Dragon Ball Fu

v1.13
by DeverosSphere

Big thanks to Masako X for inspiring this.



Hi there, I'm Fu. I've been using this trick to make Time Rifts and to play with history.

What's that? The Time Patrol?

Oh, don't worry about them. The Time Rifts I'm using create fake timelines. They aren't even connected to the Book of Beginning and the End. It should be completely safe to play with these histories, just so long as you don't anger the fake Zalama or Zeno.

The problem is, I've been getting a bit bored lately. Most people act and do the same things every time Goku wants to fight, Vegeta lets Cell transform, Oolong wishes for Panties. I need something to shake things up.

So I thought, why not outsource my rifts? I could add someone in as the new X factor and see what happens.

Then, lucky me, you showed up!

So have you ever wondered about how the story of the dragon balls might have turned out differently had there been different choices or decisions along the way?
What If Vegeta had been the first Super Saiyan?
What If the Namekians were the warrior race and the Saiyans the pacifists?

I could ask you hundreds of questions like these, but I've already seen them so the real question is, what is your What If?

You're going to be here for 10 years, so take this:
+1000 CP

What's your Setting:
So starting off, when you are thinking about your Time Rift's "What If", think about its premise. What changes in events make your timeline occur? For example, this is what happened with the last few I played with:

- **What If Frieza was sent to earth?**
    - Lord Cooler betrayed and killed King Cold. After King Cold's death, the attendant Berryblue managed to have the infant Frieza sent to a weak planet called earth. The young Frieza was found by master Roshi and raised as his Grandson.
- **What If Raditz turned good?**
    - Raditz survived his first encounter with Goku and Piccolo, becoming badly injured from the battle. He was then disowned by Vegeta and Nappa for being weak, with the two clearly intending to kill him. Out of desperation, Raditz joined forces with the Z-Warriors against the Saiyans, hoping to prevent his execution.
- **What If Broly Joined the time patrol?**
    - In Age 850, Trunks used the Dragon Balls to summon a strong ally, someone with the kind of power to help him defend time itself. Surprisingly, the person who appeared before him was a young Saiyan wearing a fur pelt and a shock collar.
- **What If Vegito became the Super Saiyan God?**
    - In this Time Rift, the Potara earrings were actually permanent, and not even the dragon balls could separate Vegeta and Goku. When Beerus arrived, Vegito used instant transmission to get Tarble for the ritual and fulfilled the prophecy.
- **What If Present Cell lived?**
    - Krillin and Trunks were unable to find Dr. Gero's basement lab and in Age 788, Cell awoke. The green bug man was able to sense energy and knew how underpowered he was. However, thanks to the arrival of Super Android 17 he was able to go beyond perfect and become Superior Cell.



Timeline:
Now we have our premise, the next part of this is deciding when in the normal timeline you want to appear. This will function like an origin and choose what discounts you get later on. Oh, If you have a Jump Doc for the Timeline you picked, I'll be nice and say you can use it for this Jump.

- **Dragon Ball [+100 CP] -** You start on earth in Age 749, the same year that a young girl should have met a boy with a tail. At this time, the villainous Emperor Pilaf is searching for the dragon balls to make himself the ruler of the world. Soon the Red Ribbon army will begin searching for the balls, the crane school will join the martial arts tournament and the Demon King Piccolo will be freed to begin his reign of conquest and destruction.

- **Dragon Ball Z [Free] -** You start on earth in Age 761, the same year that an alien pod is supposed to arrive with its occupant searching for the Saiyan Kakarot. Normally, about a year after this time, the Saiyans will attack earth. Not long afterwards the vile lord Frieza will journey to the planet Namek for its dragon balls. About four years after that, Dr. Gero will release his androids upon the world. Lastly, five years after Gero, Babidi will attempt to revive Majin Buu. but you might miss that last one if you stay less than 13 years.

- **Time Patrol [Free] -** Unlike the other choices, you will start outside the standard timeline during Age 850, 852, 1000 or even Age 2016. At these points, the time patrol continues to fight against the villainous Time Breakers. Said time breakers will cause numerous issues to the timeline by empowering villains and changing the past, all in order to gather energy as a part of their goal to break the seal on the Demon Realm.

- **Dragon Ball Super [-100 CP] -** You start on earth in Age 778, the same year that the God of Destruction Beerus awakens from his latest nap and begins his search for the Super Saiyan God. Normally, about that time, Frieza will be resurrected and seek a new power before attacking the earth. Shortly afterwards a tournament should begin between universe 6 and universe 7. Vaguely in this timeline, Zamasu enacts his Zero Mortal Plan. Then at some point Zeno announces the tournament of power. There may be some more stuff that happens, something about a new Saiyan called Broly, a world-eater called Moro and something about cereal, but I can't remember it all right now.

