority to make decisions on their behalf.

Thanagar - 400 CP
The world of Thanagar is considered to be one of the most valuable worlds in the universe. This is due to its immense supply of the material known as Nth metal. This world has just as much Nth metal as Earth has water. Purchasing this world will allow you to take a copy of Thanagar for your very own use. This world will have a small civilization on it that will be loyal to you. They will be self sufficient and have an appropriate amount of defenses including a battlefleet. Lastly, the most important part of this planet is that the supply of Nth metal will regenerate. Should you somehow harvest the planet it will be restored slowly over six months.

Eternal Dragon - 600 CP
You might be familiar with the legend of the Dragon Balls. The legend is as follows: "Gather the seven Dragon Balls and make a wish, and it shall be granted. No matter how impossible it should be. Such is the power of the almighty Dragon God Shenron." This item grants you access to the legendary Dragon Balls and the ability to summon Shenron, the Eternal Dragon. With all seven Dragon Balls in your possession, you can summon Shenron and make a wish for almost anything you desire. However, there are some limitations to what Shenron can do, as he still is not beyond your benefactor in might. He cannot grant you a Spark or complete any wishes that you have a meta effect on your chain. Otherwise his power is nearly unlimited. This version of Shenron is far more comparable to Super Shenron and a true god of the universe.

A United Earth - 600 CP
Earth is simultaneously one of the most backwater and advanced planets in the universe. Individually it is only rivaled by powerhouses such as New Genesis and Apokalypsis. This is due to the massive amount of heroes, villains, assorted technology, and other grab bag features of the planet. This item grants you ownership of Earth and the ability to command all who inhabit it. Your ownership of the planet will be acknowledged and respected by heroes, villains, and governments alike. You will be able to call upon their might, resources, and intelligence. Post-jump you will get to keep this version of Earth as a warehouse attachment and you will receive the same ownership over future Earths in each new jump.

Scarab - Varies
The Reach Scarabs are some of the most advanced weapons in the universe. They bond to a user granting them the ability to freely shift using nanites. They can make wings, cannons, hack into other technology, and perform a variety of other functions. In addition, the suits have an incredibly advanced A.I. that can assist the user or take command if necessary. This option allows you to purchase a Reach Scarab for your own use. The cost of the Scarab however, depends on which version you want. You will receive your chosen Scarab as well as the blueprints needed to produce it and the lesser variants. So purchasing the Super Scarab would give you the blueprints needed to produce all Reach Scarab models.

- **Soldier - Free:** Honestly the so-called soldier class is the canon fodder of the Scarabs and typically sent in mass. They primarily are meant to give their ordinary soldiers a fighting chance against the physically stronger races. For example, a normal human using this could defeat most street tier villains and beat the common grunts in most galactic armies. They however, will likely die given that they can still be killed by conventional handheld weapons.
- **Scout - 100 CP:** The Scout-Class is the most common variant of the Scarab. This model is the one that Blue Beetle uses and version typically deployed in squads. They are often blue or green in color. They generally have a power level between 4 and 10 thousand.
- **Vanguard - 200 CP:** The Vanguard-Class Scarab is an advanced model with a power level between 40 and 60 thousand. They are often black or red in color and have additional defensive capabilities compared to the Scout-Class Scarabs. Vanguards are typically deployed for high-risk missions where their enhanced abilities are necessary.
- **Elite - 300 CP:** The Elite-Class Scarabs are the pinnacle of common Scarab technology, with a power level of 80 thousand on average. They are some of the most powerful models of Scarab, and are often reserved for use by high-ranking members of the Reach. Elite Scarabs are equipped with a wide array of

advanced technologies and defensive capabilities, making them nearly invincible in combat. Typically only experienced and high ranking Reach members are allowed to pilot an Elite Scarab.

- **Special/Champion - 400 CP:** The Champion Scarabs also known as the Special-Class Scarabs are the strongest common unit of Scarabs. They typically are purple in color though some have unique designs. They often have a power level between 100 and 120 thousand. This tier also includes the special prototype variants of Scarab. For example, there is a speed type Scarab that is far faster than its peers, but it sacrifices all of its armor in exchange.
- **Super Scarab - 700 CP:** The Super Scarab is the ultimate creation of the Reach designed to kill the most powerful beings in the universe, with a power level estimated to be between 300 million and one billion. The only known Super Scarab is acting as the defender of the Reach Empire, holding it together through its raw power. Its power is derived from the use of Nth metal-infused nanites, which also form the silver and black coating on the body of the Scarab.

Reborn

Cosmic Comlink - 100 CP
With this item, you are equipped with a device that allows you to communicate with anyone in the universe, regardless of distance or language barriers. The Cosmic Comlink can translate any language into one that you can understand and also allows for encrypted communication to ensure your conversations remain private. The device also has a GPS tracker that can locate anyone you have previously communicated with, as long as they have not taken measures to conceal their location.

Key to All - 200 CP
This key is a special device created by Vril Dox II for Tarble. The device is capable of hacking into any system it encounters bypassing security, firewalls, and clearance levels. If there is a system capable of keeping this key out then it has not been created yet. Purchasing this option will grant you a copy of the key and more importantly it will defend your systems against it. The same technology that allows the key to bypass defenses will be used to bolster your defenses preventing anything or anyone from hacking into your data.

Genesis Engine - 400 CP
The Genesis Engine is a massive system designed for the genetic engineering and modification of entire planets. It is capable of analyzing and sequencing the genetic material of every living being on a planet, and using that information to make targeted genetic changes. With this system, you can modify the genes of entire ecosystems, creating new species or modifying existing ones to suit your needs. The Genesis Engine is also capable of terraforming entire planets to make them more hospitable to the species you create, allowing you to create thriving new worlds.

The War World - 600 CP
The War World is a weapon of unimaginable power used by the tyrant Mongul. The War World is a hyper advanced planetary space station. The world has enough weapons to take entire systems with ease and enough armor to resist similarly destructive attacks. In addition to its weaponry the world has numerous factories allowing for the rapid production and deployment of an endless drone army. Third, is the ability to process a limitless amount of information. The War World is capable of temporal dilation allowing the user to process millions of reports in the same time that it would take someone else to do a single report. Lastly, in the worst case scenario the War World has a self-destruction protocol capable of killing nearly any being in the universe. This blast will strike with the force of a million suns detonating simultaneously. Should you activate this protocol then you will receive a new War World a year later.

The 501st - 800 CP

The 501st is the personal army that Tarble led. It was made up of over thirty billion soldiers, hundreds of fleets, and later a countless number of conquered planets. Each and every soldier was an elite worth twenty soldiers on their own. The 501st only ever lost two battles. One was against the War World while the other was against Frieza himself. The empire controlled by Tarble and his forces makes up 7% of the known universe. It has a grand total of fourteen million planets holding countless species. Tarble slowly had to institute a comprehensive system covering the laws, security, and other aspects of this empire as he built it up. Yours however, will be equal to his after his empire was stabilized. You may design various alien races and distribute them throughout your empire. Their size will be limited based on their individual strength. For example, creating a species on par with the Saiyans or Kryptonians would give you a few planets full at most. Creating a species similar to humans however, would allow you to spread them across one hundred thousand worlds.

Saiyans

Food Supplies - 100 CP
This item provides you with a large stock of food supplies that are specially designed to meet the dietary needs of Saiyans. These supplies are high in protein and other essential nutrients that are necessary for Saiyans to maintain their strength and energy levels. The supplies are also carefully preserved to ensure that they remain fresh and nutritious for long periods of time. This supply will come with enough to perfectly satisfy a planet full of Saiyans.

Biofoam - 200 CP
BioFoam is a cutting-edge medical substance used by the Frieza Force that can save lives in even the most dire circumstances. It is a foam-like substance that can be sprayed onto wounds to temporarily hold them together and act as a set of temporary organs, keeping the body functioning until proper medical attention can be provided. With this item, you will have a large supply of BioFoam at your disposal, as well as the blueprints for creating more.

