Dragon Ball
Jumpchain CYOA
By Heavensanon and eagerDigger
Posted with approval from Quicksilver

Welcome to planet Earth, Jumper. Or a very different version of it, where dinosaurs and animal-men walk side by side with ordinary humans without much fuss or explanation. There are many strange and wonderful things here, from a Red Ribbon Army seeking to take over the world, to a powerful demon from another world sealed within a rice cooker somewhere in the ocean. Beyond all of that are the seven Dragon Balls, which when gathered, will grant the user one wish before being scattered across the world once again. The year is Age 749, and one week after your arrival, young Bulma Briefs will meet a strange boy with a monkey tail named Son Goku, starting a journey to search for the Dragon Balls and a legacy that will carry on through the ages. You will be staying until Age 759, two years after the birth of Goku's son, Gohan, if you do not change history.

Perhaps you've heard stories of this world already, far ahead in the distant future. Of aliens that are Super, of maniacal tyrants ruling a galactic empire, to androids who bring the world to its knees. Lucky for you, that future is a ways off, and unlikely to cross paths with you unless you bring them to you...for now, this is a world of adventure. Now go, Jumper, and teach a dinosaur to ride a ball!

Your starting location depends on your origin.

Origins:

Drop-In [Free] – You're you, and that's all you need to be. You enter the world with no new memories or context for this strange and funny world you've been dropped into, but perhaps that's for the best. Your extradimensional nature has given you unique access to the...stranger parts of the world, often forgotten. Who knows? You may find use for it. You may start anywhere on planet Earth, though starting somewhere you know danger will be waiting is ill-advised...or perhaps, exciting?

Scientist [Free] – Why is everyone so obsessed with fighting and getting stronger, anyways? The most important muscle is the brain, damn it! Okay, the brain technically isn't even a muscle, but you get the picture. You've spent most of your life with your nose in the books, until you became a prodigy who rivals even the Briefs family in technological development – and you're barely out of school! You've heard stories about the Dragon Balls and other fascinating things outside the safety of your home, West City, where you begin. Maybe it's time to go searching yourself?

Martial Artist [Free] – You're here for one reason and one reason only – to fight and to win! This world still respects martial artists, sometimes even as a threat. There are many schools of martial arts abounding and while some are not as strong than others, a few do stand a chance even against guns and bazookas with enough training. In a sense, your path has given you a purity, however. Your only goal is to be a strong warrior, and before that...worldly pursuits like money and political power are mere distractions. You either start in the dojo of a school of your choosing, or Kame House, which is owned by Master Roshi.

Hermit [Free] – There's more to martial arts and ki than just destructive power and throwing punches around. There's also focusing ki towards more cerebral pursuits, and obtaining inner peace through enlightenment. This world contains more beauty and wonder than mindless combat, and you're part of it. You have dedicated your life to solitary learning and training, and have focused yourself accordingly. Fighting and material wants...these are not for you. You start in a modest home you've made for yourself, far away from civilized society, whether on an island or a forest.

Races:

Earthling [Free] – Well, you are on Earth, after all! While most Earthlings are just humans as we know them, some are a little more fuzzy or...weird. Generally, you're almost always some kind of humanoid less than eight feet tall. Ordinary people have no natural ki ability, but once they learn it, they quickly pick up a knack for controlling it and using it efficiently.
Age: 14+1d8

Devil [200] - Not to be confused with Demons ~~or actual Demons~~, these horned humanoids are said to originate from Hell, or at least will tell you that if you ask them. They enjoy a natural aptitude for ki and start with the ability to tap into it, along with a similar talent for magic. Just as well, their lifespan is measured in centuries and they possess wings that can be used for flight. Some even have claws and are strong enough to rend stone with a good swing naturally! Whether you are on vacation from Hell or have mysteriously appeared, the world is your oyster!...just note that while impressive, there are things stronger than your kind in this world.
Age: 350+5d20

Demon [200] - A strange, green-skinned warrior race from another world. Travelers from space might refer to them as 'Namekians', but on Earth they are mostly remembered through the evil deeds of King Piccolo many years ago. You are now one such demon, with a repertoire of abilities including a natural ki talent, the ability to regenerate limbs as long as your brain is intact, and having stretchable limbs. Some say you may be able to harness your power to become giant...but this seems very far off.
Age: 18+1d8.