- **Dragon Ball GT [-100 CP] -** You start on earth in Age 789, the same year that emperor Pilaf was supposed to use the red star dragon balls to accidentally make Goku a child. In this time, the Tuffle Machine Mutant Dr. Myuu will complete his ultimate creation to exterminate the Saiyans and restore his kind. Soon afterwards the dead villains of the past will rise from HFIL alongside the arrival of Hell Fighter 17. Finally, the hubris of the past will corrupt the dragon balls, leading to the birth of the 7 Shadow Dragons.

- **Dragon Ball Evolution [+700 CP] -** Really? That's clearly a mistake, you don't know what you're doing, this timeline is terrible. But hey it's your choice. You get more points, but I didn't prepare any perks or items for this timeline so it isn't profitable. It's just really, really dumb… Ok fine, I will put something in there, just give me a minute.

Perks

The **100 CP** Perks are free for your Timeline, and All other Perks for that Timeline are discounted to half price.

You need to set **Narrative Perks** before you start the jump, with those Perks altering the world to accommodate your changes. These changes could have knock on effects, with history bending to accommodate your choices or alter events that haven't happened yet.
In other words, you can apply **Narrative Perks** to change the story you're jumping into.

Just be careful not to anger that world's version of the time patrol.

General Perks

- **New Body, Who This? [Free] -** So now we've answered the what and when. How about who? With this **Narrative Perk,** you can choose "Who" you want to be in your Jump even when the option is not otherwise available. Instead of being given an entirely new body, you will be able to take the body of any one person who should exist in your setting at the start of your Jump. Just please pick someone relevant, otherwise it's boring for me to watch. Don't worry, you won't just be gaining their body, you also get their power level as well as all of the knowledge, memories, and skills they had before you took over, normally means that no one can tell the difference. You will start the way that they would be in your "What If" reflecting your changes to their background and history, placing you somewhere possibly unexpected to start with. Assuming you make it to the end, you will be able to use your new body as an alternative form post jump.



- **It's Been A Year If It's Been A Day [Free] -** You can use this freebie **Narrative Perk** to extend the duration of a Jump beyond its normal 10 years up to a maximum of 100, but you gotta choose how long before you start. You can also use this to end a Jump before ten years if the main events are over, and you have Jumpchan's permission.

- **A battle power of just 2 [Free] -** When you enter into a Jump, the people there often have fantastical powers that the native people of that world have potential access to. When you start each jump, this perk will gain Toggleable Sub-Perks which contain the basic ability to use any powers that virtually all natives of that world naturally have the potential to use, such as Ki from Dragon Ball and potentially Magic in other settings.

- **Paragus's son was born with a power level of ten thousand [Free] -** Sometimes things happen before the plot starts, and sometimes you want to be a part of them. Well, from now on, when inserting into a Jump with a history, you can choose to start in that world from birth or from a specific point in time. This start time can be set against either your new body's age or the date on the calendar.

- **Like an Old Suit [-50 CP, requires "New Body Who This?"] -** So you want a body but are stuck on the whole stealing a body thing? Well, using this **Narrative Perk,** you can set **"New Body Who This?"** to retroactively fuse your soul, essence or whatever else with your target since before they were born, locking your knowledge, memories, perks, powers and items, until the preset time is reached, or the Jump starts you will regain your knowledge, memories, perks, powers, and items while retaining what you gained throughout your selected life.
  A special form of plot armor can be set so that you follow expected canon while you unconsciously live as they normally would, this plot armor also keeps hidden and protected from outside interference, death, and harm that do not occur in canon.

- **That's not in the Book [-50 CP] -** You might consider it awkward if everyone recognises your friends and companions from TV, so if you use this **Narrative Perk** you can selectively add or exclude works of fiction from existing in the setting.

- **To Be Continued [-50 CP] -** At the end of a Jump, you can use this **Meta Perk** to gain an additional **End Choice** named **Pause.** This option will stop all forms of time within that Jump's Continuity so that if you use another Jump-Document in the same continuity you can continue the Jump where you left up to an appropriate time for the new Jump.

- **I Know That Guy [-50 CP] -** Yeah, sure they do. This **Narrative Perk** allows you to alter your Jump history from before the jump started, but only your own. While inserting as a canon character such as Goku, you could change where the Saiyan pod they were sent off from Vegeta landed, causing him to grow up on a different planet with a different family or prevent Goku from looking at the moon the night he killed Grandpa Gohan, leaving him alive when you start. If you use this while choosing to be a drop-in, you could completely customize your personal history so long as it works within the setting.

