
レッドリボン軍 超極秘作戦、開始！
SUPER
2022
ROADSHOW
2022DBS.COM
トラゴンボールスーパー
DRAGON BALL 超
SUPER
スーパーヒーロー
SUPER HERO
原作・脚本・キャラクターデザイン：鳥山 明
鳥山 明 渾身の一作、全世界待望の映画化！

Dragon Ball Super: Super Heroes
By Sentry342

A long time ago, there existed an evil organization known as the Red Ribbon Army led by Commander Red. Though they were seemingly defeated by the young child Goku, their head scientist, Dr. Gero, escaped and many years later was responsible for the creation of the Androids and Cell. Magenta, the son of Commander Red, has spent his time hoping to bring about the return of the Red Ribbon Army, using Red Pharmaceuticals as a front. He and his second-in-command Carmine learn of Dr. Hedo, the grandson of Dr. Gero. They hope to recruit him in the hopes of constructing androids powerful enough to defeat the heroes. So will you be joining these villains on their quest or will you assist the heroes in stopping another threat to the world.

Take these **1000 Choice Points**, they will allow you to gain a few skills to help this world. You will be spending the next ten years in this world.



Location

You can either choose one of the locations below or roll d6 and receive +100 CP to let the whims of fate decide your path.

1.) Piccolo's Sanctuary
This area is the main location Piccolo uses to train and where he stays most of the time. Admittedly there isn't much here aside from Piccolo though he does occasionally bring Pan here whenever he is training here. You will arrive outside of the valley. Piccolo doesn't seem to mind if someone else shows up, but you may want to be careful since Gamma 2 will soon show up and launch his ambush in order to test his strength.

2.) Gohan's House
Welcome to Gohan and Videl's home. This is actually a rather nice mansion that was likely paid for by Mr. Satan for his family. Gohan, Videl, and their daughter Pan all currently live here. Though Gohan seems to have become absorbed in his research paper to the point that Piccolo is worried that he's ignoring his daughter. Perhaps you could convince him to get back into training before the whole Red Ribbon debacle starts.



3.) Capsule Corp
This is the Capsule Corporations headquarters and the home of Bulma, Vegeta, and Trunks. I would advise you to be on your best behavior while you are here so that you don't make Vegeta angry. Aside from that the Dragon Balls are now kept here after the events of Resurrection F in order to prevent something like that from happening again. Soon Piccolo will arrive here in order to summon Sheron for his power boost.

4.) Red Ribbon Pharmaceuticals
This is the new headquarters of the now reborn Red Ribbon Army. Magenta and Dr. Hedo are currently using this area to produce their new super powered androids. This is a large facility filled with an entire army of Red Ribbon soldiers. If you are a part of the Red Ribbon Reborn or A Misguided Hero origins then you probably are working here. If you belong to the Defender of Earth origin then you probably are infiltrating the facility like Piccolo.

5.) Beerus's Planet
Welcome to the God of Destructions home planet. This little planet is also currently home to the most powerful beings in the universe at the moment. Goku, Vegeta, Broly, Whis, and Beerus are all on the planet at the moment so you should be careful. As long as you aren't hostile they will more than likely just be curious about how you got here. Actually while you are here perhaps you could tell them about the upcoming events. I mean everything should be under control, but it probably wouldn't hurt to let them know.

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

Time

You will be starting out a few days before the main plot of the movie begins. Depending on your affiliation you could warn the heroes of the upcoming chaos or you could try to manipulate things to your advantage.

Age and Gender

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

Origins

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

The Defenders of Earth - Free

So you are one of the many heroes who already stands ready to defend Earth. For one reason or another you have chosen to stand on the side of justice. You could be a villain turned hero like most of the Z fighters, someone with a pure heart like Goku, or simply someone who is seeking a good fight. If you wish you may choose to already be a part of the Z fighters. This may alter history depending on how powerful you are. Alternatively you could simply be a new warrior who has only arrived recently without any previous history.

Red Ribbon Reborn - Free

You are another one of the Red Ribbons many remnants. Previously many had lost hope after they learned of Dr. Gero's death, but with the discovery of his grandson Dr. Hedo the flames of revenge have been reignited. More than likely you are going to be one of the bad guys. You could be one of the more recent recruits or you could choose to be one of the survivors of the original Red Ribbon Army. This won't affect much, but it could change the position you start out in. Just remember in worlds like this power is still king.

A Misguided Hero - Free

While they did a lot of bad things both Gamma and Dr. Hedo actually aren't bad people. In fact in the case of the Gamma twins they wanted to be superheroes and now it seems that they aren't the only ones. Taking this origin places you on the middle of the field. You are more than likely a good person who has been tricked or is simply caught up in a bad situation.

Races

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

Human - Free
You are a normal human being at least for what passes as human in the Dragon Ball Super world. They are the most common species which inhabit the planet earth. In addition to normal humans this origin also covers all of the various sub-races that live on earth such as the anthropomorphic animals. Humans don't have any traits that set them apart from the other species, but they still have the potential to become incredibly powerful. Some examples of this are Krillin, Master Roshi, and Tien.