Android [200] - A mechanical monstrosity, that's what you are! Are you a prototype designed by the up-and-coming Dr. Gero, or a robot built by a more whimsical scientist? Whether you're tiny and short or a giant of chrome, you're a humanoid robot who is much stronger and tougher than an ordinary meatbag...you can casually lift boulders and crush an average human like a wet piece of tissue paper, as well as withstand as much punishment. Though you're able to use your personal energy reserves like 'ki' and it recovers gradually in the same way, your body is very much artificial and cannot be sensed by other ki users...or maybe that's a benefit? You're not as strong as the later Android series made by Dr. Gero in the years to come, your energy source renewable but not bottomless and perpetual, though perhaps with a few upgrades...
Age: Appearance-wise, whatever you like. If you wish, your jump begins mere seconds after your first activation instead of the default starting location, your creator working on a console a few feet away from you.

Monkey Kid [600] – What's this? There's only supposed to be one of you in this world. If you took a background, you may not remember the exact circumstances of how you came to be, but you are part of a near-extinct warrior race that will one day shape the fate of the galaxy. For now, though, you are seemingly a human child with a monkey tail. You are extremely strong for your age, able to shatter a boulder with a well-placed punch, leap great distances, and you will be an extremely quick learner should you pick up ki use with a good teacher. That said, beware the light of the full moon...it will change you into a gigantic, rampaging ape that only supreme amounts of willpower and training can control. You may also find yourself a little more violent, and quick to fight when given the chance unless you realize what you're doing. Also, should you come back from a near-death experience, you may find yourself just a little bit stronger...
Age: 12+1d4 **OR** 12

You may determine age and gender freely for 100 points.

Perks:

100s are free for matching background, all others receive a discount.

Hidden Potential [Free, Mandatory] – It wouldn't be much fun if you didn't have the ability to use ki, the mainstay of this world, would it? You now have the potential to unlock and use Ki, which covers a myriad of uses from powering up to increase your physical power, or blasts fired from your own energy reserves. Yes, potential. You must train, either through a mentor or self-discovery, to properly utilize it. Things are not quite at the level of where gods and demons clash with alarming regularity, and you will have to train hard to reach the levels at the 23rd World Martial Arts Tournament. Still, it's within your reach...you just have to work for it. When you unlock your ki, you may change its color to either one that suits your personality, or just one of your choosing.

[Drop-In]

Beneath Notice [100] – Maybe it's just a symptom of your unique nature, but powerful foes seem more likely to overlook your presence, enough so that you could quietly spectate a struggle between two sworn enemies without being killed as an 'example', or that you likely aren't a threat to them. Trying to fight at any point renders this protection useless, but it's easier to hide this way, isn't it?

Jumper Chun [100] - Believe it or not, the wig is glued on! When you need to keep your identity a secret, you know how to make a weirdly convincing disguise with little more than a change of hair and a different outfit. Even if your fighting style is eerily similar to someone others know, most will go along with it or just figure you're related somehow - though keen fighters and intelligent-enough folks will eventually see through it.

Quirky Fellows [200] – What a strange group of friends you encounter, Jumper. Regardless of your goals or situation, you seem to run into quirky, if like-minded fellows who tend to have talents that you need. Some of the more unique or self-driven individuals may not align with you, but you will have no shortage of colorful allies who will aid you should you need them.

Gun Maniac [200] - Ooof, you're a scary lady, aren't you?!...aren't you? You're a naturally intimidating person with skill in firearms that everyday soldiers could only dream of. More than that, you're good at intimidating others - even those stronger than you! You could browbeat favors or fear into almost everyone, though those with strong wills or the strength to casually slap you aside can resist this.

Shapeshifting [400] – Pop! A little poof of smoke later, and you've changed shape! You can shapeshift to anything between your size and the size of a small chair, and while you may not retain the functions or special abilities of what you turn into, you are something of a master of disguise if you have a good enough acting ability. Some say you may even be able to change people into mundane, inanimate objects using this power, if they lack the power or will to resist...but that's surely just a rumor, right?