- **It's Just A Trick! [-100 CP, Requires “I Know That Guy”] -** Everyone listen to the Great Mr. Satan, this is all a trick! Well, it’s not really, but they don’t need to know that. While you have this perk **Toggled** on, anyone who sees you use any Powers, Perks or abilities that are not native to the setting will justify or rationalise it as whatever they can think of from the setting.

- **Wait, Ghosts are Real? [-200 CP, Requires “I Know That Guy”] -** I'm Going Ghost! What do you mean they don't exist, of course ghosts are real. Admittedly, this type of ghost isn’t normally native to the Dragon Ball universe, but we can change that. Using this **Narrative Perk,** you can retroactively add any race or power type you possess to the setting, with some control over how and why it did not appear in canon.

- **Is Nappa wearing a toupee? [-100 CP] -** Why settle for default? With this **Narrative Perk,** you can choose and change any character’s in-universe age, gender and general appearance, but the chosen values must be within valid parameters for that character. As far as anyone knows, that is how they have always been.

- **Princess of all Saiyans [-50 CP, Free with “Is nappa wearing a toupee?”] -** I know how vain some jumpers can be: with this **Narrative Perk** you can change your new bodies in-universe age, gender and general appearance; this must be within valid parameters for your character.

- **But it’s not in-Saiyan [-100 CP] -** Sometimes the society in a setting isn’t acceptable for what I want to do, so why not use this **Narrative Perk** to change the way the social mindset swings and specific legal aspects? With this, you could make people more prudish about celebrity news or remove stigmas from specific substances or relationships. Hell, you could even set up a legal layout for the purge if you wanted.

- **What’s his Power Level [-200 CP] -** This **Narrative Perk** allows you to control the excitement and danger level of each Jump. This can be used to create episodic adventures with new threats, raise the power of the continuity, or create new filler arcs.

- **Frieza told you it had been struck by a massive meteorite [-200 CP] -** Why did King Kai think planet Vegeta was blown up by its guardian? Why did no one remember Beerus asking Frieza to blow it up? Well now, using this **Narrative Perk,** you can control who or what is actually responsible for specific actions or events. From this, you could make Brolly responsible for the destruction of planet Vegeta, you could make Bulma the one who killed Grandpa Gohan, you could even make it so that Mr. Satan genuinely defeated Perfect Cell!

- **Canon or Cannot [-200 CP] -** When they say “pick your battles” I doubt this is what they had in mind. When you start, you can use this **Narrative Perk** to choose what extended media is canon to your “What If”. Maybe you like “Dragon Ball: Sleeping Princess in Devil's Castle”, Dabura might mention it. Perhaps you like both “Dragon Ball Z: Broly – The Legendary Super Saiyan” and “Dragon Ball Super: Broly”, Vegito might think It's odd how the two Legendary Super Saiyan’s are both named Broly.

- **Prepare the Canon [-100 CP, Requires “Canon or Cannot”] -** You know, sometimes I think things are true, but because we’ve never seen them in any of the stories we don’t have any evidence for or against. Does planet Metamor still exist or did Frieza blow it up, King Cold always stayed in his second form because he hated being short, Saiyan like animal people live in Universe 9, Beerus and Champa are the same species as Disupo, the Misty Archway is the secret fourth Deathly Hallow- wait, that’s the wrong universe. Regardless, using this **Narrative Perk** you can make your head canon, canonical.

- **You're the me from over there [-300 CP] -** Time for a crossover! With this **Narrative Perk,** you can save echoes of characters at any point in any Jump or Time Rift and import them into the new one. This is a good way to see if SS4 is better than SSGSS.

- **I traveled here in a Time Machine [-100 CP, Free with “You're the me from over there”] -** Yeah, I know it’s a bit gimmicky, but sometimes having someone show up from another timeline can be really cool, and using this **Narrative Perk** you can pre-set the arrival of characters from those timelines using **Narrative Perks** to control over their past. They can arrive in a couple ways, they can physically come from another timeline that actually exists, or you can have them wake up one day with the memories from a future that doesn’t exist with or without an explanation as to why it happened.

- **These two universes are remarkably similar [-100 CP, Requires “I traveled here in a Time Machine”] -** Why stick to the future when you can reach out to the multiverse! Using this **Narrative Perk,** you can control how many parallel worlds or alternative timelines exist within your continuity and can use any **Narrative Perks** you have to customize them further.

