Dragon Ball Daima

Jump by Rater202

Some time after the defeat of Majin Buu, a wizard named Gomah and his assistant Degassu were watching recordings of the conflict to confirm the death of Dabura. With that done, Gomah ascended to the throne of the Supreme Demon King. Still, the words of Dr. Arinsu, Degasu's scheming sister and the favored scientist of the previous king, began to worry about the threat posed by the ungodly powerful mortals who defeated Buu, should they ever decide to come to the demon realm. Thus, with the help of Nevah, a seemingly senile elder Namekian, Gomah traveled to Universe 7's Earth and used their Dragon Balls to turn all those involved in the conflict against Majin Buu, as well as their friends and allies, into first graders, with those who were already children becoming babies. Dende, whose ambiguous aging and inconsistent depictions of such put him below the cutoff point, was then abducted by Gomah both to prevent his Dragon Balls from being used against Gomah and to be raised to create more Dragon Balls for the Demon Realm in the future.

Within a few hours, Goku would be contacted by a mysterious Majin named Glorio, who would bring him and the Supreme Kai to the Demon Realm, supposedly on the orders of King Kadon, to overthrow Gomah. Vegeta, Piccolo, and Bulma would follow soon afterward.

You'll enter this jump as Gomah is making his wish and will stay for about two weeks. Take 1000 Majin Points(MP) to get started.

Age, Gender, and Minutia

Despite the seemingly serious nature of the threat, the dystopian conditions of the demon realm, and the very real danger present throughout this story is ultimately a throw back to the early, fantastic adventure days of Dragon Ball, a celebration of the franchise, a do-over of a grand tour that didn't live up to its potential, and a final goodbye to Toriyama-sensei. It's ultimately very chill and upbeat, and there's no reason to harsh the vibe by taxing you for being who and what you want to be, so go ahead and be what you like. However, see the drawback section.

Location

Where are you when Gomah's wish goes off? Choose one or roll 1d4 for +100 MP.

1) Capsule Corp: Hey? How exactly did you get invited to Trunk's birthday party? Hmm, I guess it doesn't matter, since the festivities are going to be cut short by all the guests being de-aged soon enough. You gonna help with that, or would you rather run off and explore the Dragon World while Goku solves the plot?

2) The Third Demon World: The largest and most populated of the three layers of the Demon Realm, this is a world of vast deserts, mountainous peaks, and deep gorges filled with a black miasma that'll kill anything not adapted to living among it, and an absurd number of volcanoes

constantly belch a dense and heavy gas that makes movement, especially ki based flight, difficult and exhausting. You'll find yourself in a small, poor village. In a day or so, the Gendarmarie will arrive to collect Gomah's unreasonably high taxes, but a masked child will appear to stop them.

3) The Second Demon World: The middle layer, whose glowing green sky is the majintite-rich bottom of the third world's surface. The Second Demon World consists of a vast ocean that is home to many powerful sea monsters, with countless miniature planets suspended above it, home to a wide variety of majin. You'll appear on the original planet Namek, which the Universe 7 Namek was terraformed to resemble, though the only inhabitant is going to be away for a little while.

4) The First Demon World: The bottom layer and capital, the First Demon Realm appears to be a singular large city with a palace in the middle, home to the Upper Crust, the Headquarters of the Gendarmarie, and the seat of power of the Supreme Demon King who rules the First World and, by extension, the Demon Realm entire. The giant fireball that serves as the layer's sun means it's always hot, especially for anyone who happens to be flying at high altitudes. You'll appear in the courtyard.

Origins

What are you? Where do you come from? Any of these can be taken as a drop-in.

Earthling: Whether you're a bog-standard human, an animal person, or a little blue gremlin, you're the average of Earth. At least, by default…

Saiyan: While the average saiyan's power wasn't necessarily a match for the strongest individuals, this race of muscular simian tailed humanoid mortals due to their frightening transformations, unlimited potential, and myriad of ways they can grow stronger from conflict and adversity were considered to be the strongest race in the universe, a fact that combined with their barbarous culture got them exterminated. There are only four or five pureblooded specimens left as of your arrival, not counting yourself… Or I suppose you could be a Universe 6 Saiyan, who favor slender builds, have a more noble warrior tradition, and naturally lack tails.

Namekian: As it turns out, this mono-gendered race of slug people are demons after all. A race of Majin native to the second Demon Realm, they were held as a precious commodity by the Supreme Demon Kings due to their mysterious powers. However, they fled to settle in Universes 6 and 7, valuing freedom above all else and refusing to live as slaves in a gilded cage. However, the legendary Namekian Neva remained behind to maintain their original home planet in the hopes that they might someday return. You may be either a Warrior clan or Dragon Clan Namekian, though, as you're neither an elder nor the god of a planet, you'll be unable to create a set of Dragon Balls.

Glind: Previously known as the Core people, the Glind are a race of Majin from the second demon realm with innate divine power. Born from fruits, the Glind were entrusted by Super Majin Rymus, the creator of all the universes outside the Demon Realm, to rule and maintain them, giving rise to the Kais. However, the five world trees that birthed the Glind have all died, and while their natural lifespans range from a few thousand years to a few million, the race is living on borrowed time.

Third World Majin: The inhabitants of the third demon world were considered a rowdy sort and, being oppressed and all but enslaved by the First World, don't have much in the way of reason not to live down to stereotypes. However, a tendency for roughhousing and criminal behavior doesn't make you a bad person, just ask King Kadon.

First World Majin: …So if you want to be one of the baddies, this origin is your best bet. Are you a scheming manipulator, a member of the military police, or a powerful wizard?

Artificial Majin: What most Dragon Ball fans think of when you say the word majin, this race was created synthetically from the essence of many monsters by a witch named Marba before the creation of the outside world, though, as Majin Buu was an irrepliable fluke who caused chaos, she let the wizard Bibidi take the credit. A few days after your arrival here, she'll have some partial success recreating Buu's power in a more controllable form with the use of Buu's essence combined with a few other monsters and the seeds of Saibamen, which raises the question of where *you* came from.