Namekian - 100 CP
The Namekians are a race of slug-like beings with green skin. They also possess antennae and have pink patches spread over their body. Aside from these physical traits Namekians also possess many unique powers. First namekians have powerful senses far beyond humans. For example Piccolo is able to easily listen in on a conversation taking place a few hundred feet away. Second, all Namekians have an incredibly powerful regenerative ability. This technique allows them to regrow entire limbs. It however is incredibly taxing on the user to use this ability. Third, Namekians have the ability to stretch their limbs over incredible distances. Piccolo occasionally uses this in combat to grab his opponents. Lastly Namekians have the ability to enter a giant form. This form does not increase their power, however it simply makes them much larger.

Saiyan - 200/250 CP
The Saiyans are one of the most important species in the Dragon Ball multiverse. This option allows you to join their ranks and acquire their power. Regardless of which option you choose, all saiyans have access to a number of powers. First you are a part of a warrior race and have the instincts befitting this designation. You are naturally suited for combat and are capable of learning combat related skills much more easily than most other beings. Second, all saiyans possess a tail that allows them to transform into a Great Ape. Their power is multiplied by 10 while they are in this state. Lastly all saiyans have the potential to unlock Super Saiyan (Technically this



isn’t true, but for the sake of this racial option it is). Super Saiyan is a powerful transformation that causes the user's hair to turn golden and their eyes to turn blue. While they are in this state their power is multiplied dozens if not hundreds of times over. This power can be trained further allowing the user to access multiple transformations. A list is provided in the notes if you want to read it. This option will make you a normal saiyan like Goku and Vegeta. Note this is in reference to their status as saiyans not their innate talent.If you pay an extra 50 CP you can become an evolved Saiyan like those from Universe Six. These Saiyans seem to naturally have a much larger amount of potential and power compared to the Saiyans from Universe 7.

Android - 100/200/400/800 CP
The classification Androids technically encompasses a much larger group of beings than just the standard types that you are probably imagining. The four types are biotechnological types, mechanical types, Bio-Androids, and New Types. Biotechnological types cover modified humans like 17,18, and 20. Mechanical types cover completely metallic androids like 14, 15, 16, and 19. Bio-Androids covers the biologically engineered androids such as Cell and the Cell Juniors. Lastly the New Type refers to superior Bio-Androids such as Android 21 and her Majin version. For 100 CP you may become one of the more common androids like Android 17 and 18. This tier covers all of the numbered androids with the exception of Cell, the Gammas, 21, and Cell Max. For 200 CP you may become a Bio-Android like Cell or the Cell Juniors from the Cell Saga. Alternatively you may become one of the Gamma androids. Should you choose that option you may choose whether you were created by Dr. Hedo alongside 1 and 2. The final option for this tier is to become a New Type like Android 21. The next option is 400 CP you may become one of the ultimate androids like Cell Max. Lastly for 800 CP you may become a perfected Cell Max. When Cell Max is revealed in the movie he was nowhere near completion. Supposedly if Cell Max had reached his full potential then he would have been even more powerful than Broly.

Angel - 1500/2000 CP
The Angels are perhaps the most powerful race that we have seen in the DragonBall universe. The role of the angels is to teach and advise their respective Gods of Destruction. All of the current Angels are descended from the Grand Priest who serves as Zeno’s attendant. Being an angel comes with a number of benefits. First, Angels do not need to eat or sleep like normal beings. Second, it is nearly impossible to kill an Angel. The only way for them to permanently die is for them to violate the Angel Laws. Third, all angels possess a number of special powers such as Ultra Instinct, Warping, and the ability to reverse time. You will start out as skilled as an average angel of your level. For 1500 CP you can become an Angel Trainee like Merus. You will be incredibly powerful with the potential to become far more powerful, but at the moment you will be the equivalent of a child in the Angel race. If you are willing to pay an additional 500 CP then you may instead become a Guide Angel. These are the Angels who teach the Gods of Destruction.You will not be forced to obey angel law or guide and train a God Of Destruction like the canon Angels you will simply gain the power and physiology of a Angel.

Racial Modifiers

Hybrid - Varies
While not particularly common there have been some hybrids shown belonging to the various races. By choosing this option you may become a hybrid like Gohan. It is believed that hybrids somehow acquire a much greater amount of potential when compared to normal members of their species. For example if Gohan hadn't stopped training then he truly could have surpassed Goku and gone far beyond his fathers current power. This is demonstrated when he did so during the Cell Games, and later during the Buu Saga. The cost you pay depends on the species you choose. You add up the cost of both species together and pay the total. You will gain all of the powers possessed by each species with the potential to surpass them both.

Legendary - 600 CP
Within each race there are unique versions who stand out as legends. This option allows you to become one such being. Your power far surpasses that of other members of your race. This also affects every other aspect of your race and any unique abilities your species possesses. An example of this would be Broly for the Saiyan option. As the Legendary Super Saiyan Broly possesses unimaginable power. The only cost is that as the user becomes more enraged they steadily grow in power. This makes it difficult for them to initially control their power and makes it more difficult to safely access it. Over time this trait however can be brought under control allowing you to use your full power without issue. If a species does not have their own version already you may design your own option within limits. For example, use Broly as a baseline compared to the normal saiyans.