My Rival, My Friend [400] - Why be enemies when you can be friends instead? You are a naturally friendly person, not by virtue of charisma, but by virtue of being earnest and warm to those you speak to. In addition, after defeating an opponent in a personal battle or contest, showing sportsmanship or solidarity to them will improve their opinion of you. While stubborn or malevolent souls may take longer to turn around, you can eventually turn rivals and even enemies into friends.

Devil, Devil, Devilman! [600] – A fascinating power, often forgotten, utilized by the demon known as Devil Man. You focus your will onto a single enemy within range - at least within personal eyesight view of you - and fire a wave at them that turns their negative thoughts: murderous intent, greed, and so on, against them. The strong will feel their insides burn in a fantastic amount of pain, while the weak may have their hearts explode into flames from their own wickedness. This technique needs some setup, but if used properly, even the most titanic of foes can be brought down by their sins crawling on their back. This, however, has no effect on those pure of heart, and the damage is proportional to both their own strength and how 'much' wickedness is actually within them.

Mind Over Matter! [600] - All these stupid muscleheads forget one important thing...the mind is the most powerful weapon there is! This is a bit more literal than usual, though. You have access to a versatile set of psychic powers, which utilize the strength of your personal willpower and mental faculties instead of spiritual power like ki does. You can use telekinesis to lift up to a ton of objects, telepathy to read minds and send mental messages and commands across the planet, and paralyze others with eye contact. These powers will grow with practice, and should you train them to a high enough level, you are even capable of temporarily stopping time itself...though it is immensely draining and can only be held for brief periods when you start out. Beings of strong willpower or just extreme raw power can potentially overcome powers that attack their minds or movement, but with how dumb a lot of fighters are here, what are the odds of that?

[Scientist]

Gear Head [100] – You know what's actually useful instead of punching people and causing a couple million Zenny of property damage? Technical skills. An education that is the envy of engineers the world over. Knowing how to properly build and operate mundane machinery. That

is what you have, now. In terms of engineering and science, you are considered a budding genius, though this perk doesn't come with a particular specialty. Put it to good use.

Big Brain, Strong Arm [100] - Turns out it's easy to get favors out of people just by browbeating them enough for it! You're good at using a combination of guilt-tripping, blackmail, or acting adorable/sexy to get others to do work for you. Obviously they can still ignore you or attack you if they have a reason to, but heroic types have a funny habit of caving in to you. Maybe you could even whip a former villain into behaving, someday?

It Floats? [200] - It's not rocket science! Except it totally is. You now know how to construct the common 'rocket cars' of Capsule Corporation, as well as being able to construct human-sized jetpacks that are safe for commercial use. You don't learn much about space travel, but you'll find it easier to grasp should you start learning.

Protect Me, You Idiots! [200] - Why is everyone either a weird martial artist or a crazy monster in this place?! And that's not even counting the wild dinosaurs! Good thing you have allies to protect you. Or at least, you will. Individuals who are stronger than you will find their own reasons to tag along with you, especially if you're not very strong yourself. Should you get into conflict, enemies will prioritize your stronger allies instead of you, though if they fall, it's all down to you! But should you demonstrate greater power or the ability to protect yourself, their willingness to protect you may likely fade away...unless you've become friends in that time or such, of course.

Capsule Calamity [400] - This is a patented prize of the Capsule Corporation, able to store incredibly large and unwieldy objects in light, easy-to-use capsules. You now know how to make such capsules and store things up to the size of a small house in a single one. You can even 're-equip' things to said capsules once you're done using them. How handy is that?

Mystical Mechanica [400] - Did you ever wonder how on Earth Bulma Briefs was able to invent a working radar for a mystical set of artifacts left mostly to myth and rumor? Not anymore you don't. You are able to create devices that are able to detect mystical energies and properties. More than that, you know how to reconcile magical devices and technology, able to combine the two should you have the skills and abilities for either.

Cyborg Casualty [600] - It's something of a niche science in this world, but technology required to make cyborgs (or androids) exist. Perhaps you're an erstwhile student or colleague of Dr. Gero, or are your own particular savant of science. You now understand how to modify humans into incredibly strong mechanical monstrosities, able to hold their own against modern weapons with minimal effort. You even have an idea of how they can continually use spiritual power like ki despite having mostly mechanical bodies. After some time and study, you could even create these robotic warriors from the ground up without just modifying an existing human, as well as base them off of templates of people you've met or known. Maybe even robotic suits of armor with similar properties, if you worked at it enough...