- **Dream 9+ [-100 CP, Requires “You're the me from over there”] -** You think I short-changed you? Fine, this **Narrative Perk** lets you combine multiple settings or Jump Docs into the same Jump as one setting, an amalgam, crossovers or cameo equivalents.

- **I was worried they’d count you as one of the bad guys [-300 CP] -** Who’s to say what’s good and bad, well you are now. Using this **Narrative Perk,** you can control how good/evil someone is or when they go the other way. This could include turning Frieza Good, making Goku stay as Kakarot or even completely inverting the moral compass of the whole setting!

- **The Wider Scope [-400 CP] -** Why stick to just changing individual people when you can change them all? With this perk you can now apply any normally single-target **Narrative Perk** to target a percentage, selection or demographic of your choice with specific alterations or apply generic averages to the general public. For example, with a **Narrative Perk** that lets you change a character's eye colour you could give all men green eyes, give 20% of every species blue eyes, give every left-handed Yardratian yellow eyes and make every woman born on planet Vegeta have red eyes.

- **My name is Goku, and I'm a Saiyan from Earth. [-400 CP] -** Well, not necessarily. With this **Narrative Perk** you can change things up, making any character any race you like including hybrids and change where they are supposed to start.

- **And then we can wish Raditz back to life. [-600 CP]** - What happens when you die? Truly life's greatest mystery; well, for other people. For you, the dragon just brings you back. With this option, if you are dead for a year, then your own personal Shenron brings you back to where you died. Yes, I know it's inconvenient to wait around for the dragon, but at least this world has an afterlife. Just hope the planet didn't get blown up while you've been gone. I'm sure if you ask nicely, they will let you hang out in the afterlife while you figure out a ride home. This Perk is not a **1-UP,** but will prevent a chain fail, so long as you have at least 1 year left in the Jump.



Dragon Ball

- **I like marshmallows! [-100CP] -** Taste is subjective, or at least it was. With this **Narrative Perk,** you could make anyone like or dislike any food. Maybe Buu hates candy or Beerus loves the taste of sprouts, you could even make Whis hate pudding, just think of the possibilities.

- **You little freak! What do you think you are doing?! [-200CP] -** I swear it's all a misunderstanding, and with this **Narrative Perk** she'd believe you. This setting lets you change the basic personality levels of any character. Have you ever wanted to see a trusting Bulma, a chill Frieza, a cunning Buu or a kind Zamasu? Well, now you can.

- **Who is Fortuneteller Baba? [-300CP] -** I don't know and neither does anyone else, are you sure you don't mean "Ghost Summoner Steve", Roshi's accountant! Yes, with this **Narrative Perk,** you can replace canon characters with either an alternative official equivalent or a new OC character. With OC characters you can decide who they know and who they are related to, but with replacement characters you will need to fit them into the continuity so that they know who the original knew. Unless you have the **"I want to be drop-dead gorgeous!**" **Narrative Perk** these OC's are the same race as the original or just Generic Humans.

- **Goku! Wedding is not a food! [-400CP] -** Poor Chi-chi; she loved Goku so much, she did, but she doesn't have to. With this **Narrative Perk,** you can change the relationships of anyone in the Time Rift. Perhaps Bulma hates Vegeta, maybe Frieza loves monkeys, you could even do the impossible and make Roshi a hit with the ladies.

- **The Future? It couldn't hurt to take a peek. [-600CP] -** I know I said you had to start in a specific year, but with this perk you don't have to. You can change the date you enter a Jump or Time Rift to any year on the timeline and if you choose to you can use "**New Body Who This?**" on any target that existed at the time.

Dragon Ball Z

- **Does a machine like yourself ever experience fear? [-100CP] -** They do now. That is, if you want them to, but It's not only machines: if you want Frieza to be a coward or Kid Buu to think more like a real kid? Now they can be; with this **Narrative Perk,** you can change the emotional and mental state of any target.

- **It's Not An Overseer That The Earth Needs Right Now [-200CP] -** Why was Kami the Guardian of the Earth when there were so many better options? Why wasn't it Tien Shinhan, and why wasn't Dabura the galactic emperor? Well now they can be. You can use this **Narrative Perk** to change the occupation of anyone in the Time Rifts universe.

- **While you've been taking it easy, I've been developing a new attack. [-300CP] -** Everyone knows the Kamehameha and the Solar flare, why are the techniques always the same? At least Vegito had the Final Kamehameha. Well, with this **Narrative Perk** you can now design custom techniques and choose who knows them. Just keep in mind that the more powerful techniques tend to drain more energy.