Perks

Cute (free): All of the de-aged characters, and Panzy, who is an actual child, are *adorable*, so in that spirit, this little freebie will make you similarly cute. Or you can just be generally good-looking, if you prefer.

Jaan Jaka Jaan (Free): The Dragon Ball franchise has some really sweet music associated with it. Epic battle themes, emotional ballads, and soothing instrumentals for every occasion. This perk will let you claim that music for your own, being able to have it play in your head, from thin air, or any appropriate device you have access to at any desired volume and the best possible quality. Within reason. You have access to the entire franchise's library of music, from all available dubs and translations, including licensed music as well as fanworks, as long as it doesn't involve AI slop. You can let it play by the vibes of the 'scene' you're in, set up a specific playlist, or put the whole thing on shuffle, but when pushed to your limits, you'll always have access to an epic soundtrack for your second wind.

Concerning Certain Needs of the Body (Free): So there's one episode where Goku has to crap behind a bush because there's nowhere else, and they're too far away to turn back to the castle. This ultimately saves him from being caught by the military police, but… Well, he's chastised for not washing his hands despite there being nowhere to wash his hands. You don't

want to deal with that, do you? You're always clean and will never have to go to the bathroom again.

Ki (Free): You can use Ki. You're pretty good at it, with decades of experience and mastery of advanced concepts like Ki control and energy sensing, as well as a couple of decades of experience and training in the martial arts styles and training methods of a handful of martial arts masters from the Dragon Ball setting. As for your power level… Well, this is post-Buu saga, so it's pretty big. Let's say… Piccolo's level? Naturally, you're pretty fit, and your power can be increased with further training. This naturally comes with a number of skills and techniques, for absolute certain including the ability to fly.

Spirit Control: (200, Requires Ki): Technically, this concept won't be fully introduced to the main cast for a few years, but Goku's already trained in it, and now so have you. Developed by the Yardrations, Spirit control is an advanced form of ki manipulation that borders on the miraculous. At the bare minimum, your ki use is done with near-perfect efficiency, making the amount of power you possess worth hundreds of times more than it otherwise would be while you've trained your control of your energy to be perfect. Your ability to sense energy is developed to the point of being able to pick out familiar individuals from light-years away or in separate but connected dimensions, and finally, you possess the Instant Transmission technique, a basic form of spirit control that all Yardrations can perform that lets you instantly teleport to any location where you can sense a ki signature.

How Was This Supposed To Be An inconvenience? (100 MP): Gomah's wish was supposed to eliminate the Dragon Team and their allies as threats, but in practice… Well, we can infer that they got a little weaker, and it took a little bit for Goku and Vegeta to get used to their new proportions, but otherwise, only Dende seemed to get the full hit of things: Goten and Trunks, while physically babies, could still talk to each other, and everyone else retained their adult minds. Bulma and Chichi were more concerned with how soft and smooth their skin had become. Bulma was apparently able to explain the situation to her staff and hired help without issue, and while Goku solved the problem, everyone else basically went back to their everyday lives like nothing happened, with only minor adjustments. So this perk removes all physical, mental, legal, and social consequences from having a childish form or just flat-out being a child for the purposes of a jump, and if you claim to actually be an adult, you'll be believed. You may maintain a childlike form indefinitely. Optionally, you may treat this as a meta-perk that will let you ignore the age restrictions of future jumps so that you may always choose to be 10 or under, or the equivalent for your species, as long as you did not gain points for a random age roll or take a drawback that mandates a certain age.

Tinkerer (200 MP): Like Bulma or Princess Panzy, you're a prodigy of engineering, able to intuitively understand most machines with cursory study, repair most machines, even magitech space-ships that run on entirely alien design schematics, and even construct all sorts of useful gadgets. This is, of course, dependent on resources.

What Else Could It Be? (400 MP): It's common to assume that magic in Dragon Ball is entirely separate from Ki, but the evidence for that in the manga is slim, and recent materials suggest

that it’s not, none more so than DAIMA, which seems to treat the two as utterly interchangeable. In particular, when Panzy identified Goku’s energy blasts and super saiyan forms as magic, his response is that he never thought of it that way, not that she’s wrong. You may treat magic as ki and ki as magic for all purposes, combine magic and ki freely, and link your skill and talent for magic to your skill and talent for martial arts and vice versa.

Good King (400 MP): When, by way of technicality, Majin Kuu becomes Supreme Demon King near the end of the story, he immediately understands that in order to be a good king, he needs people to delegate responsibility to and people to advise him, and in that spirit begins appointing people ministers, including Neva due to his understanding of the history of the Demon Realm and King Kadon to make sure the Third Demon World is represented going forward. You also have the makings of a wise and benevolent King, being able to tell on sight if someone is of good character, or at least has good traits that can be coaxed out, and if they’d be suitable for whatever jobs you’re looking for. This judgment is naturally paired with the confidence in your own ability to accept your own limitations and the strength of character needed to reach out for others when you’re not cut out for getting something done and to ask for advice when it’s needed.

And This Is To Go Even Further Beyond (600 MP): Sometimes your best isn't good enough. Luckily, you've always got room to improve. Not only will you keep getting results if you keep pushing yourself, but when you're pressed to your limits or in desperate need for more strength you might find an opportunity to train that was more efficient than what you've normally got access to, or a new technique that'll let you focus your power more efficiently, or a kindly old mystic who'll unlock the blocks on your potential. You might even unlock a new form that you might otherwise not have access to.

Resourceful (100 MP, Free to Earthlings): Humans might not be as powerful as other races, but they’re pretty adaptable. You can quickly adjust to new environments and can almost always find some way to make use of your skills and resources in a productive manner.