Gravity Training Room - 400 CP
This item provides you with access to a Gravity Training Room, a special facility that artificially increases the gravity within it. Training in a high-gravity environment is one of the most practical ways for Saiyans to increase their strength and endurance, and with this item, you will have unlimited access to a state-of-the-art training room that can be adjusted to simulate different levels of gravity. The gravity of this room can be adjusted freely. You can decrease it beneath earth's gravity or increase it to over one hundred thousands times standard gravity. There is no upper limit to this room just make sure that you don't kill yourself on accident.

The Royal Family - 600 CP
So you are a part of the Saiyan royal family. As a member of the Saiyan royal family, you possess immense power and influence within your society. This item grants you access to the secrets and knowledge of the royal family, allowing you to tap into the ancient and powerful techniques that have been passed down through generations such as the Galick Gun. You will also receive a personal team of loyal soldiers and advisors, who will serve you and carry out your commands without question. With this item, you will have the respect and admiration of your fellow Saiyans, as well as the fear and deference of your enemies. However, with great power comes great responsibility, and you will be expected to use your position to further the interests of your people and protect your empire. Purchasing this option as a Saiyan will allow you to optionally become related to

Tarble and Vegeta by blood if you wish. Lastly, post jump you may acquire a similar position possessed by royalty or an equally powerful clue in your new setting.

Planet Sadala - 800 CP
Planet Sadala is the previous home of the Saiyans and the current home of Saiyan God Yamoshi. This option allows you to acquire a world similar to this. The world itself is home to a small force of Ancient Saiyans and is led by a being equal to a Saiyan God. They however, will be unwilling to directly follow you unless you are capable of beating them in combat. Otherwise they are content to remain in this world though they will defend it from any threats. They however are more than willing to train with you and to help you become a worthy leader for their people. Between the planet's environment, their instruction, and the various equipment they have you will become a powerhouse in no time. Next, since they do want you to succeed the Saiyan God will be willingly to assist you one time per jump even if you have yet to beat them. They will automatically save your life once which will use up this favor or you can call them out to deal with some threat. Lastly, if you wish you may freely design the personalities and appearances of these beings.

Trade Organization

Battlefleet - 100 CP
Despite the planet-destroying capabilities of Saiyan warriors, a powerful fleet of ships is still a valuable asset. With this item, you gain command of a formidable battlefleet, consisting of hundreds of ships ranging from small fighters to massive battleships. Each ship is equipped with powerful weapons and defenses, and crewed by skilled warriors and technicians. You can use your fleet to protect your territory, launch devastating attacks on your enemies, or engage in large-scale space battles.

Frieza Force Heroes - 200 CP
Frieza Force Heroes is a popular propaganda cartoon created by the Frieza Force to improve their public image. The show portrays heroic members of the Frieza Force, including the Saiyan Tarble, as they embark on daring adventures and fight against evil threats to the galaxy. With this item, you gain access to the full series of Frieza Force Heroes, including behind-the-scenes footage and interviews with the cast and crew. The most important aspect however, is that you will have your own shows. These shows will follow your life displaying the notable adventures that you have been a part of. You can choose whether you wish to have the Trade Organization air them. Allowing them to do so would grant you notoriety throughout the entire universe.

Corporate Espionage - 400 CP
With this item, you gain a team of highly skilled spies and infiltrators who are experts in covert operations and gathering intelligence. Your team is equipped with the latest technology and is well-versed in the art of espionage, enabling them to infiltrate enemy organizations and extract valuable information without being detected. They can also sabotage your competitors' operations, disrupt supply chains, and create chaos within their organizations. Your team of spies is composed of individuals with diverse backgrounds and skill sets, ensuring that you have the right personnel for any given mission. They are experts in hacking, social engineering, and physical infiltration, allowing them to gain access to the most secure facilities and databases. With their help, you can stay one step ahead of your rivals and gain a significant advantage in the galactic marketplace.

Furthermore, your team is adept at analyzing the intelligence they gather, providing you with valuable insights into your competitors' strategies and weaknesses. With this information, you can make informed decisions and adjust your own strategies to gain an even greater advantage in the market. This group will scale with the size of your

organization. For example, a small business might only have a dozen of these spies, but a galactic organization will provide you with millions of spies.

The Board of Directors - 600 CP
While the Cold Family may hold the organization together with their raw power it takes far more than that to maintain such an expansive business. The individuals charged with that task are referred to as The Board of Directors. This group is made up of three hundred executives led by twelve directors. The twelve directors each control an entire aspect of the Trade Organization. For example, the Supreme Commander is in charge of the organization's military only below Frieza and Cooler. Depending on what position you choose you will gain control over that section of the Trade Organization. Another example would be that choosing agriculture would grant you control over the food resources used by the entire organization across millions if not billions of planets.

The Planet Trade Organization - 800 CP
The Planet Trade Organization is a massive business enterprise built up by King Cold and later passed down to his sons. Cooler and Frieza both took half of the organization to do as they pleased. It would appear that a third individual was a part of this inheritance as well. You have received a portion of the Trade Organization equal to the sections possessed by Frieza and Cooler. This covers approximately 9% of the universe. With your newfound power, you'll have the ability to call upon countless resources, including fleets of ships and armies of loyal soldiers, all of whom are trained and equipped to do your bidding. The Planet Trade Organization also has numerous factories and refineries that can produce advanced technology and weaponry, allowing you to further increase your power and influence. The majority of these beings served under you are devoted slaves who respect and fear you. If this makes you uncomfortable they may instead simply be normal citizens or servants.

The Reach

Control Chips - 100 CP
Some of the most dangerous technology developed by the Reach is their mind control technology. Typically this is done using chips implanted into the target, but there are a number of other methods as well. This item grants you a complete archive of all technology related to this. I however, would recommend caution as this is also some of the most hated technology available. If you are discovered using it your own people could tear you limb from limb.

Shield World - 200 CP
With this item, you gain control of a Reach Shield World, a self-contained planet that is protected by advanced energy shields and equipped with advanced technology. The shields are powerful enough to withstand bombardments from entire fleets, making your Shield World virtually impregnable. The only thing capable of bypassing this shield is someone on the level of Frieza. The planet is also equipped with automated defenses, including drones and turrets, to fend off any attackers.

Inside the Shield World, you'll find a wide variety of advanced technologies, including factories that can produce advanced weaponry and vehicles, research facilities for developing new technologies, and living quarters for yourself and your followers. The planet is also rich in resources, including rare minerals and materials, making it a valuable asset for any aspiring conqueror or industrialist. As the owner of this Shield World, you have complete control over its operations and resources, and can use it to further your goals and ambitions. Whether you want to build a powerful army, develop new technologies, or simply establish a base of operations that is impervious to attack, a Shield World is the perfect tool for achieving your objectives.

I Have Spies Everywhere - 400 CP
The Reach is known for employing sleeper agents as a means of spreading their influence throughout the galaxy. You have been trained in the art of infiltrating and manipulating societies, and you possess a network of loyal sleeper agents ready to carry out your orders. Whether it's sabotaging enemy infrastructure, gathering intelligence, or fomenting rebellion, your sleeper network is a powerful tool for expanding your reach and securing your dominance.

Star-Forging Technology - 600 CP
The Reach is known for their ability to create stars, which they use to power their civilization and provide resources for their vast empire. With this item, you gain access

to their star-forging technology, which allows you to create stars of your own. You can use these stars to power your own civilization, create new worlds, or even use them as weapons in battles. You will also receive a complete understanding of how to use it to its fullest potential. This technology is incredibly advanced and requires specialized knowledge and resources to operate, which you will be given.

The Reach Empire - 800 CP
The Reach Empire is a vast and thriving civilization that spans across a staggering expanse of space, encompassing roughly 5% of the entire universe. Within this expansive empire, there are millions of planets, each with its own unique ecosystem and culture. From lush, verdant worlds teeming with exotic wildlife to desolate, barren rocks devoid of any life, the Reach Empire has a planet for every possible purpose.

In addition to these planets, the Reach also boasts thousands of shield worlds, specially constructed habitats designed to protect against external threats such as invasion or natural disasters. These shield worlds are equipped with state-of-the-art technology and are often used for important research or manufacturing purposes. Speaking of manufacturing, the Reach Empire is home to countless factories and industrial centers, producing everything from weapons and spacecraft to consumer goods and medical supplies. These facilities are staffed by highly skilled workers and run with ruthless efficiency, ensuring that the Reach is always at the forefront of technological advancement.