- **I'm not talking about Goku. [-400CP] -** Why is Goku always the main character? Why does he always have to beat the bad guys? Well, with this **Narrative Perk** he doesn't, and you can pick one person to be the protagonist of your Time Rift or Jump.

- **This isn't even my final form [-600CP] -** It's interesting that Saiyans turn into big apes, Zarbon can look like a monster and Namekians grow giant, but humans never change. Not anymore, using this **Narrative Perk** you can pick as many races to have as many physical transformations as you want. You can change their appearance as much as you want and how change affects them, but keep in mind this won't bring about any certain hair colors or golden transformations.

Time Patrol

- **Boring [-100CP] -** What do you mean? This is supposed to be fun. Oh well, if you want to, you can set it so that when things are getting too boring you can choose for your body to go on autopilot. You could set a timer or alert for when specific events happen, but it will switch off if something interesting happens.

- **I Don't Know Who You Are, But Thank You [-200CP] -** Why, I'm your old pal Fu, of course you remember me; or at least you could. With this **Narrative Perk,** you could change who knows what secrets and who knows who when the Jump begins.

- **I want to be drop-dead gorgeous! [-300CP] -** Fine, fine. If you want to insert your own OC that badly, you can do it with this **Narrative Perk**. You can pick a race that exists in your Time Rift or Jump to create your "Original Character Do Not Steal", but unless you use "**Is Nappa wearing a toupee?**", they will look like a generic member of that race with no one knowing who they are. Oh also, unless you change it using other **Narrative Perks,** your power level will start in line with Yajirobe. Don't worry, if you put in the time and effort, you should be able to catch up and keep up with the power scaling.

- **I really should get out and exercise... [-400CP] -** You know how some people think Intelligence is more important than strength? Well, I say they are both important. With this **Narrative Perk** you can alter anyone's base power level, their intelligence and each one's growth rate, Just keep in mind the power scaling.

- **My Time To Patrol [-600CP] -** As a time patroller you can visit other timelines; it is supposed to be your job after all. By picking this perk, you can choose 1 other timeline and gain all discounts for its perks and items. You can purchase this multiple times.

Dragon Ball Super

- **My ears do more than just frame my face [-100CP] -** As far as experiment potential goes, this **Narrative Perk** is a personal favorite. You can now add, remove and change the physical features of any race as well as how efficient they are. Should Tien Shinhan's third eye see Ki? Should all Saiyans have twin tails for flight? Should the Namekians lose the antennae and gain a full head of luscious hair? That's up to you, now.

- **All Hail Vegeta, Prince Of No One. [-200CP] -** Why does no one follow him; after all, he is a prince? Then again, he doesn't have to be. Should Bardock be the King of Vegeta and Piccolo the prince of earth? However, what is a king without followers? With this **Narrative Perk,** you could grant or remove any peerage ranks or titles. You can also make as many people you like their loyal subjects, followers, or supporters.

- **An angel? So Whis is an angel? [-300CP] -** Yes he's an angel, I'm mostly a demon but who's counting? What about Kryptonians, Daleks, Tauntauns, Elves or even Muppets? With this **Narrative Perk,** you can make any race from your previous Jumps canon and local race's non-canon. You could even invent an OC race, but unless you have other **Narrative Perks** your customisation is limited, and power wise they'll be kind of average.

- **How does a Saiyan have such incredible power? [-400CP] -** Why should Saiyans be so strong? Why are Shamoians so weak? Well, they don't have to be; with this **Narrative Perk,** you can change the average power level and growth rate of every race.

- **Just call me Golden Frieza [-600CP] -** Training really worked out for Freeza, but why stop there? Why not a Golden Namekian, a Legendary Super Human or even a Mega Ultra Chicken? Yes! With this **Narrative Perk,** you can pick as many races to have their own golden form in the same vein of Super Saiyan or Golden Frieza, as well as how much of a boost that gives. Also, if you already have the **Narrative Perk** "**This isn't even my final form**", you can add as many additional number and color forms as you want. Just watch out for Super Human God Super Human Krillin, he's tougher than he looks.

Dragon Ball GT

- **He told me Mister Satan is...the world's hero. [-100CP] -** Sorry Uub, he lied to you, and with this **Narrative Perk** you can copy that trick. You can make great heroes be seen as the most vile villains, you can turn nobodies into the greatest champions, and even give galactic emperor King Cold a 100% approval rating. With this, you can bestow the credit and blame for anything on anyone, even if they don't necessarily have the power to back it up. I'm sure Vegeta would feel fairly disappointed when he finally gets around to taking vengeance on Hercule Satan for blowing up his planet Vegeta.