Wisdom Of The Hermit (200 MP, Discounted to Earthlings): Humans might not break the top 10 most powerful in the universe without help, but the concept of training to actively increase your power rather than gain power from innate biology, skill, and battle experience was invented on Earth. You know not only the most efficient way to train anyone, but also how to turn everyday chores or common jobs into effective training. You also know the importance of training the mind, and of good food and sufficient rest, and of just having fun. Not only does your training help yourself and others break the limits of mortality and grow to superhuman levels, but it also helps you and your students develop valuable life skills and good morals. Needless to say, you’re an excellent teacher.

Brief Brain (400 MP, Discounted to Earthlings): You’re a genius, hands down. The kind who could graduate from college with multiple doctorates by the age of 16. And you *have* those degrees, with proof to back them up if need be, with a few decades of experience to go along with them, in pretty much every STEM field from theoretical physics to applied evolutionary

biology. Given that this is a world where similar geniuses have invented man-portable perpetual energy generators, time machines, and massive buildings and vehicles that can compress down to a capsule you fit in your pocket, I'm sure you can see the value in this.

Android (600 MP, Discounted to Earthlings): You've been augmented at the cellular level with advanced biotechnology and seamlessly implanted with a few bits of discrete cybertechnology, including one of the aforementioned generators, essentially rebuilding you completely. You no longer suffer any negative effects from aging and will never grow past your prime. Your skills and abilities do not degrade; your mind will remain forever sharp. While you can still eat for the pleasure of it, you can subsist entirely off of water if you so desire. You ki and similar forms of life energy cannot be sensed by any means, natural or artificial, nor tampered with or stolen, and while your skill and training still limit your output and power level, you'll never run out of energy, as it'll be instantly replenished in full, nor do you really get tired in the traditional sense.

Saiyan Biology (100 MP, Free to Saiyans): You're a Saiyan. Or some kind of hybrid, if you took this undiscounted. That means you have a number of innate abilities, such as the Ozaru transformation, if you have a tail, and half a dozen interconnected abilities that let you grow massively stronger by putting yourself in harsh conditions, fighting strong opponents, working yourself to exhaustion, or suffering potentially fatal or otherwise injuries. Also, just a general affinity for martial arts, a tendency for physical resilience, and a lifespan that's not much longer than a human's but keeps you in your prime for decades rather than years, with the trade-off being a long childhood and a sharp decline after 80. Assume this includes anything unspecified as well.

Feel The Burn (200 MP, Discounted to Saiyans): The downside of being built to grow stronger from hardship and conflict is that it really hurts, and embracing it can lead to you getting kind of screwed, mentally speaking. Luckily, you have an insane tolerance for pain and a resounding mental resilience, making you all but immune to trauma and letting you power through any amount of physical or mental pain or exhaustion until you hit your absolute limits. And yet, you understand exactly what those limits are at all times and will never accidentally push yourself too far past them, and most importantly, know when you need to take the time to rest and recover, and exactly how long it'd be best to do so.

Calm Spirit (400 MP, Discounted to Saiyans): The Ozaru form possessed by tailed Saiyans is accompanied by unfathomable feral rage, and Super Saiyan has heightened emotions. And yet, the more powerful Saiyan forms require a calm mind to achieve and master. You're most of the way there, having perfect control of your emotions. You still experience your emotions, mind you, but they never affect your behavior. You're always in control of yourself, and this extends to outside control or tampering as well.

Super Saiyan (600 MP, Discounted to Saiyans): Now, technically, if you have Saiyan Biology, you could have gotten this on your own via training and maybe a moment of intense anger or determination to push you over the edge, or just brute forced it if you got strong enough, but this perk means you don't have to bother and will find mastering and evolving this power much more

intuitive. Now, with this perk alone, all you have is the initial Super Saiyan form, a fifty times multiplier to your power level paired with heightened emotions, but a continuous energy cost in upkeep and strain on your body comparable to intense anaerobic exercise. But, with enough time and training, you're guaranteed to master the form and achieve at least up to Super Saiyan 4, with the possibility of other forms if you, for example, somehow obtained divine power.

Namekian Physiology (100 MP, free to Namekians): The Namekians are a race of masculine-presenting asexual hermaphrodite slug-persons who reproduce by vomiting eggs on command. They possess powerful regenerative abilities that can be accelerated with ki expenditure and seem to grow stronger as they do with the only hard limit being that their brain needs to be intact, as well as the ability to stretch their limbs and grow to massive sizes to increase their strength as well as a natural life-span a few centuries long, though artificial extension can seemingly push it up indefinitely. Assume this includes anything unspecified.

Lover of Freedom (200 MP, Discounted to Namekians): Fleeing your home dimension to colonize a new planet or two, or live among other peoples, is scary. Staying behind all alone to ensure that your original home will still be there is even scarier. Playing the tyrants who enslave your people like a fiddle for millennia to keep them from what they really want, while setting their ultimate defeat up at the first opportunity? That's something else entirely. When your freedom, or that of others, is on the line. When the despots have their boots on the necks of the innocent, when doing the right thing is hard. Through all of this, you'll have the willpower and determination to power through any hardship and carry on forever if that's what it takes, all without so much as a twitch to give away your real feelings.

Inherited Memories (400 MP, Discounted to Namekians): Namekians can pass their memories down to their children. And this isn't even beginning to account for cases of reincarnation, such as Piccolo Jr., and the mental effects of fusion. And thus, it's possible for a Namekian who is only 22 years of age to have a clear memory of having met someone thousands of years ago simply because their father did. You, too, have thousands of years' worth of memories and experiences. They don't really affect your personality all that much, beyond what naturally comes from context, perspective, and inherited wisdom, but you have lots of practice at common everyday skills and know plenty of lore about the setting. Since you're paying a premium for it, this knowledge will update with each jump and apply retroactively.