Despite the size of the empire, the Reach is known for its strong central government and well-organized military. The empire is ruled by a council of powerful leaders who oversee various aspects of governance, from the economy to the military. The Reach military is highly trained and equipped with the latest weaponry, and is feared throughout the galaxy for their ruthlessness and efficiency. With the Reach Empire at your disposal, you have access to an almost unlimited number of resources and manpower. Whether you're looking to expand your influence across the galaxy or simply maintain your position of power, the Reach Empire offers countless opportunities for wealth, power, and prestige.

The Lantern Corp

Green Lantern Ring - Free/600 CP
A Green Lantern Ring is a powerful weapon that can create almost anything the wearer can imagine. It is powered by the user's willpower and can create force fields, energy blasts, and even constructs of any shape or size. With a Green Lantern Ring, the wielder can create almost any weapon or tool they need to accomplish their goals. Each of the other lantern rings perform similar functions using their respective emotion in place of willpower. Your first ring is Free if you have the Lantern Corp origins. Otherwise you need to pay 600 CP to purchase a ring. Possessing a lantern ring gives the wearer a power level between 1 million and 1.5 million.

Lantern Corps Uniform - 200 CP
This uniform will be specially designed for you and will display the colors and emblem of your chosen Lantern Corps. It will also include a power battery on the belt to recharge your power ring, and a communication device to keep in touch with other members of your corps. The uniform is durable and resistant to damage from combat and environmental hazards. Wearing the uniform will also enhance your abilities and provide some level of protection from energy-based attacks.

Living Planet - 400 CP
Amongst each corp is a truly powerful and unique weapon. These weapons are living planets infused with the power of their respective corp. The two main examples of this are Mogo and Oa after it had been granted a power ring. These worlds possess sentience and their sheer size makes them unimaginably powerful. By purchasing this option, you gain the ability to acquire your own living planet that is infused with the power of any corps of your choice. This planet will possess sentience and will be capable of exerting immense amounts of power. It can serve as a base of operations, a weapon of mass destruction, or a source of incredible knowledge and wisdom.

The living planet is incredibly massive, with its size and mass exceeding that of any planet in the universe. It is imbued with the unique energy of the chosen corps, making it an incredibly potent source of that corps' power. The living planet is also intelligent, possessing vast knowledge and wisdom accumulated over its long lifespan. It can communicate with you and others in a variety of ways, such as telepathy, projection of images, and even through dreams or visions.

Central Power Battery - 600 CP
The Central Power Battery is a massive energy storage device that serves as the power source for the Lantern Corps. It contains a vast reservoir of emotional energy that is

harnessed by the Lantern Rings, granting the wearer incredible abilities and allowing them to protect the universe. This item allows you to have your own Central Power Battery, which can be used to power any Lantern Rings you possess. With this power source, you'll never have to worry about running out of energy in the heat of battle. Additionally, the Central Power Battery has the ability to amplify the abilities of Lanterns who charge their rings within its proximity. This means that when you charge your ring near the Central Power Battery, your powers will be greatly enhanced.

Lantern Corp - 800 CP
There are a number of different Lantern Corps spread throughout the galaxy. The most well-known of these is the Green Lantern Corp which is based on the planet Oa and is responsible for maintaining peace and order throughout the universe. Other notable corps include the Sinestro (Yellow) Corp which wields the power of fear, the Red Lanterns who embody the emotion of rage, the Indigo Lanterns who represent compassion, and the Star Sapphires who embody the power of love.

Each of the Lantern Corps are made up of approximately 10,000 lanterns. By purchasing this option, you will be granted your own Lantern Corp with an equal number of members to the established corps, approximately 10,000. This means you will have your own army of powerful lanterns at your disposal, each wielding a unique power ring and representing a different emotion. Your Lantern Corp will be loyal to you and will follow your commands, though you will be responsible for managing and directing their actions. With your Lantern Corp, you will be able to travel throughout the universe and uphold justice and order, or spread chaos and destruction, depending on your desires.

The Justice League

UN Charter - 100 CP
The UN Charter item provides you with a copy of the United Nations charter that grants the Justice League the authority to act throughout the world in order to maintain peace and protect humanity. This allows you to operate with the backing of the UN, giving you the ability to call on government resources and diplomatic support in your missions. The charter is recognized by all member nations of the UN, which means that you can operate anywhere in the world with the support of the international community. This item also grants you the ability to attend UN meetings and conferences as a representative of the Justice League, allowing you to participate in international diplomacy and decision-making. Post jump this item will update granting you similar authority with the dominant locations of your new setting.

The Lasso of Truth - 200 CP
The Lasso of Truth is a powerful weapon that was originally wielded by Wonder Woman. It is a long golden rope with mystical properties that force anyone who is bound by it to tell the truth. The wielder of the lasso can also use it to control the movements of those bound by it. With this item, you will be able to use the Lasso of Truth to your advantage in any situation where you need to uncover the truth or gain control over an opponent.

Batman’s Back Up Plan - 400 CP
Batman is easily one of the most paranoid beings in the multiverse. Although his paranoia actually is justified quite often. To prepare for various threats he has created a detailed set of plans to handle almost any threat he can imagine. This archive is an extremely valuable resource for anyone looking to face the most powerful threats in the universe. The archive contains Batman's contingency plans for dealing with every known threat, from cosmic entities to powerful villains and even rogue superheroes. These plans are constantly updated and revised as new threats emerge, ensuring that you always have the most up-to-date strategies at your disposal.

In addition to the archive, you will also gain access to a modified version of the Hellbat suit. Originally designed by Batman as a last resort to take on the most powerful foes, this suit is capable of incredible feats of strength and endurance. However, its original version had a life-draining effect on the wearer. With this modified version, that issue has been resolved, allowing you to utilize the suit's full power without fear of any negative effects on your health. This suit will provide you with unparalleled protection and offensive capabilities, making you a formidable force in any battle.

The Watchtower - 600 CP
The Watchtower is a massive space station that serves as the headquarters of the Justice League, a team of the world's greatest superheroes. This high-tech facility is equipped with state-of-the-art technology, allowing the League to monitor global activity, coordinate missions, and communicate with each other at a moment's notice. The Watchtower is also armed with powerful weapons and defenses, making it a formidable stronghold against any threat. As the owner of The Watchtower, you will have access to all of its resources and be able to call upon the various heroes for assistance. With this item, you will have a secure base of operations from which to launch your efforts to protect the galaxy and defend against evil forces.

The Justice League - 800 CP
The Justice League is a team of Earth's mightiest heroes, dedicated to protecting the planet and the universe from threats both terrestrial and extraterrestrial. This item grants you the ability to recruit and lead members of the Justice League, including Superman, Batman, Wonder Woman, The Flash, Aquaman, Green Lantern, and many others. With the full resources and support of the League at your disposal, you can respond to any threat that arises, and coordinate with the world's governments to maintain peace and stability. Additionally, the item provides you with access to the Justice League's vast array of technology and resources, including advanced weaponry, vehicles, and communication systems. As the leader of the Justice League, you will be expected to make difficult decisions and strategize in order to keep the world safe. But with the League behind you, you will always have the power and support you need to defend the planet from any threat.

Villain

Villainous Henchmen - 100 CP
This item grants you a group of loyal minions who will follow your every command. These henchmen are skilled in various areas such as combat, technology, and espionage, and will assist you in carrying out your villainous schemes. They are willing to sacrifice themselves for you, and will not hesitate to carry out even the most dangerous and unethical tasks.

Evil Lair - 200 CP
To be a real villain you need a proper lair. You have not only acquired a secret base of operations, but also the ability to customize it to your liking. The lair can be designed to cater to your every need, with options ranging from high-tech laboratories to luxurious living quarters for you and your trusted minions. You can install advanced defense systems, such as force fields, turrets, and drones, to deter any intruders from entering your domain. The lair also comes equipped with an extensive underground network of tunnels and passages, which can be used to escape and evade pursuit or transport resources and personnel discreetly. The minions working in your lair are fanatically loyal to you and are willing to carry out any task, no matter how dangerous or morally questionable. They are highly skilled in various areas, such as security, engineering, and combat, and will assist you in your evil schemes in any way possible. With your evil lair, you can plot your nefarious plans and carry out your evil deeds in complete secrecy and comfort.