Slump Science [600] - Not everything has to be about fighting, you know. The marvels your genius will make will exceed such brute force! While it may not be useful for things like pure combat or doomsday weapons, you're able to make things like a watch that can shrink the person who wears it, or a rice cooker that creates objects based on pictures you feed it. Though

they tend to be whimsical, you can engineer marvels that wouldn't be uncommon in the household of the Briefs family or one Doctor Norimaki. The laws of physics and even common sense now mean little to what you can build with enough time and resources, and you may be able to expand on that even further...just don't get too distracted with other things, alright?

[Martial Artist]

Muscle Head [100] – All those years of training weren't just for show! You've mastered a single mundane martial art of your choosing, and come with four years worth of combat training and experience in that style to match. Learning new styles also comes a bit more easily to you.

Gotta Get Huge! [100] - Gotta train! Gotta train! Gotta...sleep in and do literally anything else. It can be hard to keep training all day and night, and it's very easy to fall behind in terms of power and technique if you slip up for too long. But not anymore! You now have the necessary willpower and enthusiasm for training or long, monotonous practice, able to keep it up as long as you wish without getting bored or distracted.

Flow of Battle [200] – A lot can happen in the span of a few seconds in a fight. Luckily, you're good at keeping up. Mentally, you are excellent at processing the movements of yourself and your opponent, able to think and strategize without having to lose physical momentum, letting you think quite literally on your feet.

Path to Power [200] - One of the simplest and earliest uses of spiritual power is to make the body healthier and stronger. While not quite full mastery or utilizing of ki, you've gotten the basics down - you can power yourself up, increasing your muscle mass and physical strength, speed, and durability just a bit higher than your normal maximum. This is tiring to sustain, however, and can leave you extremely winded if you're not careful...so be sure to keep up your training!

Teach Me, Master! [400] - There are hidden masters in this world, such as the Turtle and Crane hermits...and beyond that, perhaps even Kami himself, wherever he watches this world. You have a natural quality to you that makes you look like an ideal student to these great masters of martial arts or just great skills in general, and they will easily take you under their wing. You have a knack for locating such masters and teachers as well, letting you always have an opportunity to learn and be taught more...at least until you surpass them all!

On My Feet [400] – Speaking of being on your feet, you will find that you seem to rise like a proverbial phoenix. After a defeat or a significant setback, you will find that your training and personal growth in the field you were bested at will increase dramatically for a short time, letting you potentially bounce back from what should have been an unclosable gap. It won't guarantee success, but it won't be such a distant possibility if you gauge yourself properly.

The Goku Method [600] - It took the Turtle Hermit Master Roshi almost his entire life to learn and master the Kamehameha, and it may take you...wait, you just did it?! You can quickly learn individual techniques you and your body hold the normal capacity to learn just by seeing them in action. While you still have to train to master it, your opponents can teach you just as much about martial arts or other powers you both possess the capacity for that a normal teacher could. Do note, the more complex or esoteric the technique or ability, the longer it will take for

you to grasp just from observing it...ki blasts and individual attacks are easy, things like teleportation or magic spells will need more than a few times. And of course, you simply can't learn or use things you don't have the capacity for, but you can at least understand how they work after seeing them enough times.

Unleash Your Power [600] – Skipping right to the mid-point, are we? You have actually tapped into your ki in the past, and have trained yourself to use it with some regularity. You can 'power up' using ki to boost your physical strength, speed, and durability as well as fire powerful ki blasts. You start with the ability to blow up a small car using this and know a single technique to that effect. Even with this early start, however, it is incredibly draining to use and is best reserved for finishing moves. You must train hard to go past this point and overcome your limits. Luckily, this also boost your effectiveness from training and learning how to harness similar spiritual energies from within - whether it's ki, chakra, or something else tied to the soul.