Legendary Namekian (600 MP, Discounted to Namekians): Neva, who is thousands, if not millions, of years old, is the single most powerful magician in the franchise. He was the first namekian to create Dragon Balls, and his dragon, the Demon Realm's Porunga, is second only to Super Shenron in power, being able to grant any wish and casually backhand an attack from a being whose power was supposedly infinite. Neva himself was able to rather casually seal off physical travel between the demon worlds and then unlock them again when the time was right. He was able to create the Tamagami guardians for his dragon balls, so powerful that no one was ever able to use them until Goku and co got there and then powered them up significantly on a whim, and unlocking Goku's potential didn't just make him stronger but unleashed a new

Super Saiyan level. You have skill and talent in magic on par with Neva, and can do anything shown to be possible with Namekian Magic, short of Dragon Ball creation.

Glind Physiology (100 MP, free to Glind): The Glind, as mentioned, grow from fruits and live for a few thousand to a few million years. They come in a variety of colors, some have insect-like wings/antennae or catfish-like whiskers, and as plant-based lifeforms, they only need water to live. An interesting quirk of their biology is that, even though the species should lack sexes and the concept of gender doesn't really apply to them in the traditional sense, they'll often still choose a gender role and develop the sexual characteristics that match what they chose.

God (200 MP, Discounted to Glind): Outside of the demon realm, the Glind live in luxury until they're selected to fulfill the position of a Kai, in which case they are carefully trained to assume their duties. A life that consists entirely of leisure and education for an important role has left you easy-going and wise. You can always remain calm and clear-minded even when you're completely out of your depths. More importantly, however, is that your education has ensured that you are not entitled or conceited regarding your privileged life, but will be a kind deity. Rather, you have a strong sense of empathy and any act of kindness you perform, even one that's motivated in part by pragmatism, will be rewarded karmically such as how Shin's shattering of Panzy's magic collar and reveal that anyone can learn the spell that did it resulted in the Kadon Force, freed from their on collars, arriving just in time to help with the team's invasion of the First Demon realm and turning the tides when the group was overwhelmed.

Creation (400 MP, Discounted to Glind): The Glind were entrusted by Super Majin Rhymus to rule over and maintain the outside Multiverse as Gods of Creation, so it only makes sense that you can create. First and foremost, you're very creative, but more importantly, you're a master of the Magical Materialization spell. More than just Glind can learn this power, but your creations are remarkably efficient, costing little energy even for massive things, and you can conjure a lot of matter quickly. You could even do something along the lines of conjuring a massive block of kachintite and tossing it at high speeds via telekinesis at an enemy in the middle of combat. Your skill with these and related abilities can continue to grow with training, and should your skill and power grow to phenomenal levels, even by the standards of this world, you might even match Rymus's greatest feat of magic.

Supreme (600 MP, Discounted to Glind): You're not just any Glind, nor are you even one of the four directional Kais. You have the nature and training of a Supreme Kai. Not only does this make you very skilled at magics meant to create or heal, grant you the ability to see anything in the physical or spiritual worlds of your current universe with the vision omniscient, and teleport instantly to any location you can picture in your mind barring powerful interference, but Supreme Kais are unique in that they are the only organisms to naturally possess both ordinary and Divine Ki at the same time. Divine Ki is a particularly pure and potent form of Ki that cannot be sensed by mortals and is useless for magical purposes when stolen. Naturally, this makes you more powerful than you would otherwise be by a significant amount, as well as makes it difficult for non-divine sources to accurately gauge your power level.

Majin Physiology (100 MP, Free to First and Third World Majin): The term Majin applies to basically everything in the demon realm that isn't a monster, plant, or wild animal. Most but not all of them possess long, pointy ears(and the possession of such is often a sign that a race in the Outside World is Majin or has Majin ancestry), and they come in a wide variety of shapes, sizes, and colors, and may possess horns, tails, or wings. Design such an appearance for yourself. Additionally, all Majin have at least a little magic, even if it's just levitating small objects for a short time, so give yourself an appropriate trick.

Crook (200 MP, Discounted to Third World Majin): You're very, very good at crime. Casing a joint, picking locks and pockets, hacking databases to get clean credentials for a stolen vehicle, stealing a vehicle, handling yourself in a bar brawl, and making a clean getaway, even when actively pursued by military police, all come naturally to you as do less savory things… King Kadon hardly kills anyone and only steals from thieves, but his reputation as a Mafia Don had to come from somewhere.

Cop (200 MP, Discounted to First World Majin): You've been trained to be part of the Gendarmarie, the Demon Realm's royal military police. In addition to being trained in forms of combat and weapon usage that aren't actually all that common in this setting, you're very good at brutalizing people in ways that won't kill them or leave permanent scars, as well as how to restrain people, interrogate them, enhanced or otherwise, and as a bonus you have an updating encyclopedic knowledge of the law of the land.

Elemental Magic (400 MP, Discounted to Third World Majin): While conjuring and manipulating the elements isn't unheard of in the franchise, nothing else in canon comes close to Glorio's power over lightning, and in non-canonical materials, elemental powers seem to be the domain of demonic entities. Choose an element: This perk gives you a number of techniques that grant you vast control over it, conjuring and manipulating it to your heart's desire. This can be purchased additional times with a non-stacking discount to get additional elements, with the caveat that they must be connected to your first.

Forgiveness (400 MP, Discounted to First World Majin): Dr. Arinsu, looking at her actions, is objectively a monster, but is given a position in the new government and a chance to repent simply because she's got *some* good deep down and more or less gave up when her evil plan was foiled. Similarly, the Gendarmarie Force, the elite heads of the military police, were forgiven mostly because they were graceful in defeat and had a soft spot for kids. As long as there's any good in you or you're the slightest bit remorseful or repentant, odds are you can get off on even the worst crimes with little to no consequences. Even if you're not repentant… Well, Gomah wasn't executed for being a horrible fascist dictator who ordered years' worth of lifeforce sucked out of people who couldn't afford his crushingly high taxes nor his loyalty to the previous tyrannical regime. No, when he was overthrown, he was merely put in a very cushy prison cell for a long but finite prison sentence, and you'll similarly get off relatively lightly.