The Suicide Squad - 400 CP
The Suicide Squad is a powerful item that grants you the ability to recruit a team of highly skilled and dangerous villains to carry out your missions. This team will be composed of a diverse group of individuals, each with unique abilities and strengths that can be utilized in various situations. The members of your Suicide Squad will be fiercely loyal to you and will stop at nothing to carry out your orders.

In addition to their formidable combat abilities, the members of your Suicide Squad will also possess specialized skills such as infiltration, hacking, and espionage, allowing them to carry out complex missions with precision and efficiency. You may optionally take the canon Suicide Squad made up of Harley Quinn, Captain Boomerang, Deadshot, King Shark, Killer Croc, Black Manta, and Enchantress if wish. Alternatively you could create your own squad of equally powerful villains.

Multiversal Transportation Device - 600 CP
This device allows you to travel between parallel universes with ease, granting you unparalleled mobility and an escape route in any situation. With this technology, you can explore different dimensions, access rare resources and knowledge, and avoid danger by slipping into alternate realities. The device is equipped with advanced sensors that can detect energy sources and radiation left behind by previous travelers, allowing you to track down the location of specific individuals or groups in the multiverse. You can also use it to create safe havens and bases of operations in different universes, making it possible to regroup, heal, and plan without being detected or pursued. Additionally, the device has powerful encryption and security measures that prevent unauthorized access and protect it from being traced or hacked. With this technology, you can wage endless guerrilla warfare, engage in covert operations, and evade any enemy, no matter how powerful or persistent they may be.

The Legion of Doom - 800 CP
The villains have debated many times about creating an organization to counteract the Justice League, but they have lacked a key factor. This factor was a leader capable of holding them all together. You somehow have become this leader and gained control over this ograntion. You have gained control over a powerful organization of super-villains known as the Legion of Doom. This organization includes some of the most dangerous and powerful villains in the DC universe such as Poison Ivy, Black Adam, and Reverse Flash, each with their own unique abilities and skills. With the Legion of Doom at your command, you can carry out any mission, no matter how dangerous or difficult it may be. The members of the Legion of Doom are fiercely loyal to you and will stop at nothing to carry out your orders. They are also highly skilled in combat, infiltration, and espionage, making them a formidable force against any enemy. Additionally, the Legion of Doom has access to advanced technology and resources that can be used to further your goals and ambitions.

Companions

If it is not otherwise specified then each companion receives 600 CP to customize themselves, and may choose one origin. All companions are allowed to take drawbacks as well. Lastly companions may also purchase other companions.

Import/Create companion 50-400 CP
Depending on how much you pay you can import a number of companions into this jump. For 50 CP you can do this with 2, For 100 CP you can create or import 4, for 200 CP you can create/import 8 companions, and lastly for 400 CP you can import all of your companions. Each companion receives 600 CP each and gets to pick an origin.

Canon Companion - 0/100 CP
If you befriend any of the various beings in this multiverse you may recruit them as companions. After all, if you're going to put that much effort in you shouldn't have to pay for it. If you pay 100 CP you may guarantee that you start out with a positive relationship with a character of your choice. This could be a good friendship or some other relationship of your choice.

Battle Brother - 100 CP (Free Saiyan)
The Saiyans are a race of warriors who form bonds through the spirit of battle. This is an Elite Saiyan Warrior who is a battle-hardened warrior that has dedicated their life to the pursuit of power and glory. They have fought in countless battles and have emerged victorious against opponents who were considered unbeatable. They are a master of combat, utilizing a combination of strength, speed, and cunning to outmaneuver and overpower their opponents. As your companion, this Elite Saiyan Warrior will provide you with invaluable advice and training in the art of combat. They will challenge you to become stronger and push you to your limits, all while providing a sense of camaraderie and brotherhood that is unique to the Saiyan race. You may design their personality, appearance, and species if you wish.

I'm Your Agent - 100 CP (Free Trade Organization)
Tarble's story is one of repeated success, conquest over failure, and that of a relatively kinder soul compared to his allies. This however, is the image that his agent Ada'la built up with years of effort. Tarble admitted on many occasions that without her help his empire and reputation would be nowhere near what they were. This agent has been assigned to you to perform a similar role. They are masters of management, propaganda, and negotiations. They are willing to work with any conditions you give them though they will often try to push you towards more beneficial deals when they

can. You may freely customize the appearance, personality, and species of this individual as well. Though regardless of race they will either possess immortality or a form of false immortality. Lastly, you may purchase this option multiple times if you wish to build up a team of hyper competent agents.

Political Alliance - 100 CP (Free Reach)
The Reach's entire political system is built around alliances, your ancestors' history, and a record of every action you have ever taken. One of the most common ways alliances within the Reach are made is through political marriages and the exchange of gene-mods. You have been placed into one of these marriages for the sake of your family or perhaps your new spouse is the one in that position. Either way you have found that this actually isn't a bad thing. Your spouse is surprisingly compatible with you and is extremely competent. They are more than capable of filling in your weak areas with their strengths. If a political marriage upsets you then you may choose for this to be some other form of partnership instead. Maybe they are the General assigned to assist your fleet's forces. Lastly, you may design their personality, appearance, and species of this individual if you wish.

Senior Lantern - 100 CP (Free Lantern Corp)
As a newly inducted member of one of the Lantern Corps, you have much to learn about the power of your emotion and the responsibilities that come with it. This companion option provides you with a seasoned Lantern mentor who will guide you through your training and help you develop your powers to their fullest potential. Your mentor will also impart wisdom and advice on the nature of the universe and the dangers that threaten it. Your mentor will be an experienced Lantern with a long history of successful missions and battles against various forces. They will be patient and dedicated to your training, but will also challenge you to push past your limits and grow stronger. They will provide you with access to advanced training programs and equipment, as well as help you develop your own personal fighting style. You may customize the appearance, personality, and species of your mentor, but they will always be influenced by their respective lantern. For example, a Green Lantern mentor would feel a strong sense of justice.

Hero and Sidekick - 100 CP (Free Justice League)
Depending on how long you've been at this you may either be a new sidekick or a seasoned hero. To assist you the Justice League has assigned you a partner to work with. They are in the opposite position as you. This means that if you are a senior member then this is probably a new sidekick. If you are the new kid then one of the older heroes is here to teach you. Though if you really are against it you may take someone in the same position as you. You can customize the appearance, personality,

and powers of your partner to fit your preferences, and you can choose to have multiple partners if you want to broaden your experience and training.

Ultimate Minion - 100 CP (Free Villain)
This companion is the ultimate minion for any aspiring villain. They are fiercely loyal, highly competent, and can adapt to virtually any situation. Whether it's leading your armies, managing your resources, or carrying out your most devious plans, they will do it all with ruthless efficiency. You may customize their appearance, abilities, and personality to your liking.

Broly - 200 CP
Broly, the legendary Super Saiyan, is a behemoth of a warrior with raw power that is unparalleled by any other being in the universe. He is known for his incredible size, towering over most opponents with rippling muscles that seem to bulge with every movement. Broly's power is truly terrifying, with his strength, speed, and endurance all pushed to the absolute limits of what is possible for a Saiyan. Despite his immense power, Broly is also known for his gentle nature, which is a stark contrast to his appearance and abilities. However, his temper can be easily triggered by anyone who threatens his loved ones or those who violate his morals. When pushed to his limits, Broly's power increases exponentially, allowing him to casually unleash devastating attacks that can level planets with ease.

Despite his overwhelming strength, Broly's true potential has yet to be fully realized. His growth rate is astounding, and his power seems to increase with every battle he fights. With the right training and guidance, Broly has the potential to become an unstoppable force that could conquer the entire universe. Admittedly he would probably just choose to watch movies and eat nice food if he could though. You may specify your exact relationship with Broly if you wish. Regardless of what you choose he will care about you and remain loyal to you no matter what.