[Hermit]

Leaf on the Water [100] – Ki is a life energy that flows in all things, even if it's a miniscule amount due to lack of training or focus. You are able to sense the presence of living beings through it, pinpointing their location through their life energy. This obviously can't detect artificial beings made of machine, but your sensory range starts at the size of a small town, and can eventually sense even further than that with training. You also get a vague idea of how strong they are compared to you.

As Pure As Light [100] - A pure heart, such a rare thing to obtain, such a rare thing to observe. Oh? You have one? Okay, then. Whether or not you fit the bill, your heart is considered 'pure' by others and magical powers. If an ability relies on you having the tiniest shred of evil or corruptibility in you, it simply fails to work or influence you at all. Things that forcefully introduce such feelings or thoughts can still influence you, but they'll find you much harder to overcome or corrupt. You're also emotionally sound and able to make decisions without being bogged down by things like grudges or a hot temper - though you can still do so if you really want to!

Importance of Control [200] – This is a lesson that so few warriors in this world truly learn - knowing when to hold back or use restraint. When you can shatter stone like glass or move faster than the wind, the world around you feels just a little more fragile. You've gained a sense for when your strength or powers will overwhelm someone or something, and the ability to make your blows non-lethal before impact, sparing unnecessary casualties and merely knocking them out - injured, but alive. This control also lets you greatly reduce if not eliminate the risk of collateral damage, preventing it before it truly happens.

Only What You Need [200] - How do you make it look so effortless?! When you dodge or strike at an enemy, you're able to do with incredibly efficient movements, only using the muscle power and telegraphing the absolute minimum of your movements. This lets you enjoy a boost of speed and dexterity, as well as conserve much more stamina than you could normally in a long battle. As a bonus, this can let you look casual and collected in battle, which is impressive to those who watch it.

Arts of the Ancients [400] - The Bansho Fan. The Power Pole. The Nimbus Cloud. Magical items of legend constructed by the sages of old, forgotten or kept by old masters. You've

learned how to construct items like this, magical artifacts with single but powerful effects, and even the ability to respond to their users' commands or calls. Things like a pole that can extend as far as heaven itself, or a fan that extinguished all flames regardless of origin. In addition, you know how to infuse magic spells you already know into said items, letting even an average joe use them!

Stone In A River [400] – Ki is the flow of life, and through it many things are possible. While simply flinging it around as pure energy or utilizing it to enhance the body are chief uses, ki is not merely a weapon. You know this, and while many use ki as a blade alone you are able to use it as a set of tools. Techniques such as healing, the creation of objects from pure ki(though exhausting), and using your mind to change and affect the world through the use of ki come easy to you, and possible non-combat applications of this energy are where your strengths lie.

All Is One [600] – Your studies into Ki have granted you the greatest revelation...All things are connected, and all things have the ki utilized in the strongest techniques you may find here. By performing a certain technique, you are able to gather non-essential ki/life energy from your surroundings, harmonizing your soul with the world around you's as your hearts all beat as one. With this, you can empower yourself for a time(as the excess chi burns off well enough n use) or a single attack with greater magnitude than any strike you could have performed while in the empowered state! Curiously enough, this seems to be tied to your origins as well...races who perform this technique on their home planet or a place that you consider home will get a monumental boost to the damage potential given by both the empowerment and the ki-infused strikes.

Got The Magic Touch [600] - Ki relies on the strength of the body and spirit. Psychic powers rely on the strength of the mind. Magic is the odd duck out, relying on a combination of the user's will and mystical energies largely external to them. A weakling little wizard could create effects that while esoteric, are incredibly potent and even a threat to strong fighters. You start being able to do things like witness the past and present using a crystal ball or divination, and can eventually view even the far future with ease. You can create clothes and items from thin air, as well as teleport somewhere so long as you can visualize the location in your mind. As you master these mystical powers, you can eventually do things like seize control of the minds of others, or even something like the legendary Mafuba - sealing away powerful foes into a mundane object they cannot escape from. However, while physical fitness isn't required to use magic, extreme effects can still drain your stamina...in the worst case scenario, something like a full power Mafuba can render you practically comatose if your body can't handle it, or even kill you if you push yourself too hard. Be careful.