Organization (600 MP, Discounted to Third World Majin): King Kadon's forces are part royal army and part Mafia, and unlike the Gendarmie or other forces of the First Demon World, are

hypercompetent. Steal a plane from a rival faction, done off-screen. Need to do a database hack to get a PIN for a plane the princess and her friends stole from the cops, takes a minute tops. The whole operation runs like a well-oiled machine. Whether it's an army, a gang, or even a charitable non-profit you're very good at vetting people to find good fits for jobs, getting them the training to do those jobs well, and in general building up an organization and once that organization is built it'll run itself smoothly and efficiently without your direct oversight which any orders you give being executed flawlessly and without complication.

Villainous Luck (600 MP, Discounted to First World Majin): Whereas the good guys had competent help on their side, Gomah ran on luck. What are the odds that the Tertian Occulus, the lost artifact of the Supreme Demon Kings that grants unlimited magical power sufficient that Son Freakin Goku's first instinct was to have everyone gang up on him at full power would be in the hands of a simple minded demon who had no idea what it was and was willing to trade it away for a silly hat? Your victory is far from guaranteed, after all, Gomah still lost, but one in a million coincidences like this will happen in your favor on a regular basis, and if you play your cards right, it'll take extreme overwhelming force and a sucker punch, or just outright cheating, for you to have a meaningful loss.

Synthetic Physiology (100 MP, Free to Artificial Majin): Born from a saibaman seed, the essence of assorted unspecified monsters, some of your original's essence, and a bit of glind saliva, you're not quite like any naturally occurring lifeform. For one, bones, organs, and nerves seem to be a Schrödinger's cat situation where you behave as if you do or do not have them, depending on what's mostly useful at the time. You can bend and deform at will, and stretch hundreds of times your normal length. You're naturally very resilient and are far faster and more agile than you have any right to be.

Surprisingly Smart (200 MP, Discounted to Artificial Majin): You have a perfect memory, with all the frills you've come to expect from these sorts of perks by now. But you also think *very* quickly. Not only can you memorize dozens of sequentially higher numbers that are only visible for a few seconds, but you can add them all together in your head to get a correct answer in the same amount of time and perform similarly complicated calculations with ease.

Mimicry (400 MP): If it is physically possible for you to learn a skill, ability, or technique, you can learn it by seeing it performed successfully once and master it with limited practice. You may also temporarily replicate the transformations or super modes of others you observe, with the caveat that any downsides are exaggerated immensely.

Fluke (600 MP): Oh, well, it happened again: You're not just an imitation of Buu, you possess almost all of his powers: Conjuring and manipulating matter with magic, transmuting people and objects into other forms of matter entirely with a beam, splitting yourself into miniature versions, and the like are all possible now, but most importantly if your control over your body, and retain sapience, down to the molecular level, allowing you to regenerate and reconstitute yourself so long as even one molecule remains, even if liquified or turned into nothing but smoke and ash.

You can also liquify yourself on purpose and move around as goo if you'd like, in whole or in part, and control your dismembered limbs.

Items

All origins receive +200 MP for this section only.

Comfy Clothes (Free): You now possess a signature outfit, be it a martial arts gi, a stylish dress, some decent work clothes, or some sort of adventurer's outfit. Regardless of form, it has the properties of a Frieza Force battle suit, which is to say it stretches to fit any body size and remains flexible and nearly weightless when worn. Damage will self-repair over time.

Medi Bugs (100 MP): You have a pouch of medi bugs, insects that can be eaten for medicinal effects. In the pouch are ten revive bugs, which are supposed to just restore your stamina but in practice have an identical effect to senzu beans, and two each of Owowow bugs, which specifically treat burns, Zutsu Bugs, which relieve headaches, and beaut bugs, which make you seem more youthful. Join Bugs, which fuse people who've split one, also exist but are not included here, as their exact effects aren't documented. If you're squeamish about eating bugs, you can have senzu beans and other herbal alternatives instead. The contents will replenish at midnight after consumption.

Wasabi Bombs (100 MP): One of Panzy's inventions, this is a set of six smoke bombs infused with a powerfully pungent and spectacularly spicy herb, providing a distraction that stings the eyes and sinuses of those caught in the area. They are replenished daily when used and are guaranteed not to be duds.

Power Pole (200 MP): Your own copy of Goku's size-changing quarter staff, identical in every way. This staff is solid and sturdy enough to be wielded without issue, even by warriors powerful enough to shatter systems or even galaxies, and can extend long enough to close the distance from Earth's surface to that of the moon if needed.

Gun (200 MP): Now I know what you're thinking: Guns are worthless in Dragon Ball unless it's to show that someone is rusty and letting their guard down. But this is a demon realm gun, an energy weapon that poses enough of a threat to post-Buu Saga a-list Z-Fighters that a small army armed with them and similar weapons was able to overwhelm them. This is a handgun model, similar to Glorio's or Panzy's.

Plane (400 MP): What passes for a plane in the Demon Realm would be called a spaceship on Earth. This is a luxury model, roughly the size and shape of a minivan on the outside, with the inside big enough to seat all of your companions with plenty of leg room to spare, first-class accommodations included. The power core never needs replacing, and at top speed, can circumnavigate the Third Demon World in three days and in space cover the distance from Earth to Namek in six.

Sky Seed (400 MP): Much faster than a plane, but harder to control and one-use. Once per day, you can summon a sky-seed, a giant seed stalk that can seat up to four people and launch them, in one direction, hundreds of miles through the air in just a few moments before it begins to lose momentum and fall. You are very much expected to jump off and fly to the ground before it lands.