Royal Family - 300 CP
The Royal Family companion option grants you the support of the illustrious family of the Saiyan planet Vegeta. King Vegeta, the former ruler of the Saiyans, father of Prince Vegeta and Tarble, leads the family. Queen Teach, his battle hungry and trusted wife, offers her guidance and support against any adversary. Prince Vegeta, the proud and powerful warrior, brings his unrivaled fighting prowess to your side, while Princess Elery offers her rapidly growing power and leadership skills gathered through the Hero Force. The family is further strengthened by the royal advisor Matillo, whose age has granted him incredible wisdom and control over his power. Together, the Royal Family will serve

as your most trusted advisors and fierce defenders, ensuring your rise to galactic supremacy. Tarble is not included as he is a separate companion.

Team Bardock - 300 CP
Team Bardock, led by the fierce and determined Bardock, was a group of elite Saiyan warriors who worked together on various missions and conquests. Composed of Fasha, Tora, Shugesh, and Borgos, the team was renowned for their exceptional combat skills and teamwork. Bardock, as the leader of the group, was a tactical genius and a formidable fighter, feared by both his enemies and allies alike. Fasha, the sole female member of the team, was known for her lightning-fast speed and deadly energy attacks. Tora, a close friend and confidant of Bardock, was a skilled fighter and a trusted member of the team. Shugesh, a short, but powerful Saiyan, provided support for the group, capable of taking on opponents much larger than himself. And Borgos, a muscular Saiyan with incredible strength, was known for his unwavering loyalty to Bardock and his comrades

Also so that they aren't separated you can take Gine and Kakarot with you as well. Gine was a gentle and kind-hearted Saiyan who always put her family first, while Kakarot was a Saiyan infant who grew up on Planet Vegeta. He would go on to fight under command of Prince Tarble alongside Broly and Princess Elery. Kakarot may not be the legendary Goku, but he is still a warrior wielding vast potential and wisdom beyond his peers. Together, Team Bardock and their companions bring an impressive array of skills and abilities to your forces. They are fiercely loyal to each other and will stop at nothing to protect their loved ones and defeat their enemies.

The “Harem” - 300 CP
There were a number of potential partners for Tarble in the story. These partners included Raven, Starfire, Blackfire, Supergirl, and Cassandra Cain. Each of these heroines brings unique abilities and perspectives to your side, and they are fiercely loyal to you. Raven is the half-demon sorceress daughter of Trigon. Raven has the power to manipulate emotions and cast powerful spells. She is a skilled combatant and a valuable strategist, and can provide spiritual guidance and support in difficult times. Starfire is a Tamaranean princess and the orignal heir to the throne. Starfire possesses superhuman strength, flight, and energy projection abilities. She is an excellent fighter and has a positive and optimistic personality, which can inspire and motivate your team. Blackfire is Starfire's sister and a former antagonist, Blackfire has similar abilities to her sister but is also a skilled tactician and strategist. Her ruthless nature and willingness to do whatever it takes to win can be both an asset and a liability. Supergirl is a powerful Kryptonian and to Superman’s cousin, Supergirl has all of the powers of her famous relative, including super strength, speed, and invulnerability. She is also a skilled fighter

and possesses a strong sense of justice and morality. Cassandra Cain is a skilled martial artist and one of the individuals to take up the title of Batgirl. Cassandra Cain is a highly trained fighter and detective. She possesses a unique ability to read body language and can anticipate the movements of her opponents with incredible accuracy. Together, these five heroines can provide a formidable force in any battle, and their individual strengths and personalities can complement each other well. They can also provide valuable insights and advice on a variety of subjects, from combat to diplomacy to leadership.

The Justice League - 500 CP

The original Justice League was made up of seven legendary heroes. This option allows you to recruit them as companions. Superman is the Man of Steel, with incredible strength, speed, and invulnerability. He can fly, shoot heat vision from his eyes, and freeze objects with his breath. He is a symbol of hope and justice, and will do everything in his power to protect the innocent. Batman is the Dark Knight, a master strategist and detective who uses his vast resources and fighting skills to take down criminals and protect Gotham City. He is a symbol of fear to his enemies, and a beacon of hope to those who seek justice. Aquaman is the King of Atlantis, with the ability to communicate with sea life, swim at incredible speeds, and possess superhuman strength and durability. He is a fierce warrior and defender of the ocean, and will not hesitate to protect his kingdom and its people. The Flash is the fastest man alive, with the ability to move and think at superhuman speeds. He can vibrate through solid objects, create sonic booms with his movements, and even travel through time. He is a quick-witted hero who always manages to come up with a plan on the fly. Green Lantern is a member of an intergalactic peacekeeping force, wielding a power ring that allows him to create anything he can imagine from pure energy. He is a master of willpower and creativity, and uses his ring to construct weapons, shields, and other constructs to fight evil. The Martian Manhunter is a shapeshifting alien from Mars, with a vast array of abilities including telepathy, flight, super strength, and invisibility. He is a wise and powerful ally who can provide valuable insight and strategy in any situation. Wonder Woman is a warrior princess from the island of Themyscira, with superhuman strength, speed, and agility. She wields the Lasso of Truth, which forces anyone caught in it to tell the truth, and her indestructible bracelets can deflect any attack. She is a symbol of truth, compassion, and justice, and will fight for what is right no matter the cost. Each member of the Justice League is a formidable ally on their own, but together they are an unstoppable force for justice and peace in the universe. With their help, you can take on any challenge, defeat any foe, and save the world from destruction. You may freely determine the exact relationship you have with each of them. If you purchase this option and the Justice League option you may recruit separate versions of these listed characters.

Followers

All of the following options are large sets of followers that will grow with any territory you possess. They will staff any available openings without taking away opportunities from your other citizens. By default your followers may be a member of any species under 300 CP for Free unless specified otherwise. You may however pay additional CP at a 1:2 ratio allowing them to choose another species. So if you paid 150 CP then they could all be made members of a 600 CP species. If you have any followers from other jumps they may use this option to gain an alt form as well.

Exploration Fleet: Bold Adventurers - 200 CP
To explore new worlds and expand your empire's territory, you need a team of brave and resourceful explorers. This companion option provides a group of bold adventurers who are experts in navigation, survival, and diplomacy. They will discover new worlds, establish diplomatic relations with alien species, and pave the way for your empire's expansion.

Galactic Law Enforcement - 300 CP
You have access to a powerful law enforcement agency that can help maintain security and order throughout your galactic empire. These officers are highly trained and equipped with advanced weaponry and technology to handle a variety of situations. They specialize in dealing with criminal organizations, piracy, and other threats to the safety and well-being of your citizens.

With this option, you can customize your law enforcement agency to suit your needs. You can choose the size and scope of the agency, the training and equipment of its officers, and even its jurisdiction and legal authority. You can also decide whether the agency operates under your direct control or as an independent entity with its own leadership and chain of command.

This option also includes access to advanced surveillance and intelligence-gathering technologies, allowing your law enforcement agency to stay one step ahead of potential threats. With this level of security and control, you can ensure that your galactic empire remains a safe and prosperous place for all its citizens.

Intelligence Agency - 300 CP
As the leader of a galactic empire, you will undoubtedly face threats from all angles - from external enemies to internal factions vying for power. To ensure that you are always one step ahead of these threats, you may establish an Intelligence Agency. This agency will be composed of the best spies, analysts, and operatives from across the galaxy, all under your direct command. They will gather information on your enemies,

infiltrate their organizations, and disrupt their plans before they can come to fruition. They will also monitor your own empire for any signs of dissent or disloyalty, ensuring that you can maintain a firm grip on power.

The Intelligence Agency will be equipped with the most advanced technology available, from stealth ships to nanotech surveillance drones. They will have access to cutting-edge cyber warfare tools, able to hack into enemy networks and take them down from the inside. With the Intelligence Agency at your command, you can be assured that your empire will always be one step ahead of your enemies, and that any internal threats will be swiftly dealt with. But be warned - such power often comes at a cost, and you may need to make some difficult decisions in order to maintain the security and stability of your empire.

Administrative System - 300 CP
You never realize just how much paperwork is generated until you have to deal with it yourself. To handle this herculean task you have created an efficient and corruption-free administrative system. This administrative system will create and enforce laws, regulations, and policies, as well as establish a fair and transparent legal system on your behalf.