Items:

[Drop-In]

Dragon Radar [100] - Taken a page from the Briefs Family, are we? This is a specialized radar designed specifically to find the legendary Dragon Balls on planet Earth, having a maximum range of about a 1,000 mile radius. Unfortunately, it cannot tell time.

Rabbit Mask [200] – It's not a bad idea to keep your head down, and to obscure your identity as well as your ability to fight - being strong in this world just means even more people will

challenge you to prove themselves, after all. This simple rabbit mask, when worn, hides the identity and fighting ability of the user until they see fit to reveal themselves. Oddly, it works ESPECIALLY well on people who know you personally, letting you obscure your identity from your own loved ones or ongoing rivals. Sometimes, the truth is best hidden away.

Crystal Ball [400] – Because observing fights in this world in person can be dangerous and incredibly painful, you now have this nifty crystal ball. By placing your hands on it and concentrating, you can view the location and surroundings of a single person or companion you know the name of. That said, ridiculous amounts of ki being thrown around or defenses against this sort of viewing can affect the 'reception' of said Crystal Ball. Still a good way to view fights or people anonymously.

Bag of Senzu Beans [600] – The legendary Senzu Beans, which will become a staple item of the world's finest warriors in a few years of time. Upon being consumed, a single bean feeds the user for several days and immediately heals injuries completely in addition to replenishing all ki, though it cannot restore limbs or bring back the dead. You receive a bag of eight of these, and they restock each month. Eight senzu beans. Restocks monthly. Yes, monthly.

[Scientist]

Bag of Capsules [100] – A special gift from Capsule Corporation to the Jumper! These are eight empty capsules that can be used to store single objects away. These are miniaturized versions of the real deal, able to store things up to the size of a grown human being. Still handy for when you want to keep your hands light, though.

Flying Car [200] – Exactly what it says on the tin! It's one of those fancy flying cars that are becoming popular to see in the city! It doesn't need refueling and can cross a small continent over the course of a single day. It's not exactly durable, though, so I don't recommend taking this into places you know there will be a fight. Comes with a capsule it can be stored in and out of with the push of a button.

Disruptor Gun [400] – Enemies in this world seem to rely an awful lot on ki and internal energies, don't they? It can be a problem to deal with such a thing if you can't match up. This experimental raygun thankfully has you covered - the beam of light this fires will immediately cause the internal energy reserves of the being struck, namely ki or similar energies, to turn on the user and start damaging their bodies from the inside out. Beings of great power or self-control can resist this,b it will still put them in a considerable amount of pain.

R.R. Blueprints [600] – These blueprints, with some near illegible handwriting of a "Dr. Gero", would set the technological landscape of Earth ablaze if someone like Dr. Briefs were to get a hand on it. Simply put, it is the rough notes for how to design and craft a perpetual energy engine. There are even a few discussions and musings on if this could be adapted to generate or enhance ki. Unfortunately the prototype alone would take the wealth of almost a nation or a ridiculously rich organization to get crafted, so it's a far path from creating some kind of augmented human...eh, that's a bit of a mouthful. Maybe android would work better?

[Martial Artist]

Gi [100] – As a martial artist, your pride is your life! And nothing shows your pride in your fighting style and name like your fighting outfit. It's styled to fit and not interfere with your movements, with custom colors and symbol representative of your fighting style(even if it's something you've made up yourself!)

Crate of Milk [200] – It makes you big n' strong! What? Drinking it? No, fool, carrying it! This is a heavy crate of milk that is especially sensitive to reckless or rough movement, a way to train your self control and control of movements. Not only that, but apparently this moo juice is something special as long as you're using it to improve ki and control of your personal energies...as well as being a good exercise.

Power Pole [400] – You could almost mistake it for the real thing! It's a red featureless pole that, at the will of the user, can extend for miles and miles while being easy to handle for you no matter the length. For when you need to poke someone from the next continent over!

Weighted Training Clothes [600] –What else do I need to say? Oh, okay. These weights of course are excellent for training and honing your body, but what you probably wouldn't realize is that when you remove them you get a strong boost in ki and your attack/reaction speed! Each time you 'cast off' these weights you'll feel that boost be added on by a substantial increment, but leaving them on to build up the biggest boosts over time is a smart idea.