Training Room (600 MP): It'd be against the spirit of Dragon Ball to not offer you some means of facilitating your training. This is a capsule building that is bigger on the inside than the outside, resembling a small house, but inside is large enough to hold a whole gym and a separate room for practicing martial arts. The interior of the room has the following default conditions: Gravity ten times that of Earth, oxygen content 1/4th that of the air on Kami's Lookout, atmospheric weight and density on par with the volcanic gas of the Third Demon World (sans the Terrible Smell) and heat on par with the surface of the First Demon World, but all conditions can be individually toggled back to earth defaults at a minimum or up to the greatest that someone currently in the room can safely endure long enough to train in with that being the only maximum.

Tertian Oculus (600 MP): The Evil Third Eye, a legendary lost artifact of the Supreme Demon King, which grants limitless magical power. When Gomah, who was fearful of the mortal warriors of Earth and was implied to be something of a weakling by Demon Realm standards, obtained it, his power was multiplied such that he lost all fear, and Goku of all people insisted that everyone gang up on him. It was originally purchased millennia ago from a truck stop, with two more having been gathering dust in a jar ever since. When implanted, which must be done by a third party, you immediately transform into a hulking, muscle-bound giant, albeit with no loss of speed or agility, and the limitless magical power of the eye continuously replenishes your energy while multiplying your power level. If mortally wounded, you'll be encased in a magical forcefield while your body is rebuilt, even bigger and more powerful than before. To remove the eye, you need to be smacked on the back of the head three times in quick succession, and Gomah's increased recklessness as he fought combined with the inconveniently large size suggests that the eye was used sparingly for a reason. Oh, and do be careful if you take it: Gomah coveted the eye before he found it and won't be able to tell yours from the original.

Companions

Import/Create (100 MP): for a flat 100 points, you may import or create 8 companions who each receive one origin and 800 points to spend on their builds.

Local (Free): Any friends you made along the way can come with you for free if willing.

Aspiring Darklord (100 MP): This Majin boy is in the equivalent of his early teens, and he's been asleep for a *long* time. He's the son of a former Supreme Demon King and thus the rightful Supreme Demon King with the current regime being a long line of usurpers… Or so he says. He doesn't look like much, being a skinny fellow, but he's very strong and favors giant swords and

explosive magic. He insists he's the evilest being in all the Demon Realm, but really, he's just a slightly egotistical boy who craves affection but simultaneously fears getting hurt.

Iconic Witch (100 MP): An exotic-looking Majin woman, resembling some kind of ghost or living shadow. She was once part of a coven with her two sisters, but abandoned them as they bullied her mercilessly for, let's say, reasons that are hers alone to disclose. She's very friendly, loyal almost to a fault, though her newly gained sense of self-respect has mitigated the flaws of such a temperament. Additionally, she's cute as a button. In combat, she possesses the ability to pull herself and others into a shadowy pocket dimension, which she can also use to transport herself long distances, and wields powerful fire magic.

Phantom Thief (100 MP): This teenage Majin was once an ordinary student on his planet in the Second Demon World. His interference when a corrupt man of wealth and influence assaulted a woman got him branded a criminal and exiled. Now a rebel hoping to grant courage to the oppressed masses, he uses his preternatural agility and skill in stealth to break into the secure homes of those who think themselves Kings, safe in their palaces from the consequences of their actions, and steals their greatest treasures in order to shatter their delusions of superiority with one last surprise. While talented with a knife, his true power is the projection of a sinister astral alter-ego that channels powerful curses and sinister magics, though in truth this man is a kind and empathetic sort, if something of a goof and a horndog.

Flower Girl (100 MP): The last of an otherwise extinct race of Majin, this young woman has led a relatively sheltered life and projects an aura of kindness and innocence, though she does have her edges and her periods of melancholy. She has a connection to nature and the well-being of the planet, and while she's able to fight with a staff or energy blasts, most of her magic is based around protecting and healing herself and others.

Silent Child (100 MP): Possessing of supernatural charisma that has led him to be pursued by the rulers of the First World his whole life, this young Majin of 90….. Mostly just wants to play with his friends and be a normal boy. At least, you *think* he's a boy. It's a little hard to tell, but he hasn't corrected you yet. Despite his young age, he's a very skilled fighter, diplomat(despite some rather severe selective mutism), and mandolin player. He possesses a wide variety of martial and magical skills, but can only use so many of them at a time and has to take the time to switch them out, and is proficient with a variety of weapons as well as a brutal and efficient form of martial arts. His most powerful ability, however, is also his curse: The methods used to bind his charisma to manageable levels, for his own safety and those of his loved ones, have left him with the ability to produce flatulence so severe that it can warp the very fabric of space-time itself, and he can do so nearly at will.

Scenario: Find Those Dragon Balls.

The Demon Realm has a set of three Dragon Balls, the first to ever be created by non-divine hands, and outside of Zalama's set of seven planet-sized dragon balls are the most powerful in the franchise, being able to grant any wish with no cost. The Demon Realm Porunga was

massive, and Gomah's attempts to prevent him from granting Glorio's wish proved futile despite the immense power he gained from the Tertian Oculus.

Sometime after the completion of the main adventure of this jump, possibly including after your jump fully ends if you wish it, those who take this scenario will be given an opportunity to seek the three Dragon Balls for yourself… If you dare.

See, unlike the Dragon Balls of Earth or Namek, the Demon Realm dragon balls are stored in the bodies of the Tamagami, three powerful artificial warriors. No one in the entire history of the Demon Realm has even defeated them until Goku defeated the third, Vegeta the second, and Majin Duu the first. And then, once you've made them surrender in battle, you must pass a challenge of the mind, which often involves some kind of trickery or deliberately unfair circumstances, and only then will they surrender the Dragon Ball.