They will perform according to your desires, never creating anything that you are against. Your administrative system will be staffed by highly competent and dedicated officials, who will work tirelessly to ensure that your empire runs smoothly and efficiently. They will have access to advanced technologies and tools that will help you manage your empire effectively, and you will be able to respond quickly and decisively to any challenges or threats that arise.

Military - 400 CP
As you become successful you will draw the envy of those around you and have numerous threats depending on the area. To deal with this issue you have assembled a powerful military force, complete with an army, navy, air force, and specialized units. They will have access to advanced technology and weapons which will automatically be updated whenever you acquire new technology. They will function as a highly trained and disciplined fighting force.

This army will be capable of launching successful invasions, repelling enemy attacks, and controlling strategic positions. The size and composition of your forces will grow as the size of your territories increase ensuring that a sufficient force is always in place. In addition, the level of training and equipment will advance matching the other forces

around you at minimum. Your forces will be loyal and highly motivated, and they will follow your orders without question.

Advanced Research Group - 400 CP
With this option, you will have access to a highly advanced research group composed of the most brilliant minds in the universe. These scientists are capable of creating scientific wonders that can greatly benefit your empire. They specialize in a wide range of fields including physics, biology, engineering, chemistry, and more. They have access to state-of-the-art facilities and equipment to conduct their research.

The group is highly organized and efficient, ensuring that research projects are completed in a timely manner with the highest level of accuracy. They are capable of creating technologies that can vastly improve your empire's military, economic, and societal capabilities. They can develop weapons of mass destruction, advanced energy sources, faster-than-light travel technologies, terraforming tools, and much more.

The research group is also highly secretive and will only share their findings with you. They are completely loyal to you and will work tirelessly to ensure that your empire remains at the forefront of scientific advancement. This option also includes a special facility that is specifically designed to house the research group and their work, ensuring that their discoveries remain secure and protected.

Peacekeepers - 500 CP
In addition to your regular military and police forces, you may need to establish a team of super-powered individuals to act as peacekeepers throughout your galactic empire. These individuals will possess a variety of abilities, ranging from enhanced strength and durability to energy projection and control over various elements. While they may lack the heavy hitters of the Justice League they make up for it with numbers. Numbers wise you probably have a few dozen or so for each planet under your control. Also that is not to say you don’t have any elites, but admittedly only a small percentage of these peacekeepers are really on par with someone like Superman. They will be highly trained in combat and negotiation, capable of handling a wide range of threats to your empire's peace and stability. This force will be under your direct command and will report directly to you, giving you ultimate control over their actions. Be warned, however, that the existence of such a powerful force may be seen as a threat by other factions in the galaxy, and could lead to diplomatic complications or even outright conflict.

Drawbacks

There is no drawback limit, but make sure you can handle whatever you take.

Supplement Mode - 0 CP
Well it turns out this entire time you only filled out part of the paperwork. You may take this jump and use it as a supplement to a second jump. This will allow you to either merge the two jumps or for you to take all of your purchases into a new world. Just remember you can't run from the drawbacks, no matter how hard you try to.

Self-Insert - 0 CP
So you want to be one of the named characters huh, well if you take the appropriate background, and then you will get to take their place. This won't give you any of their skills unless you buy them however. Otherwise you are free to go in as any character you would like.

Wait, I Recognize Them - 0 CP
Throughout the story there are a number of Easter eggs and special guests from other settings. For example the Night Sisters of Dathomir are one of the many races conquered by Freiza's armies. If you wish you may insert worlds and empires from other settings into this universe. Depending on who you add this could lead to some minor adventures or completely alter the setting in unimaginable ways.

Till the End - 0 CP
Given everything that happens the story is actually rather short. The events of Going Native take place over sixteen to twenty years. The following events of Gone Native are also a few years long. So overall, the main duration of the story takes place over a time period of less than thirty years. If you wish you may extend your time in this jump so that you are here for the entire story.

Extended Stay +100 CP
For each purchase of this your time here is extended 10 years. Just be careful this world has a number of dangers even to those who stand at its peak. Staying here may give you some more opportunities, but it also carries many perils. Lastly, depending on how long you plan to stay you may need to find some method of extending your lifespan.

What is Fun +100 CP
Tarble never got the opportunity to enjoy himself until after Frieza was slain. It was bad enough that he didn't even understand what fun was or how to do literally anything other

than train in his free time. You seem to have suffered from an equally busy life growing up. You know how to talk to others, but you don't comprehend the concept of fun. Any activity that is not directly benefiting you or your forces will be perceived as worthless. You can learn to relax, but it will likely take at least a few months especially if you are busy working.

Infiltration Mission +100 CP
When a Saiyan baby is too weak they are sent on what is known as an infiltration mission. They will arrive at a random planet and are not allowed to leave until they conquer it and the inhabiting species. The survival rate for these missions is less than 10%. If you are a saiyan then you have been sent on an infiltration mission regardless of your power level as an infant. If you belong to a different species then you somehow have been sent to a different planet away from your family. They may try to find you if they can, but it may prove impossible unless they are extremely influential.

He wouldn't be involved with an Alien +100 CP
Saiyans look down on mating with other species. They actually aren't racist (xenophobic?), but the dilution of their bloodlines will weaken the future generation. As a result they tend to avoid inter-species relationships. You have been forbidden from being involved with anyone that doesn't belong to the same species as you. This could be due to the same reason as the Saiyans or there could be some other issue entirely. Attempting to commit to a relationship will result in you being punished and your lover will likely be hunted down by your race or at least a faction of it.

Saiyan Appetite +100 CP
Being a Saiyan has a lot of advantages, but there are some major disadvantages as well. One of the biggest is the sheer amount of food that they must consume. You might not think its a problem until you have to manage supplies for a hundred of them or get stuck in a prolonged siege with limited supplies. By taking this option you will gain the same appetite as a saiyan. Should you be you already then you will have a horrific appetite even amongst Saiyans. I hope you don't actually end up starving to death.

Corruptive Power +200 CP
Despite Raven's immense power she primarily acts in a support role. This is due to the corruptive nature of her powers. As she draws on them more her demonic side will attempt to seize control and cause her to act in a destructive manner. This is also why she constantly meditates so that she can maintain a handle on her emotions. You have a similar issue as your powers have been corrupted in some way, making them more dangerous and difficult to control. The more of your power that you draw on the greater the corruption inside you will grow. Should you fail to rein your power in or allow yourself

to run rampant you will become an unstoppable beserker. Hopefully you won't kill anyone you care about

I'm Human. Aren't I +200 CP
Honestly, even the nicest Saiyan is still a genocidal monster when you think about it. You now have the same mindset and attitude of your average saiyan. This will primarily be demonstrated through your incredibly short temper and pride. You will be compelled to return any insult back a dozen times worse. So if someone makes a snarky comment about you then you'll probably punch a hole through them. This effect will also act up even if the being in question is significantly stronger than you. You can resist the urge, but doing so will require a lot of willpower

He's a Monster +200 CP
You are known throughout the world as a dangerous villain, feared and despised by all who know you. Your reputation precedes you, making it difficult to interact with others and causing you to be constantly watched and scrutinized. You must work to overcome your reputation and prove that you are not as evil as people think. The difficulty of this process will depend on the individual in question. For example, convincing Superman might not be that hard, but Batman might be nigh impossible to convince.

The Light of Compassion +200 CP
When Tarble is ambushed by the Indigo Lantern Corp they attempt to infect him with the light of compassion. While their intentions may have been pure they still wanted to mind control him. You seem to have been affected by the light as well. You will be incapable of committing evil acts without suffering from horrific guilt. You may be able to get away with minor acts, but things like murder will have grave consequences.

I Can't Maintain This Power Long +200 CP
There are a variety of useful powers within this setting that have powerful limitations. For example, the Super Saiyan and Saiyan God transformations are incredibly powerful. They however, require a vast amount of stamina to use. Your powers or abilities seem to suffer from a similar time limit. This could be due to you having low stamina, the ability damaging you, or perhaps you have a literal time limit. This will likely result in you needing to carefully manage your resources and planning your actions accordingly.

Worthy Elites +400 CP
In Dragon Ball, the Ginyu Force is powerful, but honestly, it's not that impressive considering everything. Here, however, they are worthy of their titles. Both Burter and Captain Ginyu have power levels over 10 million. Taking this drawback will boost the

strength of the notable and named characters, making them worthy of their renown. While a portion of your allies will be boosted, your enemies will receive the same boost.