- **No! You're not my grandpa! [-200CP] -** You say that, Pan; but well, actually, with this **Narrative Perk** you can change who is biologically and sociologically related to who. You could make Turles the older brother of Goku. In fact, you can go as far as making it so that Yamcha is Trunks' daddy, but unless you make the mommy a Saiyan, Trunks would become a full human. It's basic biology, don't you know?

- **A thing of extraordinary magic and power [-300CP] -** Well, the dragon balls are magic, and Babidi uses magic. Ok, I see your point. Fine. With this **Narrative Perk,** you can add other power systems from worlds you've Jumped to before into the Time Rift. You can also set who can use them. This won't change how powerful people are, just what kind of power they use. I wonder what Goku's Stand would be? Imagine how hard it would be to take down Awakened Sharingan Freeza? Would anyone be able to stand against Yamcha, the chosen successor of Hokuto Shinken? If you have the **Narrative Perk** "**You're the me from over there",** you can also import characters from past jumps either as they were in your jump as a drop-in or make them canonical with a local theme change and world relevant powers. You could, if you choose, to make all of the different power types come from a unified power origin so that, for example, the Force is the origin of magic, or you could make them all separate such as Ki coming from the body, Aura coming from the soul and Hamon coming from the sun despite them all functionally being very similar.

- **So...uh...do I have to go back to school now? [-400CP] -** Battle Shōnen are so overdone, perhaps we should use this **Narrative Perk** to change the genre? Goku could be the protagonist of his own school harem, Gohan could start working in an office comedy drama, and why don't we send Trunks off to his own Isekai? I mean, his future self already had the sword for it.

- **Now, witness the wrath of a Tuffle reborn in a Saiyan body! [-600CP] -** Perhaps Captain Ginyu was right? Why stick to the one body when you can hop about as you please? With this perk you can swap to any other person gaining all of the knowledge, memories and skills that they have. Don't worry about your old body, they will go about thinking that they made all those choices. Just remember that you can only keep one body per Jump.

Dragon Ball Evolution

- **Somewhere Else [-100CP] -** Ok, you made me desperate. Anywhere, literally anywhere other than Dragon Ball Evolution… Well, almost anywhere. With this **Narrative Perk,** you can change the setting of a jump to be any setting of a similar power scale to the one in the jump-doc including Fanfics, just so long as that setting isn't Dragon Ball Evolution. Oh, be warned that this can't be used on **Out Of Context Supplements** so you can't go to a setting it doesn't allow, and you can't cheat on Drawbacks that alter a setting like an AU drawback or a Random Setting they override Perks. Any drawbacks you do take are going to apply to the new setting, with reality changing until the drawbacks make sense in that universe.

Items

Ok, let's get down to all the goodies you can take with these toys going into your chosen scenarios. Don't worry, as far as everyone is concerned you always had those on you, and best of all you can keep it post jump once all this is over.

For the discounts, the **100 CP** Items are free for their timeline and all other Items are discounted to half price for their respective timeline.

General Items

- **Timeline Media [Free]** - Why live it when you can watch it? With this, you can have all Dragon Ball media relevant to your selected timeline. This stuff includes manga, anime, movies, toys, and games in every format with all required equipment to use it. This stuff is fun and good for research.

- **Bag of Zeni [-50 CP] -** What's Zeni? Oh, it's a form of currency that is used across large parts of this Earth. At some point, the 10,000 Zeni bil even has the "hero of earth" Mr. Satan appearing on the front of it. Each purchase of this item comes with a nice self-cleaning bag containing 100,000 Zeni, the perfect nest egg for starting a new life in our little time rift.

- **Capsules Corp Case [-50 CP] -** The Brief family, truly scientists after my own heart, and this is the product that made them the success they are today. These six small capsules can do it all: a house, an electric rice cooker, a motorcycle, a small submarine, a small jet plane and even a hover vehicle that is shaped like a specific pink pillar. Best of all, they come with a carry case with the Capsule Corporation logo, what more could you want?

- **Authentic Wig [-100 CP] -** Once per Jump you may choose to receive a wig that perfectly matches the hairstyle of any character, actually made from that character's hair. If the hairstyle chosen is a transformation, the hair will remain in the state of that transformation.

- **Wood from the Tree of Might [-100 CP] -** Why would you want wood, you may ask? Well, this isn't any old wood, this magical wood comes from the Tree of Might, which drains energy and life force from the planet to produce a divine fruit which contains that power in a condensed edible package. What? No, this isn't the fruit, just the wood, but you get, like, a ton of it every week, and unlike normal wood, this wood is stable and won't disintegrate unless you choose for it to! Why would you want this? Fine, I don't know, I just thought it was cool!