Skills and Perks

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

General Perks

Cosmetic Surgery - 100 CP
It turns out that after Bulma started gathering the dragon balls she ended up using them to get cosmetic surgery done. This is a grave misuse of Shenrons power, but admittedly one of the less dangerous wishes that could be granted. This perk is designed to aid your physical appearance. First any imperfections you possess will be removed completely. Second, you will be able to stay in whatever is considered your peak appearance as you age. Even when you should be old and wrinkly you will still look years younger than anyone else your age. Lastly, this will greatly boost your attractiveness. If you were considered average then now you are a model and if you already were beautiful then you are now considered gorgeous even by anime standards.

So Lord Jumper Has a Type - 200 CP
When Broly and the rest of his group were brought to Berrus's planet the God of Destruction was asleep at the moment. So he doesn't actually meet them until after he wakes up. He decides whether or not he approves of each of the new freeloaders after he meets them. In one of the stranger moments in the movie Beerus appears to be attracted to Cheelai. Whis makes fun of this behavior after Beerus acts noticeably kinder to the others compared to his normal behavior. Like Cheelai you seem to be viewed favorably by many powerful beings. They could be attracted to you or simply be touched by the kindness that you show. Regardless of why this attitude makes it far easier to befriend them and gives you a significant amount of leeway with them. This won't make you best friends instantly, but they will be willing to treat you much better than normal even if they just met you.

You Are Now My Cook - 200 CP
Lemo is a former member of the Frieza Force who joined Cheelai and Broly. While he was employed by Frieza he primarily worked as a gopher, but he also spent a significant amount of time working in the kitchen. This time allowed him to develop his cooking skills. He learned how to use spices, cook numerous dishes, and effectively become a master chef. In fact he became skilled enough that Beerus wanted him to replace Whis as his personal chef. You are now just as skilled at cooking as Lemo. You can now enjoy your

own dishes and create meals good enough to make even the Gods of Destruction seek you out.

Where is my Daughter!! - 300 CP
Ok a lot of people make fun of Gohan after he stopped training in order to focus on his career. Despite the time he's taken off Gohan is still one of the most powerful beings in the universe. This is keenly demonstrated once the Red Ribbon soldiers show him the video of Pan after they captured her. Gohan immediately becomes serious and goes ballistic threatening them. Like Gohan you don't take kindly to threats against those you care about. Whenever someone you care about is threatened you are capable of erupting with power beyond your normal limits. The greater the danger they are in the greater the boost you'll acquire. For example when Piccolo and Pan tricked Gohan into thinking that she was being tortured Gohan immediately transformed into his Potential Unleashed form and was capable of using power beyond his normal limits. Similarly when Piccolo was about to be killed by Cell Max Gohan unlocked his new transformation Gohan Beast.

Peak Efficiency - 400 CP
While Goku and Vegeta are training on Beerus's world Vegeta focuses on mental training to refine his control. He decided to do this after observing Jiren in the Tournament of Power. It is revealed that Jiren is not that much stronger physically compared to Goku and Vegeta. Instead Jiren has refined his control to the point that he can erupt with truly explosive power greatly surpassing his normal abilities. This is why he was able to play with Goku and Vegeta when they first fought him. Taking this perk grants you control on par with Jiren granting you near perfect control of your powers allowing you to maintain peak efficiency. This does have a significant effect as even some minor skill with this training allowed Vegeta to actually beat Goku for the first time in many years.

God of Destruction - 1000 CP
The Gods of Destruction also known as the Hakaishin are one of the two beings in charge of maintaining balance in their universe. They work alongside the Angels and the Supreme Kais to ensure that the balance of their universes is upheld. Taking this perk makes it so that you were either born as a new God of Destruction or that you have instead undergone the training to become one successfully. The Gods of Destruction are incredibly powerful beings who are said to heads and shoulders above all, but the angels. The power of the Gods seems to fluctuate, but for the sake of this perk you will be equal to Beerus in sheer power. Currently it appears that Beerus is still stronger than Goku at his best, but how much stronger is not clear.Unlike canon Gods Of Destruction you will not have a life link with a Supreme Kai you will simply have the power and divinity of a God Of Destruction without the negatives.

Defender of Earth

Oh Right I Can Do That - 100 CP
While it is kind of funny it also can be rather than dangerous to forget your own techniques. This perk ensures that you will always remember all of your various techniques. This will also allow you to realize when you need to use them. For example Piccolo forget that he could turn into his giant form until Krillin reminded him while they were holding Cell Max's foot so that he didn't crush Gamma 2. This perk will prevent that situation from occurring in the future.

I'm Wearing a Disguise - 200 CP
After Piccolo was ambushed by Gamma 2 he followed him back to the Red Ribbon Armies new headquarters. Once there he knocked out a guard and stole his uniform. With this disguise he was able to infiltrate the entire facility even managing to reach the command room where Magenta and Dr. Hedo were. This perk allows you to pull off similar feats to what Piccolo did. First you gain the necessary stealth skills to follow someone without them realizing that you're tailing them. Second, whenever you are wearing a uniform or disguise no one will ever question your presence until you reveal yourself. For example Piccolo's green skin was shown in the eye section of the helmet and the other guard merely asked if he was sick.