Wrath of the Corp +400 CP
The Green Lanterns are some of the most dangerous beings in this setting. Most of the time they only struggle due to their own self imposed restrictions such as not killing. Well, it turns out that somehow you have made yourself the enemy of a notable lantern. To make things worse the restrictions on their ring has been overridden and the Guardians aren't going to stop them. They are going to hunt you down. It may be possible for you to earn their respect and sympathy, but they will not let you go. Should you however, prove up to the challenge and kill them then you will receive a prize. The ring of the lantern user you slew will now be yours. It will respond to you with the same authority that you would receive if you actually purchased the ring. Lastly, this version will become immune to the Guardians influence making it impossible for anyone else to affect it aside from you.

Forgotten Payments +400 CP
It seems that your benefactor forgot to pay for access to this universe or failed to upgrade your deal. As a result you have been restricted and aren't allowed to use items that don't belong here. In addition, you have been banned from accessing your warehouse while you are here. You get to keep access to your powers, but any items that don't belong to this universe are forbidden.

Powers Begone +400 CP
So you thought that you could just use your other powers in order to blitz the setting did you? Well now you can't, your out of jump powers have been locked away. If you are going to survive in this world then you're going to do it with the powers that belong to this setting. As a small mercy you will be allowed to use any powers that can fit this setting such as any abilities from the Dragon Ball Super jump, Dragon Ball Z jump, the Dragon Ball Xenoverse jump, and the Justice League jump. This will include any jump related to the Dragon Ball and DC universe series.

Mongul's Wrath +400 CP
Mongul, a ruthless alien conqueror, has taken a personal vendetta against you and has set his sights on your destruction. He commands the mighty Warworld, a planet-sized weapon of mass destruction that he can use to obliterate entire civilizations. With Mongul and the Warworld as your enemies, you can expect constant attacks and threats to your life and empire. You may have to divert resources and attention away from your goals to defend yourself and your assets from this relentless foe. Even worse, Mongul's presence may attract other powerful villains and enemies to your doorstep, as

they see an opportunity to defeat a common foe and claim your territory and resources for themselves. Be prepared for an all-out war of attrition, where every battle is a struggle for survival. I would recommend dealing with him as quickly as possible. I would still advise caution however, as Mongul himself is no slouch and the Warworld is superior compared to almost every other battlefleet in the galaxy.

You Have A Critical Weakness +600 CP
Superman is the ultimate being in the DC universe, but he possesses a number of critical weaknesses that can be exploited by almost anyone. As a Jumper you are probably just as powerful as Superman as, but you also share his vulnerability. There exists something in this jump such as a specific element, mineral, or even type of energy, which can be exploited by your enemies. Whenever you are in close proximity to your weakness you will rapidly be drained of energy. You will only recover once you manage to move far enough from this draining substance. This will likely result in you needing to constantly be on the lookout for potential dangers and to adapt to the strategies of your foes accordingly.

Frieza's Wrath +600 CP
As the ruler of a powerful galactic empire, Frieza has many enemies, and unfortunately for you, you are now one of them. Frieza has taken notice of your actions and views you as a threat to his power and influence. He will stop at nothing to eliminate you and your allies, and will send his most fearsome henchmen to track you down and bring you to him alive. This puts you in constant danger and makes it difficult for you to operate openly or establish alliances with other powerful factions in the galaxy. Your every move must be carefully planned and executed to avoid Frieza's attention, and even then, you can never be truly safe. Should you avoid his forces for a long enough period of time the emperor himself will start to hunt for you personally. This will only end once one of you has been slain. Lastly, this version of Frieza is significantly stronger than his canon counterpart. He probably isn't at his DBS strength, but he is far above his DBZ power.

You've Always Been Stronger Than Me +600 CP
No matter how much Tarble grew there were some who kept pace with him evenly and even those who surpassed him. The two main examples of this were his brother Vegeta and Broly. By taking this you now share this relationship with someone in the setting. You will feel inferior and inadequate compared to this individual. This feeling is not just a subjective perception but an objective fact, as the person in question can match your strength, if not surpass it.

This person could be anyone, from a sibling or rival to an arch-nemesis or even a mentor. They represent a constant reminder of your limitations and the gap that exists

between you and them, no matter how much you train or push yourself. Their strength might also come with other advantages, such as social status, political power, or access to resources that you lack. You might find yourself constantly in their shadow, struggling to make a name for yourself or assert your independence. In addition to the psychological burden, this drawback also puts you in physical danger, as your rival or enemy might see you as a threat or a nuisance and try to eliminate you. You will have to be careful and cunning to avoid their wrath and survive in a world where strength is everything.

What Was I Thinking About? +600 CP
When a mind control chip is implanted in someone they typically will also have their short term memory removed. Someone managed to temporarily incapacitate you and implant a control chip inside you. You will be trapped within your own mind, as it follows the orders of whoever commands you now. Your only hope is to either someone overpower the chip with sheer willpower or to pray that some of your allies will notice your altered demeanor. Both options have their separate issues. Should you overpower the chip you will have a few minutes in which you can act freely before you lose control once more. Alternatively if your allies realize what is wrong they will need to subdue you and remove the chip without killing you.

Moment of Tragedy +600 CP
The Super Saiyan transformation is actually a horrible thing due to the requirements. It requires a personal sense of tragedy and despair that would break most people. All of the Saiyans who unlocked Super Saiyan only did so when they lost everything they cared about. By taking this drawback you will be forced to experience this despair at some point in the jump. You will lay in the ashes and blood of those you care about as everything is destroyed. If you are capable of surviving the experience perhaps you will be able to grow stronger from it, but you will suffer. Lastly, you will forget that you took this drawback ensuring that you can not prepare for this event.

Scenarios

You may take any number of scenarios unless there are any specific requirements. In addition you are unable to proceed to the next jump until you accomplish this goal.

- All scenarios can take place after the main jump so there is no need to worry about conflicting goals or lack of time. *To clarify, you will essentially be taking the jump again, only you will have a specific goal instead of just needing to survive. There is no punishment for failure aside from losing access to the reward of the Scenario.* ***You will not chain-fail*** *if you give up unless explicitly stated otherwise****.***
- Each scenario you take will give you **500 CP** as well to spend on the document upon successful completion.

King of the Saiyans

Congratulations, you are now the protagonist of our story. That's right you will be replacing Tarble. The jump will last until the story ends canonically or you die. You will face all of the challenges that Tarble did. You will start out with all of Tarble's abilities though you will only get to keep them if you complete the scenario. You will receive all of the same opportunities to succeed as he did however should you follow his path. Lastly you will receive his memories so that you know what's going on and have his experience. I would, however, recommend that you try to avoid some of his worst mistakes. Tarble claimed that he would never alter his actions, but he did have some regrets. Maybe you can avoid them with his knowledge.

Rewards:

For completing this scenario you will receive a variety of rewards.

- First any technique or item you learned/gathered through your journey will gain Fiat backing ensuring that you can keep them.
- Second, all restrictions on any ability you gained whether through an action in the jump or by purchasing it will have its limits removed.
- Third, you will get to take ALL of your friends, family, and forces with you. This will include any territory, empires, and whatever areas you control. You may choose whether they all share a single companion slot or if they are divided up based on their affiliations.

Galactic Conqueror

So you've decided to set your sights on conquering the galaxy, and now seek to establish yourself as the supreme ruler of all worlds. To accomplish this, you must first build a powerful army, massive fleets, acquire advanced technologies, and enlist the support of powerful allies. You will need to travel from world to world, forging alliances and battling various enemies. You will need to gather resources, recruit soldiers, and build up their strength. During your conquest you will have to overcome countless

challenges, ranging from political intrigue and betrayal to fierce battles against powerful foes. As you and your empire's power grows, you will have to face a formidable foe in the form of Darkseid, the God of Tyranny, Frieza, Cooler, and other powerful beings who also wish to claim this title. All of them seek to dominate the galaxy themselves and they will not allow anyone else to challenge them. You are now competing against some of the most dangerous beings in this universe in the quest for ultimate power. You will have a long and brutal campaign, which will culminate in a final battle as you face off against your foes. The battle will be fierce, but you must emerge victorious, defeating all who stand against you and establishing yourself as the true ruler of the galaxy. For having accomplished this you may now claim your rewards.