And after the events of the main story, Neva will have seen to it to buff security. The Tamagami will not be in their original locations but secret new ones elsewhere in their respective layers of the Demon Realm, surrounded by dangerous obstacles or enemies that you'll have to navigate. All three of them will have had their power increased massively, to at least rival that of Goku in his adult Super Saiyan 4 form and, if you're significantly stronger, will continue to scale to ensure that it remains a fair fight. The mental questions they'll ask of you after defeating them will be different from canon, and far more difficult, and they'll refuse to fight you unless you fight them in the proper order: three, two, and one.

Finally, like Universe 7's Porunga, the demon realm's dragon must be summoned with a password spoken in Namekian and will only grant wishes asked in the same, so you'll need to either be fluent or have a translator, which may prove problematic if your desires are less than pure.

…Alternatively, if you've taken the Grand Tour drawback, instead you'll have to scour the Universe for seven Shadow Dragons, each containing one of the Black Star Dragon Balls. Each will be similarly powerful to the Tamagami as depicted in this scenario, with the mental challenge omitted but replaced with the knowledge that you'll have to fight them to the death to claim their ball. All of them will be as malevolent and competent as Syn Shenron, none of them will match the canon Shadow Dragons in personality or abilities, and the One Star Dragon *will* obtain the other six balls during your fight, as you still have to fight them in reverse chronological order. Luckily, Ultimate Shenron speaks English, but I hope you're prepared to find his balls all over again if you don't want to sacrifice a planet for your wish.

Reward: Well, the quest is its own Reward, as you can make any single wish. And since you did it through a scenario, the results of that wish will be fully fiat-backed. Do you want perfect immortality? Child's play. Infinite money? Here's a convenient card to put it on. Make yourself the strongest in the universe? Not only will your potential be drawn out to its logical extremes, but the abilities of the ten strongest fighters besides you will be added to it. Create a battle-harem of compulsively loyal female super saiyans with a controlled version of Broly's

mutation or Kale's legendary power ex nihilo? Concerning for *several* reasons, but doable. The world's most comfortable pair of underwear? Why are you like this? But yes.

Any wish, with the exception that it can't have an effect on the mechanics or metanarrative of your Chain… Unless you have at least ten jumps behind you, counting this one. Then, if you truly desire it, a wish to unlock your full potential **might** ignite your Spark and allow your apotheosis into a cosmic being free to explore the wider omniverse, which naturally ends your chain. Even if it doesn't, it might give you the ability to do so under your own power, at a satisfying moment once you have enough Jumps behind you.

Drawbacks

Old Friends (Toggle): Have you been to this world before? If so, you can have this be a return to the timeline you left off in, though things might get unpredictable if you altered the canon narrative too much.

Nine Years Is A Long Time When You Only Live For A Thousand (100 MP): And you're staying for ten, rather than the few weeks you'd be here normally. Daima is supposedly in continuity with Super, but it has some inconsistencies to address, so you can pick how that gets resolved as long as it's logical and respectful to the source material. You can also pick whether you're going into the anime or the manga, since there are some differences. Beerus will wake up in roughly two years, give or take. You can take this more than once to add ten additional years per purchase.

Itty-Bitty (100 MP): Whether you're an ally of Son Goku and co or not, you've been affected by Gomah's wish and are now trapped in the form of a first grader. A first grader with all of your powers, perks, and abilities sans anything that would negate the physical drawbacks of this condition, but a first grader nonetheless. While you may only be slightly weaker than normal, getting used to moving in such a small body will be a chore, and while this may resolve itself in a few days if you don't disrupt the plot too badly, if Glorio fails to under the wish, you might have to find another solution.

This Is Yummy (200 MP): Food in the Third Demon World is good… If you don't ask too many questions about what it's made from. As far as we know, it's not a soylent green situation, but for example, some canned meat Goku raves over is made of centipedes. All of the food you get during the duration of the jump, by all contrivances, will be something along these lines: Good, but you don't want to ask too many questions, and by Kami in the Lookout, are you gonna forget not to question it. As a benny, though, it'll never be something you find morally repulsive unless you go out of your way to seek it out.

Four Stars (200 MP): That's odd. The flow of time is a little weird, or so it feels. Everyone's personalities are a bit… exaggerated, except for a handful who are *completely* different. Everything still goes the way it should, but unless things are dire, it seems like people aren't taking things completely seriously.

Lone Majin (200 MP): All your companions are getting an all-expense-paid vacation to a Five-Star Luxury Resort and Spa instead of joining you.. If you have no companions, take the points as compensation for your lack of friends.

Again!? (400 MP): Well, I hope you're okay with hoofin' it, or flying under your own power, atmosphere permitting, because any and all means of reliable long-distance transportation you have access to will be lost, stolen, or destroyed on a regular basis.

Magic Collar (400 MP): Regardless of your origin, you're bound with one of Dr. Arinsu's magic collars. You're in the Gendarmerie's database; they can identify you by scanning it, track you with it, refusal to present it when demanded is grounds for arrest… As far as the demon realm's military police are concerned, you're a slave to be pushed around. You can't remove your collar on your own, even if you become strong enough to break katchintite or know the spell to shatter it.

It's Hard to Move In this Body(400 MP): Much like how Goku's age reversion cost him some of his power and fine control, your entry into this world has cost you all powers and perks from previous jumps. If this is your first Jump, take the points as a welcome present.

Ill-Maintained (400 MP): Much like the ship that brought the Glind formerly known as Nahare (better known now as Shin) to Universe 7, all of your previously acquired items have fallen into disrepair. Your Warehouse is off Limits until they're all fixed and brought up to code, which will conveniently take until the Jump ends. If this is your first jump, take the point anyway and get yourself something nice.

Grand Tour (400 MP): Daima is part of a trend of celebrating Dragon Ball's history by going back and reimagining some of the aspects of the franchise that didn't turn out so well the first time. Daima was quite explicitly intended as a do-over of GT, meant to appeal to fans of that show by doing it better, and it very much comes across like what they had meant to do with GT's first arc before it was retooled. This drawback means you're going to GT instead, and will remain up to the defeat of the Shadow Dragons(or when Goku would have gone off with Shenron if that arc is averted). Other drawbacks will be adapted as needed.