Unlocking Your Potential - 400 CP
The Grand Elder and a number of other Namekians possess a special ability that allows them to draw out a being's potential greatly magnifying their strength. By taking this perk you can acquire this power even if you aren't a Namekian. You can use this power on any being allowing you to unleash their hidden power. The only restriction this power possesses is that it appears that you can only unlock someone's potential once or that it requires a large amount of time in between uses. Lastly this version will function similarly to Shenron's version allowing you to grant others a transformation like the perk A Little Bit Extra.

- This perk is Free for Namekians

A Little Bit Extra - 600 CP
Realizing that things are going to get serious, Piccolo goes to Dende hoping to have his potential unlocked. This unfortunately was impossible as Dende was not old enough to use the technique, but he was able to empower Shenron so that he could do this instead. This perk has two main effects based on this power. First your potential will be unlocked causing your power to increase exponentially. For example both Krillin and Gohan became much stronger after the Grand Elder unlocked their potential. Second you gain a special transformation similar to Piccolo's new transformation referred to as Orange Piccolo.

Red Ribbon Reborn

This is a Jumper Production - 100 CP
Like the villainous chauffeur Carmine you seem to have a knack for designing and presentation. Carmine was able to create a number of surprisingly well made presentations for the Red Ribbon Army. This perk grants you designing skills on par with Carmines. You can easily modify projects and presentations to follow a theme perfectly. This on its own isn't that useful, but whenever you follow a theme like this you are able to draw others into the theme. For example by making the theme after an organization others will become more loyal to the organization by watching these presentations.

Business Mongol - 200 CP
While it may have only been a front the Red Ribbon Pharmaceuticals was still a well developed company. This perk gives you all of the skills needed to build a company like this from the ground up. This knowledge covers both the legal and illegal aspects of the business. You could choose to start a successful company or you could build a perfect legal front to conceal your criminal activities.

We're The Heroes - 400 CP
When Magenta goes to recruit Dr. Hedo, he initially tricks the doctor into supporting him by telling him that the Capsule Corporation was a front for an alien invasion. You are capable of pulling off equally ridiculous manipulations allowing you to turn those who should be your enemies into your allies. In addition even if they are confronted with clear evidence to the contrary those you are manipulating will somehow justify the point of view. For example kidnapping a child isn't a very heroic thing to do, but the Gamma's and Dr. Hedo went along regardless until Piccolo managed to convince them. This perk however, would manage to prevent the last part from happening.

Reborn From the Ashes - 600 CP
The Red Ribbon Army was destroyed multiple times throughout the events of Dragon Ball only to come back stronger each time. This perk allows you to apply this concept to both yourself and anything under your command. Should you ever suffer a catastrophic defeat or have all of your forces destroyed you will be able to rise from the ashes stronger than before. For example the Red Ribbon Army became significantly stronger both times they attempted to rise again. Initially they were only a normal human organization which eventually created weapons capable of destroying entire solar systems, before finally crafting weapons that even the gods themselves would fear.

A Misguided Hero

Why Can I See His Sound Effects? - 100 CP
A honestly odd trait that Gamma 2 possesses is the ability to create sound effects in certain moments. For example after most of his attacks something like DOKKAM! might appear in bright cartoonish letters. This perk grants you this ability. Also while you might be wondering why you would want this it actually does have some valuable effects. First since this is rather strange your opponents will become distracted momentarily whenever these effects show up.

You Know Something's Wrong Here - 200 CP
As Gamma. 1 and 2 went along with the Red Ribbon Armies plan they gradually grew more uncomfortable with the situation as it became clear that they were the villains. Like the androids you are able to clearly see when someone is attempting to manipulate you. Even a true master of manipulation would be unable to trick you let alone a fool like Magenta who blatantly revealed his villainous behavior.

They're Learning as they Fight - 400 CP
Gamma 1 and Gamma 2 possessed incredible power after they were created, but this was only the beginning. As time goes on and these androids gain more experience they are capable of becoming much stronger. One of the main reasons they can do so is their ability to learn from their opponents. They can implement their opponents techniques and skills refining their own abilities. By taking this perk you can gain this power. You can't replicate unique biological abilities, but any technique or skill is up for grabs as long as you can observe it. The longer you watch the better the grasp you will acquire. For example sparring with someone for a minute might allow you to grasp the basics, but fighting for an hour could let you learn everything they know.

A Super Genius - 600 CP
Dr. Gero was truly an incredibly rare genius capable of creating wonders of technology such as Android 17, Android 18, and Cell. His grandson Hedo however is even more intelligent then he was. By age 14 he had already become a doctor, and by age 24 he had doctorates in multiple fields. In addition with a pathetically small amount of resources he was able to create low level androids using what was effectively scrap. His greatest creations however were Gamma 1, Gamma 2, and Cell Max. These androids were born nearly as powerful as a Super Saiyan God. This perk grants you Hedo's intelligence allowing you to create technology such as the androids listed above and numerous other incredible pieces of technology.

Special Techniques/Powers

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

Solar Flare - 100 CP
While this may be a utility technique it has proven itself throughout the series to be one of if not the best technique to temporarily incapacitate someone. This makes the technique perfect for making a quick get away or buying you a few seconds to charge a powerful finishing move.