- **Dragon Ball Glass [-200 CP] -** No, this isn't a Dragon Ball per se it's just the raw material and instructions required in order to make the nearly indestructible material that the ball part of Dragon Balls are made from. The problem is that without knowing how to make the stars, the best you can make with just this recipe is damn good armor or a badass paperweight. It's orange by default in the recipe, but has notations on how to make other colors.

- **Distorted Time Egg [-200 CP] -** How did you get that? I'm going to have to go back on what I said, you can't take this into the Time Rift. Trust me, you don't want to see what happens if you activate it inside a rift. Why? Well, you can activate this egg to make new Time Rifts for any setting you can formulate with either a random "What If" or your own idea. The important thing is that you can customize it using **Narrative Perks**. One interesting thing about this is that an hour outside this egg is 10 years inside. Also, if you don't absorb the energy from that Time Rift when you're done it will revert back to the egg, and you can use it as many times as you want whenever you want.

- **Reality Egg [-600 CP] -** This may seem like a knock-off copy of the time egg, but instead of creating a temporary time clone of a reality, you instead create a real reality, customisable using any **Narrative Perks** in the same way as the time egg. However it runs at 1:1 the local time rate, and once it is created, you won't be able to edit it without direct intervention.

Dragon Ball

- **Power Pole [-100CP] -** This is a copy of that magical, length-changing staff that Goku used to use. Did you know it was supposed to be used to travel from Korin Tower to Kami's Lookout? How silly, I would have made a far better way of traveling if they had put me in charge.

- **Fox Mask [-200CP] -** What do you think of this simple fox mask? It has some cool features if you're wearing it. The mask perfectly hides not only your identity but also your internal Ki and power level, even when flying. However it can't hide external Ki things, like Ki blasts or using multi-form.

- **Personal Nimbus [-400CP] -** This is better than Goku's old ride, it's a magical cloud capable of flying at your maximum speed without getting tired. You can also change its color and the requirements to ride it whenever you want.

- **Ultra Divine Water Tea Pot & Cup Set [-600CP] -** Who wouldn't want a cup of poison? This Tea Pot contains a limitless supply of Ultra Divine Water, it's magic water that will draw out all of the drinker's current potential. Don't worry buddy, if you drink it using the cup from the set the poison can't kill you, but it will still hurt like HFIL.

Dragon Ball Z

- **Little Qipao Outfit [-100CP] -** Well, don't you look dashing? You've got a copy of Gohan's outfit from the day Raditz kidnapped him. Your outfit, however, changes size to perfectly fit you. Should you add any special items or accessories, this outfit will display them as though it was always a part of the ensemble.

- **Ultimate Scouter [-200CP] -** This is something I had fun making. It's similar to what the Frieza's army uses, but far greater in scope. This scouter can take the form of any model, as well as containing the functionality of all scouter models. Unlike Frieza's, this scouter has no upper limit for the measurement of power levels and can retain the highest registered power level for an individual as well as their current level. This means that someone just lowering their power level won't hide them from this scouter.

- **Ultimate Saiyan Pod [-400CP] -** This is a good tool, for both travel and training. I built it to look like a normal one-person Saiyan spaceship, but this one comes with a top of the line cloaking device and shield system. While being used for transport, the passenger is put into a sleep inducing healing pod that puts their body through high intensity sleep training that scales to what they can take.

- **Ultimate Z Sword [-600CP] -** What, no, this isn't the real Z sword, but it is a good copy. This one can change form to any weapon the user wants and if it actually gets broken the sword will reform and repair itself. While the person swinging it around, they gain the results of the Old Kai's ritual, as well as the knowledge of how to perform the ritual on others. Good luck picking it up, though.

Time Patrol

- **Groundbreaking Science [-100CP] -** Now this is a good read. This is a signed copy of the book written by Gohan in Age 804 on the understanding of Ki usage. It was a hit with lots of people in the general public, with many people learning how to fly from it. A cool thing about this one is that it updates whenever you Jump with a new chapter that appears as if it was written by Gohan documenting the Ki principles of that jump world.

- **Scroll of Time? [-200CP] -** Well this isn't really a normal scroll of time, this one is a little more fun and allows you to view any alternate Dragon Ball timeline you are not in. You can choose to view it as a manga, anime, or movie, just ask it the right way.