Darker Take (600 MP): Ooh, we're heading into darker territory here. Daima, despite the serious subject matter, was ultimately a relatively light-hearted adventure story. With this drawback, while the story will stay roughly the same before accounting for changes you introduce, the tone is going to be quite different, and changes to the backstory may occur to bring things into grimmer territory. Exactly how dark, and what kind of dark, is up to you, but the darkest moments of canon Dragon Ball are the bare minimum, and it's probably a bad idea to take this alongside Magic Collar.

Wishes Three (600 MP): It's pretty fortunate that Shenron has that safety measure that only regular summoners get the full two to three wishes. Unfortunately, this drawback means you're

coming to a world where he doesn't. After turning the heroes into small children, Gomah used his second wish to summon the Tertian Occulus, getting all three extant copies due to the wish being vaguely worded, and with the third wish, absorbed them and integrated their power flawlessly. Now to rescue Dende and break the curse of childhood upon them, Goku and co have to brave a Demon Realm ruled by a Gomah over three times as powerful as his canon strongest form, with no easy way of stripping him of that power and no downsides for him to experience. Every waking moment is time for him to grow more accustomed to his new power, and Goku's gonna need all the help he can get to defeat this foe. Luckily, Gomah doesn't feel the need to try to collect the Demon Realm's Dragon Balls for himself.

The End For Now

Well, you made it. I hope you had fun. Do you want to stay here, settle down in this world, and see how things go? Or are you tired? Would you like to go home? Or are you itching for the next adventure and plan to keep jumping? We'll be sure to remove any mental tampering you've picked up, just in case, so you can choose wisely.

Notes

There's some ambiguity in terms of how powerful exactly the higher Super Saiyan forms can get, because while Full Powered Super Saiyan is presented as separate from Grade 2 and 3, the fact that it's still acknowledged as being the 4th Grade of Super Saiyan implies you need to unlock those forms, but since I'm a munchkin and my own target demographic, I'm ruling as follows for the sake of forms obtained from the perk.

1: Super Saiyan Grades 2 and 3 are necessary for Grade 4/Full Power and are included in Full Power's "all the power without consequence or upkeep" effect, turning the multiplier to x100 and making SSJ2's multiplier x200 and 3's x800. Full power is necessary for 2, and 2 is necessary for 3.
2: In Super's manga, it was established that 2 could be trained up to have an equal total modifier to 3 if mastered, but it's not clear if this is just more power or if you're accessing SSJ3's power in a more efficient and controllable form. I'm ruling that it's separate, and doing so makes 3's total multiplier x3200, though this is an optional development.
3: Super Saiyan 4's mechanics haven't been explained, other than being shown to be an actual step past 3 in this version, unlike in GT, where it's very much misnamed. Given it's resemblance to an non-divine version of Hero's "Super Full Power Saiyan 4 Limit Breaker" form, however, I'm electing to rule it works similar to GT's "Super Saiyan 4 Full Power," IE, all of your Super Saiyan power combined with the Ozaru's X10 multiplier and then compressed back down to human size which makes the ki stronger. If you need a number: Databooks show that Piccolo's power level multiplied by 3.3(rounding up) when focusing all of his power in his finger tips, and that's a rough equivalent size difference between human scale and great ape, so either x26400 or x105600.
4: Super Saiyan God's multiplier is unknown other than being significantly bigger than Goku's 3 at the time, but the way Super Saiyan God Super Saiyan is described, what makes the most sense is that, if you achieve god forms, then Blue or Rose are just applying Super Saiyan's

modifier to God's. With enough training, you'll be able to throw higher Super Saiyan forms into the formula instead.

The above rulings only apply to the perk, mind you. If you get Super Saiyan the hard way, apply whatever makes more sense for what's probably canon.

On Super Saiyan 4: The wiki is wrong, Goku did not achieve it before the series. What he said was that he was *trying* for a new form after the trouble Buu gave them, but wasn't sure he could pull it off. Neva unlocking his potential, was the first time he did it.

If you take more than one physiology perk, you can pick and choose which aspects manifest and blend the cosmetics as you wish, but if you're a non-drop-in, you're on your own for explaining how a species that reproduces parthenogenically made a baby with a literal fruit.

As The Demon Realm, as depicted in Daima, very much feels like a JRPG setting, each of the OC Companions is based on a JRPG protagonist translated loosely into a character that fits the setting. The Aspiring Darklord in Laharl from Disgaea, the Iconic Witch is Vivian from Paper Mario: The Thousand Year Door, the Phantom Thief is Joker from Persona 5, Flower Girl is Aerith from Final Fantasy VII, and Silent Child is New Kid from the South Park games, which aren't JRPGs but are JRPG-inspired, and I'm not gonna lie, given Toriyama's love of toilet humor it feels appropriate. They are respectively meant to correspond to the Warrior, Mage, Rogue, Cleric, and Bard roles in an adventuring party.

A Wish to draw out your potential, gained from the scenario, will apply to *future* abilities as well. Not only will you become as strong and as skilled as you possibly could be here, but any future powers and powers you acquire will be automatically mastered to their logical extremes… Though Fiat Baced limitations to their full ability might not be able to be overcome, at least during the Jump, you acquire them depending on circumstances. This only applies to a wish to draw out your potential directly, not one like being the strongest in the universe, which would unlock your potential as a side effect.

Addressing Concerns about the power level: Nothing in the storyline up until the second Tamagami requires more than Super Saiyan 1 levels of power from either Goku or Vegeta, and everyone capable of fighting who was present contributed equally well to the fight with Gomah, despite the major discrepancies in power level. Being on par with Post-Buu Saga Piccolo is plenty of juice, especially given the raw skill that comes with the ki perk.