Untraceable Ki - 100 CP
Ki represents the life force and power of its wielder. As a result all living beings give off their own unique ki signature. One of the few exceptions to this are cybernetic life forms such as the Androids. While they retain the ability to sense the ki of others it is impossible for others to sense their own energy. This makes it impossible for others to judge how powerful they are as well as locating them.

Destructo Disk - 200 CP
The Destructo Disk is a technique used by Krillin. The technique is incredibly useful for cutting through opponents. It may not have the sheer power as some of the other techniques, but the energy blade generated can cut through almost anything. This technique however is ineffective on beings significantly stronger than the user. For example Krillin was able to cut off Freiza's tail, but it was completely ineffective against Cell Max.

Special Beam Cannon - 200 CP
This is Piccolo's signature move and the strongest technique that he has created. The Special Beam Cannon requires the user to charge up energy in order to be used. Inexperienced users will have to remain stationary, but experienced users can move around in order to dodge while charging the blast. The main advantage the Special Beam Cannon possesses is the ability to pierce through its targets. For example most of the other energy blasts simply destroy their targets by overwhelming them. This technique however is capable of piercing heavy armor and dealing incredible damage to specific points on the opponents body.



Kamehameha - 200 CP
This is the signature technique of the turtle school and used by many famous members of the cast. The Kamehameha is used by cupping the user's hands together and chanting the technique's name. The second part isn't actually necessary, but it can make it seem a lot cooler. The technique gathers all of the user's latent energy and focuses it into a powerful blast. This technique can allow the user to unleash power beyond their normal limits and kill beings more powerful than the user.

The Fusion Dance - 400 CP
This dance is a special technique that allows two fighters of roughly equal power to fuse. This technique has been modified into a similar power. Now instead of having to perform the fusion dance you can simply touch someone and you will be able to fuse with them. You will be able to maintain the fusion for as long as you want or as long as you have energy. Should you wish to defuse or run out of energy you will immediately split apart.

Infinite Energy - 400 CP
This power grants you an unlimited supply of energy similar to 17 and 18. Androids 17 and 18 have a literally limitless amount of energy as they genetically modified cyborgs. Perhaps you are a cyborg like them or you acquired this ability through another method. This means that you can use as much energy as you want. The only restriction is how much energy you are able to safely channel at once. For example 17 and 18 are still much weaker than Goku and Vegeta despite having unlimited energy.

God Ki - 500 CP
God ki is a unique type of energy used by divine beings in the DragonBall universe. This form of ki is more powerful than normal ki. It is believed that this is due to god ki being denser than normal ki. This also makes it impossible for mortals to sense this form of ki. God ki can normally be acquired by training under an Angel or through a ritual such as the Super Saiyan God ritual. If you also possess a transformation you can combine it with god ki. For example super saiyan combined with god ki forms super saiyan blue.

Super Saiyan - 300/500/600 CP
Super saiyan is a power transformation available to members of the Saiyan race. By purchasing this power you can unlock the super saiyan transformation immediately or an equivalent to it for your race. For 300 CP you can unlock super saiyan 1 or the default form of super saiyan. For 200 CP you can unlock super saiyan 2 also known as ascended super saiyan. Lastly if you are willing to pay a total of 600 CP then you may acquire super saiyan 3. Since you are paying CP for these transformations you will start out with immediate mastery over them. For example if you purchased super saiyan 1 then you would start out

like Goku and Gohan at the end of the Cell Saga where they had mastered the transformation. This mainly means that you do not need to expend any energy to maintain this transformation.

Jumper Beast - 600 CP
After witnessing Piccolo's near death at the hands of Cell Max Gohan becomes enraged unlocking another transformation. The exact details of Gohan Beast are unclear, but this transformation multiplies the user's power massively much like the Super Saiyan transformation and makes them far more powerful than grants a truly powerful might. It is believed that this is the fusion of Super Saiyan and the Potential Unleashed forms. Since it was stated that they were unsure if Goku and Vegeta (Post Tournament of Power) could defeat Cell Max this means that this form should actually be on par with Goku while using Ultra Instinct.



Items

All items are discounted to their origins and the 100cp items are free for their origin. In addition, you gain 400cp to spend freely in the Items section. Further purchases will be discounted for items that can be purchased multiple times.

General Items

Senzu Farm - 100 CP
The senzu beans are some of the most important items in Dragon Ball. These beans possess a miraculous healing ability allowing someone to be brought from the brink of death back to their peak condition. The only problem is that the beans are incredibly hard to grow. Even Korin, the individual responsible for growing them, typically only has two to eight beans available at a time. This item was made to help deal with this scarcity issue. This is a full size farm built to grow senzu beans with the ideal conditions. You will be able to grow a stable and consistent supply of senzu beans with this facility. The facility will also come with an individual similar to Korin who is knowledgeable about the beans and how to care for them. So if you wish you may simply leave them to tend to the farm and come to grab the senzu beans whenever you need them. If the facility is not expanded it should be able to grow a few hundred beans annually.