[Hermit]

Ox Outfit [100] – A brutal outfit for the borderlands of Earth, the spirit of the slain creatures to craft it amplifies the apparent fear factor it gives off, otherwise it seems like a very well-made piece of outlander couture. A bikini form is available for the femme types, and if you want to double down on looking intimidating you can trade this outfit for a heavier armored set.

Turtle Shell [200] – A set of weights with strange symbols on them, they're a well-rounded exercise kit and due to the enchantments placed on them they grow as heavy as they need to be to work out those who are using them, and return to a reasonable weight otherwise.

Flying Nimbus [400] – A person-sized flying cloud that can match fighter jets in speed, normally it's only a solid cloud for the pure hearted but for you and your companions it works no matter what! A mysterious little thing, isn't it?

Water of Life [600] – Drawn from springs in the high mountains, this bottled water is greatly enthused with spiritual energy and ki! It's overall spiritually healthy and good for the soul, but the boost in ki is a temporary matter. Still, it's excellent for long term cultivation of the soul.

Companions:

The Jumper School [Free/100-300] - Have some friends you want to bring with you, Jumper? Or perhaps you want to make some new ones? You may import or create up to 8 new companions, all of which come with the Earthling race and a free background, in addition to all freebies associated with it. For 100 points for each pair, you may give 2 of these imported companions 600 CP to spend as they like, or spend 300 for all eight. Obviously, they can't buy companions of their own.

Teach A Dinosaur [200] - Of course, canon characters are also options for new companions! You may buy them for 200 points a piece, on the sole condition that you can convince them to come along and that they're alive by the time the jump ends. This doesn't mean they can't die before then, so don't worry - this is THAT kind of world.

Fission [300] - You've certainly grown in power, haven't you? Can you feel it? Your ego swelling as your power and ability does? Is the temptation too much to bear? Or is your conscience holding you back? Whether the burden became too great to bear or your body too imbalanced to reconcile the difference, half of your ego has split off into its own identity - an almost identical twin of yours, possessing your Race and all of your abilities and techniques. Typically, one half is 'pure good' and the other is 'pure evil', but this version of the technique is a bit less severe...if your other self is 'evil', it will mostly be to an extent you can tolerate, being more grumpy and reserved instead of megalomaniacal (though still very vicious towards others). If your other self is 'good', then they're more gentle and kind-hearted than you normally are, but are fully capable of making aggressive choices or decisions on their own.

Whatever this other half is, they're loyal to you (being that you're the same person and all) and count as a companion. Unusually for this technique, you can both re-unite at will back into a single being, and this will combine your respective powers for a tremendous boost in power that lasts until you divide again. They only count as a companion when independent and de-fused from you, otherwise they're just 'you'. That said, there is a downside...if one meets a final death, the other follows immediately after. Your life force is explicitly linked, so if your other self dies while separate from you and has no way to survive or cheat death, you will die with them. Try not to forget that.

Drawbacks:

A Smaller World [+0] – Those stories of the far future may intimidate you. Tyrants who destroy planets, androids that threaten an entire species, and sleeping horrors just waiting to be unearthed...such things may become alert to such a mysterious being like you, or you may accidentally awaken such a beast through fate or happenstance. If you'd rather avoid this terrible fate or risk, you may live in a world where Goku's tale truly ends after his first and fateful battle with Piccolo Jr. Gods of Destruction, the World Trade Organization, and more are simply nonexistent or beyond your reach during this decade, leaving only the issues on Earth to be concerned about.

Dragon Ball Had Movies?! [+0] - A few, actually. You may decide if the Dragon Ball movies or filler are canon for your jump purposes, along with how much or how many. Do note this only applies to the original manga, before the events of Z.

The Jumper Saga [+0] - Of course, if you don't mind staying a little longer, you may instead stay in this world for the long haul. You stay has been extended until the beginning of Age 761, where you will immediately begin the Dragonball Z jump in the same world at the end of this very jump. Good luck! That's when things get crazy!

Is It Something You Eat? [+100] – Whether you were raised as a wild child or far away from society, you don't quite -get- social interaction properly. You're not sure why people are upset about you eating food off of their table, jumping around like a moron, and...look, putting it bluntly, only Son Goku thinks how you act is acceptable. You'll be socially awkward and have trouble being accepted in polite society for this jump.