Rewards:

- As a reward for conquering the galaxy, the Jumper gains control of all the worlds and resources within it. They are able to rule with an iron fist, enforcing their will upon all who oppose them.
- In addition to the vast power and resources they now command, the Jumper gains the loyalty and companionship of powerful allies and generals who served in their campaign. These allies are willing to fight alongside the Jumper and offer their aid and support.
- Furthermore, the Jumper gains access to advanced technologies and resources from across the galaxy. They are able to tap into the vast wealth and knowledge of the many worlds they have conquered to further their own goals and advance their own interests. Overall, conquering the galaxy is a monumental task, but the rewards for success are equally great, as the Jumper becomes a feared and respected figure with the ability to shape the destiny of the galaxy.

Tournament of Champions

In this scenario, you will find yourself at the center of a high-stakes tournament featuring the strongest warriors from this universe. The tournament will be held on a neutral planet contained within a pocket dimension. To complete the scenario you will need to defeat many powerful opponents and rise up the ranks to become the ultimate champion. The tournament has been organized by the Saiyan God Sadala in the hopes of finding a worthy opponent. Once you beat all of the competitors in this tournament you will then face off against Sadala herself. Do you have what it takes to truly be called the strongest in the universe? Well if you think you have what it takes challenge this scenario and prove it.

- Lastly, just as a footnote Sadala is said to be stronger than basically every other being in this setting. So if you are not at the peak of DC or Dragon Ball in power

she will probably destroy you in a fight. After all the Skyfathers and remaining pantheons were the foes so weak she wasn't interested in them.

Rewards:
There are a number of rewards for accomplishing this goal. All of them are listed below.

- First, you shall be granted a powerful artifact or weapon that has the ability to enhance and amplify your combat abilities. For example, the artifact might greatly increase your physical strength and durability. Alternatively you may design this artifact yourself, but it will be suited to you perfectly regardless of what you decide.
- Second, for having proven yourself the greatest warrior in the universe you have earned recognition and respect of the entire setting, as everyone acknowledges you as the greatest warrior of all time. This will likely result in you being approached by other powerful beings who are seeking their aid or guidance, leading to new adventures and opportunities for growth.
- Lastly,, you shall be granted the title of "Champion of Champions" or "Greatest Warrior of the Universe," solidifying their status as a legendary figure in the eyes of all who know of you. In future settings you may carry this reputation as a legendary warrior. I'm sure you can think of some benefits for this type of reputation.

The God of Tyranny

As you grow in power you will realize the depths of this universe's might. Eventually you will reach the point where you will learn of Darkseid, the God of Tyranny and ruler of the planet Apokolips. Darkseid is a being of immense power and seeks to conquer the universe, spreading his rule of terror and enslavement. Once you learn of this goal you will realize that Darkseid must be stopped at all costs, and as a result you have decided to take on the challenge.

Before you challenge Darkseid there are some preparations you must make. You will need to gather allies from across the universe to help you in the upcoming war against Darkseid. You should seek out the powerful beings, such as Superman, Wonder Woman, the Saiyans, and others who can assist you in this battle. You will need to form an elite team that can match the power of Darkseid and his armies.

Once the team is assembled, the Jumper and their allies travel to Apokolips to confront Darkseid. You must fight your way through his armies of Parademons and his loyal followers, including his most powerful lieutenants like Desaad, Granny Goodness, and Kalibak.

Once you finally reach Darkseid, then you must engage in a one-on-one fight with the God of Tyranny. The fight is guaranteed to be long and brutal, but depending on your strength you may eventually be able to overcome Darkseid's immense power and defeat him.

Rewards:

- As a reward for defeating Darkseid, you will gain control over Apokolips and claim Darkseid's power as the God of Tyranny. You will become the new ruler of the planet and the leader of the New Gods, with access to their advanced technology and weapons. Anyone who assisted you in this quest will also be blessed with a portion of Darkseid's immense power, making each of them one of the most powerful beings in the universe. This power will scale them to one of Darkseid's avatars while you will gain the might of his true form.
- In addition to these rewards, you shall gain the loyalty and admiration of all allies who fought alongside you and anyone else who stood as Darkseid's enemy. You shall now be seen as a hero and savior of the universe for besting one of the ultimate evils. The Jumper also gains knowledge of the secrets of the universe, including the location of powerful artifacts and the weaknesses of their enemies.

Bojack's Revival

Bojack, a powerful space pirate, once decimated the sectors surrounding Earth with his crew of ruthless warriors. The Guardians of the Universe were forced to intervene and they were able to defeat Bojack and his minions, sealing them away in a far-off galaxy. However, rumors have begun to spread that Bojack and his crew have somehow escaped their imprisonment and are planning to exact revenge on those who imprisoned them. Having learned of this you have decided to seek out the mighty pirate to defeat him. Perhaps you simply wish to fight this legendary warrior or you might be a hero hoping to stop this evil before he threatens the universe once more.

Rewards:

- Bojack's Power: As a reward for defeating Bojack and his minions, you have absorbed his immense power. You will become stronger, faster, and more durable than ever before, with the ability to unleash devastating energy blasts and fly at incredible speeds. Additionally, you gain mastery over the art of ki manipulation, allowing you to perform advanced techniques like energy sensing and teleportation. With Bojack's power at your disposal, you can easily take on even the most powerful foes in the universe. This also allows you to transform similar to Bojack and the other members of the Hera species.

- The Hera: Having defeated their boss, the surviving members of Bojack's crew have sworn loyalty to you and wish to follow you on your journeys. They are skilled fighters and can provide valuable assistance in combat situations. However, be wary of their violent and unpredictable nature as they are still ruthless space pirates at heart. If you spared Bojack he will be willing to follow you as well.

Endless Nights

Death of the Endless, one of the most powerful beings in the Universe, has gone missing. Her absence is causing chaos across the different planes of existence, as souls are unable to pass on and continue their journey. As a hero or villain, you are tasked with finding Death and bringing her back to her realm. However, Death is not an easy being to find. Her realm is not bound by time or space, and she can appear in any form or place. Additionally, various supernatural entities and beings are also searching for Death, either to aid or hinder her return. You must navigate through the different dimensions, planes of existence, and even time itself to find Death and bring her back.

Rewards:

- As a reward for completing this scenario, you may gain the ability to communicate with Death and understand the mysteries of the afterlife. She will bestow upon you her blessing. You will gain a powerful affinity for death related abilities and you will gain authority over death related entities. Given Death's place on the multiversal hierarchy few if any beings including other Gods of Deaths will disobey you. Perhaps in time this blessing will allow you to match Death herself in might.
- Second, Death herself will offer to accompany you on your journeys, providing guidance and aid when needed. Her guidance may prove invaluable in dealing with other supernatural entities and threats in the DC Universe.

Ending

Go Home: Maybe your time in this world made you realize life wasn't that bad. Go home with the abilities you've gathered and enjoy your life.

Stay Here: Maybe you've gotten attached and are determined to make this your home. If you really want to stay here, take +1000 CP for additional purchases and get ready for the long-haul here.

Keep Going: Perhaps this is just one more stop on the road for you. Maybe you did nothing or maybe you changed everything. Regardless, you're determined to continue your journey. Maybe the next world will be a bit nicer than here.

Notes

All perks that have active and passive effects may be freely toggled on and off.

Story Links

- Book 1 - Going Native (Complete) - Xover: Going Native (Complete) Ch 1, Dragon Ball Z & Justice League
- Book 2 - Gone Native: Earth Sage (In Progress) - Xover: Gone Native: Earth Saga Ch 1, Dragon Ball Z & Justice League

Tamaranean Powers

- https://teentitans.fandom.com/wiki/Tamaranean

Zenkai Information

- https://www.fanfiction.net/s/13398050/28/Going-Native-Complete

Images

- Broly vs Superman - Superman vs Broly (1920x1080) Resolution Wallpaper

Changelog

- Jump in Progress
- V1
- Added Soul Whisper and Nature's conduit powers