The Invulnerable Solution - 200 CP
Throughout the movie Dr. Hedo repeatedly mentions some sort of unique chemical that he injected into his skin. It made his skin incredibly resistant to any form of physical trauma. For example Hedo is shot repeatedly, survives the aftershocks of Cell Max's attacks and lastly survives Cell Max's self-destruct sequence. Although in the case of that last one Gamma 1 was using his body to shield him as well. The exact limits of the chemical are unclear, but it did allow an otherwise normal human to survive numerous attacks that should have been lethal. You receive a case full of syringes containing the chemical along with the recipe needed to create more of it. Lastly this version of the chemical will still be effective on anyone regardless of their power level. Meaning that even some of the powerful fighters can still receive some benefit from it.

Defender of Earth

Capsule Supply - 100 CP
One of the most common, but least utilized pieces of technology from the setting are the capsules. This technology allows you to store virtually anything in a small capsule about the size of your fingers. Armor, food, and even entire buildings can be stored in these capsules. This item gives you a supply of two dozen capsules along with the blueprints needed to make more of them on your own.

Emergency Communicator - 200 CP
When things get serious the crew realizes that they should probably try to call Goku and Vegeta. To do this Bulma tries an emergency communicator that was given to her by Whis. This is a similar communicator which can be used to connect to any device or unique method of communication such as Whis's staff. In addition it will have some method to alert the person you are contacting. For example Whis's staff would glow, but this failed to get his attention as it had been covered by a tub of ice cream. Your version would have a feature such as an alarm or some sort of psychic ping to the person you're calling.

Capsule Corporation - 400 CP
So you want to jump straight into the big leagues at least when referring to the businesses here. This option allows you to purchase the Capsule Corporation in its entirety or an equally powerful company of your own design. Capsule Corp is said to be one of if not the largest businesses on earth. They have extensive facilities across the planet and cover numerous different markets. The business will come fully staffed with employees, managers, security, and everything else you would expect from a company this size.

Dragon Balls - 600 CP
Okay you were probably expecting this to show up. This item allows you to acquire a set of dragon balls. These mystical orbs are capable of allowing you to summon a powerful wish granting dragon. This particular set will be on par with the set we are shown in the movie. This version of the Dragon Balls is capable of granting three separate wishes. The only limitations on the wishes are that you can not kill someone stronger than their creator (which in this case will be you), they cannot give you CP, and they cannot be used to grant you your spark. After they are used it will take one year for the balls to recharge allowing you to summon Shenron once more.

Red Ribbon Reborn

Unlimited Cigars - 100 CP
General Red's son Magenta seems to constantly have a cigar in his hand similar to how Dr. Hedo has a supply of Oreos. This is a supply of cigars of the utmost quality perfectly suited for any occasion. These cigars have also been altered so that they do not damage your lungs. So feel free to smoke as much as you want. Lastly this will also come with the ultimate lighter which is guaranteed to work in any situation.

Magnetic Car - 200 CP
This is a luxury car which possesses the ability to float due to its magnetic suspension. This feature allows the car to float and travel at much faster speeds compared to a normal vehicle. This car is incredibly resilient to damage and capable of tanking some weaker blasts from the various fighters here. Should you still manage to destroy or lose the car you will acquire a replacement a few days later.

Red Ribbon Army - 400 CP
This does not grant you ownership of the Red Ribbon Army, but it does give you an actual army. This army is made up of numerous robots, oddly nice faceless goons, weapons, vehicles, and everything else you could ask for in a proper army. This army would be incredibly powerful in other worlds, but here it really isn't that useful when dealing with threats such as Goku, Gohan, and Piccolo. Regardless they still are elites by normal human standards and could give most sci-fi armies a run for their money.

Red Ribbon Pharmaceuticals - 600 CP
This is the option that actually grants you complete control over the current Red Ribbon Army or an equally powerful company if you don't want to be associated with them. Red Ribbon Pharmaceuticals may not be as large as Capsule Corp. but it more than makes up for it with its militaristic capabilities. The company has a number of evil scientist, low level androids, and other beings within its halls. Aside from the actual business itself the company has an extensive surveillance network covering the entire planet. For example they are able to catalog and track all of the powerful beings that live on Earth without alerting them.

A Misguided Hero

A Plate of Oreos - 100 CP
Dr. Hedo seems to have an extreme craving for Oreos. He seems to have a plate or container filled with them. These Oreos will always be fresh and stay in perfect condition allowing you to enjoy them whenever you wish. You may summon this container at will and it will always have approximately two dozen Oreos inside. Should you finish the Oreo's then you can close the container. Once you reopen the container the Oreo's will be replaced.

The Gamma Blaster - 200 CP
The Gamma blasters were two guns used by Gamma 1 and Gamma 2. These blasters are capable of firing powerful energy blasts on par with some of Piccolo and Gohans stronger blasts. They can be charged by holding down the trigger. The longer they are charged the stronger the blast they unleash. These blasters appear to have an unlimited amount of energy and may be fired rapidly.

Gamma Cloning Pods - 400 CP
While we never get to see it in action Dr. Hedo created a set of cloning pods that would allow for the creation of multiple Gammas like Gamma 1 and Gamma 2. This set of pods allows you to clone your own Gammas whenever you wish. It takes approximately twenty four hours for a Gamma to be fully grown within the pod. By default these clones will appear similar to the Gamma twins. This means that they will be identical in appearance and have a heroic personality. If you wish you may alter some traits such as their appearance and personality. They will still appear similar overall, but their features such as their "horns", gender, and other minor traits.