Bullheaded [+100] - There's something to be said about the virtues of determination and focus, but. There's such a thing as being too headstrong! You're now much more stubborn and unwilling to compromise, leading you to often get into contention even with your friends and allies. What's worse, is that overall you're much quicker to escalate things to violence...dangerous in a world where it's very possible to antagonize someone leagues above you in skill and power, and otherwise likely to leave harsh feelings with those you fight just for your own pride.

Curse of Yamcha [+100] – Butterflies in your stomach? A scream in your throat? An urge to run away like a scared child? Don't worry - it's just your phobia of people you find attractive! You will feel an irresistible urge to run away screaming or in embarrassment anytime you're near someone you find pleasing to look at. Don't have people you find attractive? Then you're afraid of people in general, I'm afraid. At least your companions are exempt in the latter case.

Stop Cheating! [+200] – Your life is a little more difficult, I'm afraid. Not only with the foes of this world be quick to seek you out, but they are much more intelligent and bloodthirsty than they'd otherwise be. They will fight using dirty tricks and exploit any opening they can find, and what would otherwise be silly joke fights turn into deadly situations quickly.

Ki Deficient [+200] – One of the most important aspects of being in this world, and you're absolutely tapped dry of it. Ki and internal energy reserves just don't work for you, and spiritual

power completely slips through your fingers. I hope you have some way to compensate...or to hide from the stronger foes.

Toriyama Forgot About Jumper-san [+200] - The author of the manga themselves doesn't really think that much of you, and keeps forgetting to write you into the plot. You will find that your allies and friends, including your companions, keep going off and having adventures without you. To make matters worse, you can't even enjoy things like romance or socializing for long, because everyone keeps forgetting about you, including potential mentors who become awfully scatterbrained suddenly when trying to teach you. It's you against the world...you must either hide in obscurity, or overcome your status as a side character!

The Toll of Doom [+300] – Something is wrong. A certain child, Son Goku is nowhere to be found - either long dead or taken elsewhere, beyond your reach. As the years go on, the Red Ribbon Army will rise to take over the world, backed by the sudden advancements of the androids of Dr. Gero, and King Piccolo will break free from his prison and likely fuse with his other half Kami to regain his full power not long afterwards. This will turn planet Earth into a true hell, and more and more foes will appear as if from the ether. You must either defeat them all or survive in this awful world.

Dreams and Wishes [+300] - What a joke. The Dragon Balls appear to spurn you, or even spite you - the enemies you make here and those you'd otherwise antagonize in this world will always get a chance to call upon the power of the Eternal Dragon and make their desires into reality - including ending your life and your journey, which is now a wish always on the table. While you will always have a chance to beat them to the punch...it will be frustrating to need to be on constant vigilance, as well as having to lead the chase for the Dragon balls every time. Hope you're ready to make the search.

Chain Breaker [+300] – What's this? A pair of mysterious figures seem to constantly follow you from the shadows, disappearing into a warp if you pursue them. Your enemies will suddenly and inexplicably become much stronger, even the silliest of foes fighting you with titanic power that turns an easy fight into a grueling life-or-death struggle. Who are these mysterious people…?

Managed to survive, Jumper? Whether you became one of the World's Strongest or just kept your head down, what matters is that it was entertaining for us both. With that said, let us get the usual out of the way.

Maybe I'll Try Baseball Instead - Tired of the long journey? I understand. You will return home with all you've gained.

A Home In The Countryside - Staying here? I'm not one to judge, it has its charm. You receive +1000 more points as a consolation prize. Though, uh...I'd recommend getting off-planet when certain monsters show up.

I Can Get Even Stronger! - Onwards! Proceed either to the Dragon Ball Z jump (if you chose a certain drawback) immediately or to your next jump.

Notes:

The main difference between psychic powers, using ki for utility ala Stone in a River, and magic are the power sources and the resources involved. Psychic powers require thought and willpower and tends to be easier to use off-the-cuff, ki uses your body's spiritual energies directly and more is spent the more esoteric or separated your power use is from blasts or healing, while magic uses external mystical energies separate from the user entirely with much more versatility but require a lot of focus and wind-up time to use.

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

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