Cell's Rebirth - 600 CP
This is a large pod that allows you to grow beings similar to Cell. This pod combines the DNA of all of the various beings placed within. By default this will contain the DNA of all the beings used to create Cell and Cell Max. You may choose to add additional samples allowing the being within to gain new powers. Any beings created using this pod will be intelligent and loyal to you. This way you won't have to worry about creating any mindless berserkers that will go on a rampage. It will take approximately two months to create a being similar to Cell Max. This time can increase as you add more samples of DNA and boost the power of the being inside.

Companions

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

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

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

Young Protegee - 100 CP (Free Defenders of Earth)
Like Piccolo you seem to have become attached to a young fighter. This companion is an individual similar to Pan. They currently are very young, but they have the potential to become extremely powerful. They are truly dedicated to learning how to fight and wish to learn everything you can teach them. Should you cultivate their talents they could easily match some of the strongest fighters here when they become an adult. You may design their personality, appearance, and species if you wish. You may also choose any species from DragonBall even if it was not listed in the races section with the exception of Angels. If you want to choose that option you are going to have to pay for it.

Gaggle of Minions - 100 CP (Free Red Ribbon Reborn)
As a proper evil villain how can you be expected to do things yourself. That's what you have minions for afterall. Which is exactly what this group is for. This is a small group of capable minions. While they may seem like their only purpose is comedy relief this group is actually incredibly skilled and dedicated to fulfilling any mission you assign them. By default this group will be made up of twelve competent Red Ribbon soldiers. You may substitute them with another group if you wish or simply create a dozen nondescript warriors. You may freely customize the appearance, personality, and species of the group as well.

The Perfect Android - 100/400 CP (Free/Discounted A Misguided Hero)
If you are pursuing the path of science to create the ultimate Android then you are probably going to create a few prototypes beforehand. This option allows you to recruit or create one such android. The first level is the 100 CP option which allows you to create an android on par with the new Gamma models. Alternatively you could choose one of the older versions such as Androids 16, 17, and 18. If you are willing to pay a bit more than you can choose the second level for 400 CP. This tier covers the upper level androids such as Perfect Cell, Cell Max, and the other outlier androids like Android 21 or the Super Androids. You may freely design the appearance and personality of these androids if you wish. Lastly all of these androids will be completely loyal to you so you don't have to worry about becoming the next Dr. Gero.

God of Destruction - Free/500 CP
This option allows you to recruit a canon God of Destruction or to create one of your very own. This option gives one free purchase to anyone who purchased the second level Guide Angel species. If you choose a canon God of Destruction then perhaps you are taking over your possible siblings duties. Alternatively if you create a new God of Destruction then they were likely assigned to you. This option also covers any of the God of Destruction candidates such as Toppo and Jiren as well. Lastly for anyone else this option costs 500 CP due to the immense power the Gods of Destruction possess. You may purchase this option as many times as you can afford it.

Angel - Free/600/800 CP
This is the opposite side of the spectrum which gives you an Angel companion. This option is Free to those who purchased the God of Destruction General Perk. Gods of Destruction receive one second level Guide Angel for Free. They will be in charge of training you and assisting you in any manner they can. These Angels will also be loyal to you rather than their father or the other Angels. If you do not have the God of Destruction perk then you have to purchase them. The 600 CP option allows you to recruit a Trainee level Angel like Merus. These Angels are very powerful, but they are nowhere near as strong as the Guide Angels. If you want one of those Angels then you must pay 800 CP. You may freely design the appearance and personality of the Angels. Lastly you may be wondering why these options are relatively cheaper. These Angels will not go out of their way to handle every issue that you face. They will try to guide you so that you can handle it yourself. For example Whis refused to beat Broly when he easily could have. Instead he simply bought time for Goku and Vegeta so that they could handle it themselves.

Drawbacks

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

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

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

The Dragon Ball Universe - 0 CP
The Dragon Ball universe is much more expensive than this one movie. This drawback acts as a toggle for two features. First if you wish you may alter the point you arrive at in the jump. You could choose to arrive all the way back at the beginning of the Dragon Ball series when Goku was a kid if you wish. The earliest point you can choose is before the Saiyans arrive on Planet Vegeta during the events of the Episode of Bardock. The latest point is shortly after the main events of the jump finish. This will not allow you to escape drawbacks so keep that in mind. The second main feature is that this allows you to decide what parts of the Dragon Ball universe you want to be canon. Perhaps you could change some of the events that occurred, decide what movies actually occurred, and any other properties related to Dragon Ball such as the events of Xenoverse. The only restriction is that you cannot erase the danger of the jump. So you can't kill Frieza or the Androids as an example.

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

I Need to Find My Glasses +100 CP
I'm not sure if this has always been a thing, but apparently Gohan actually can't see very well when he isn't using Super Saiyan or one of his other transformations. By taking this drawback you suffer from the same issue. When you are in your base form or the equivalent for your species you will require glasses in order to see properly. This issue

however will be removed any time you are wearing glasses or using some form of transformation. I'm not sure why it works this way, but it does.

I Never Got My Driver's License +100 CP
One of the amusing call backs the movie has is when Piccolo tries to fly one of the Red Ribbon Armies jets he crashes into a billboard. When questioned about this he defends himself saying that he never actually got his drivers license. By taking this drawback neither did you. This drawback removes all knowledge and any skills you possess related to operating vehicles. If you are going to move far distances in this jump you are either going to need someone else to drive you or you will need to fly.

You're Really Short +100 CP
It seems like Krillin and Magenta you are a rather short individual. This won't have any major effects, but will have a number of minor issues in your daily life. First you will obviously need a ladder or the ability to fly if you are going to reach anything high up. Second, this actually can make combat a bit more difficult as your limbs are shorter requiring you to get closer to your opponents. Well this isn't the worst thing that could happen to you so have fun in the jump. If you want you can keep your short form as an alt-form post jump.

We're Kidnapping You +200 CP
Ok well it seems at some point in your stay you will be kidnapped. This doesn't mean that the people who attempt to do so are actually going to be extremely dangerous, but you will be compelled to go with them for some reason. For example Pan went with Piccolo to trick Gohan so that they could make him take his training seriously once more. So overall these situations may not be extremely dangerous, but they will quickly prove to be irritating. I hope you enjoy dealing with all of this crap throughout your stay in the jump.

How Did You Drop The Senzu Bean +200 CP
After the fight with the Gamma Androids, Piccolo gives Gohan a senzu bean so that he could heal. For some reason Gohan dropped it and it fell down an endless chasm. It seems that like Gohan you now tend to drop or lose incredibly important items in equally important moments. So hopefully no one ever trusts you to hold on to the healing items or the emergency beacon needed to contact your more powerful allies.

Uncontrollable Fury +200 CP
One of the side effects of Broly's transformations is that he becomes incredibly angry. As his rage worsens his power starts to spiral more and more out of control. Taking this drawbacks grants you Broly's anger issues. The more of your power you use the angrier you become. Using about half of your power could make you slightly irritated. Bumping it up

to 75% could actually make you angry. Powering all the way up to 100% would cause you to enter a berserker rage. The only way to deal with this is to get yourself under control before you lose control or to be snapped out of it.

Pick Up The Damn Phone! +200 CP
When things get serious the crew realizes that they should probably try to call Goku and Vegeta. To do this Bulma tries an emergency communicator that was given to her by Whis. Unfortunately this failed as it had been covered by a tub of ice cream that Beerus had thrown. While you are in this jump any attempt to contact you that you do not initiate will fail. This will cause some major issues whenever your friends are in need. Hopefully one of them has a way to quickly reach in person.

When Was the Last Time You Trained +400 CP
Gohan used to be the most powerful warrior in the DragonBall series. Unfortunately after the Cell Games he stopped training and started to lag behind the other warriors. For example both Goku and Vegeta surpassed him once more and he faded away. Like Gohan it seems that it's been quite a while since you actually bothered to train. Due to this all of your powers and perks will only be functioning at 50% of their full power. You however can train in order to bring them up to their full power. It will take approximately five years of extremely intense training in order to bring them up to your normal maximum strength.

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

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

Don't Tell Me Something Else is Wrong Now +600 CP
Throughout the DragonBall series there are many different threats. Every time one is defeated a new threat appears shortly after. Taking this drawback will enforce this issue. During your stay in the jump you will have to continuously fight new threats over and over.

Their power will increase continuously so you better keep up your training in order to handle these new threats. They will start out as minor threats, but if you do not improve your own power they will quickly become as strong as you before surpassing you. In addition these threats will actively focus on you. You will still be able to get help from some of the others here such as the Z-Fighters, but they may not be able to provide much help depending on how powerful you are.

Broly Unleashed +600 CP
After the events of the previous movie Goku brought Broly to Beerus's planet in order to train him. While they are training Broly nearly loses his control until Goku manages to snap him out of his growing rage. By taking this drawback you will somehow encounter Broly during your stay. For one reason or another he will lose control and reach his full power. When this occurs you will have to somehow have to defeat Broly. To make this even more difficult Goku and all of the other fighters who are strong enough to help you will be busy. Remember it originally took Gogeta Blue to defeat Broly at his maximum power.

The Ultimate Android +600 CP
In the Movie Cell Max was unleashed before he was truly ready. He normally would have required a much longer amount of time to finish growing. By taking this perk however you will allow Cell Max to unleash his full power. This will have a number of effects on Cell Max. First he will turn into his perfect form rather than his semi-perfect form. In addition, Cell will actually possess an intact mind. Cell Max was a complete berserker incapable of complex thought so this actually makes him far more dangerous than he was before. Keep in mind Cell Max in his original state was only defeated after Gohan unlocked his new transformation.

Ending

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

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

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

Notes

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

Super Saiyan

- Pseudo Super Saiyan
- Super Saiyan
    - Super Saiyan Second Grade
    - Super Saiyan Third Grade
- Super Saiyan 2
- Super Saiyan 3

Special Variations of Super Saiyan

- Super Saiyan 4 (not canon in Super)
- Super Saiyan God
    - Super Saiyan Blue
    - Super Saiyan God SS Evolved
- Super Saiyan Rose
- Legendary Super Saiyan

Changelog

- Jump in Progress
-