- **The Masked Saiyan's Mask [-400CP] -** This is a copy of the mask my mother made. This one emits demon Ki, so that If you put the mask on, you could use the Dark Energy to enable Supervillain mode. Don't worry, unlike the original, this mask cannot be used to brainwash anyone. If you put in a little practice, you could learn to incorporate the demon Ki, allowing you to channel and possess demon Ki without even going berserk. Maybe you could even do my version of the Super Saiyan transformation? It's legitimate, look it up. Hum, I wonder if there's a Super Saiyan Demon Super Saiyan? Only one way to find out.

- **Parallel Quest Generator [-600CP] -** I might have “borrowed” this from the time patrol. This little droid is like a holodeck that can generate simulations of either custom or random missions, and can simulate anyone from the Dragon Ball universe. It can create people and places from both canon and non-cannon material. Don’t worry about holodeck malfunctions, should you be sufficiently harmed the simulation will end. Should you complete the simulation, however, you could earn clothing, money and even combat techniques.

Dragon Ball Super

- **Super Dragon Radar [-100CP] -** I've got to hand it to Bulma. It's impressive a human could make the super dragon radar, but this one is my own spin on it. This Super Dragon Radar, unlike the regular Super Dragon Radar, can pick up all dragon balls across all local timelines as well as all of the 12 universes. It would be 18 universes, but Zeno blew up six of them. Plus, I'll also throw in a complete set of blueprints for every version of the dragon radar.

- **Sorbet's Ring Laser [-200CP] -** It's a surprise that such a small ring can do such harm. The laser from this ring bypasses energy defenses, making it useful against those who use energy shields. Too bad that it’s harmless to those with a durable enough body.

- **Time Ring [-400CP] -** I swiped this from Zamasu when he wasn't looking. This ring lets you travel through time, and I've fiddled with it so it will think you're a Supreme Kai. The ring can also protect you from being affected by any changes in the timeline or other time based effects. It's useful in this line of work and should be quite the surprise to Hit.

- **Cube [-600CP] -** This baby is a top of the line vehicle of the gods. This can be used to travel anywhere in the 12 universes. It may not be as fast as instant transmission, but it can go a lot further. If you know where to look, you could even go to the non-existent space where the other six universes used to be.

Dragon Ball GT

- **Demon's Whip [-100CP] -** This guy is smart as a whip, mostly because it is a whip-shaped mutant machine. This whip can drain energy if he lassos around someone, absorbs their energy and either stores it or transfers it to whoever is holding the handle. Even though he isn't a real companion, he could still be a real friend.

- **Shadow Dragon Ball [-200CP] -** It's beautiful, isn't it? A single blue Dragon Ball with black stars. Although it can’t grant wishes, it has other uses. Each one “consumed” grants power, with the boost growing exponentially the more Shadow Balls inside of you. If you've got two or more balls that have the same number of stars, you can't “eat” the extra one. You can buy this multiple times, and each time you get one Shadow Dragon ball.

- **Augmented Blutz Wave Generator [-400CP] -** Another one of Bulma's inventions, that family seems to invent everything. This tank fires Augmented Blutz Waves that can either be used as a weapon directly or, thanks to a little tweaking, you could transform anyone into either a Giant Animal or a Golden Giant Animal. Its default mode is the Great ape, but can be set to a variety of forms. This can be dependent on the target's personality, race, or user preference. It even has a randomiser function, so go crazy and see what you get by the end.

- **Hell Fighter Construction Guide [-600CP] -** I "borrowed" the schematics from good old Gero a while ago, and I have written a complete guide on how to create and customize your very own Hell Fighter. The Hell fighter must be a mirror image of someone, and it can fuse with their non hell fighter counterpart to make them exponentially stronger. The new fusion can even surpass the ones created by Potara earrings, assuming the earrings were used on an identical clone.

- **Shadow Dragon Ball Set [-1000CP, Requires 1 "Shadow Dragon Ball"] -** Yes, I was being a bit cheap before. Here is a complete set of Shadow Dragon Balls. What's that? You have eight balls? Well, I suppose you could have the extra shadow dragon balls as a new loyal shadow dragon companion.

Dragon Ball Evolution

- **Draw-bank [-100CP] -** What is a Draw-bank you ask, well it's a bank for Drawbacks! Your Draw-bank gains a copy of every drawback from every Jumpchains you have used, you can then apply them to your Jumps! Why would you do this? Well, you won't get any points from them, but they can be really interesting, as when they are applied they will change the Jump setting until the drawbacks as written make enough sense to the story.



Companions

Good friends go a long way, so if you don’t want to go alone, purchase from the lot below.

- **Icarus [Free] -** I thought Shenron was the only dragon on earth, but this lilac guy has proved me wrong. He can’t grant wishes, but he can fly with his small wings. He's not a fighter, but he's more fun than most dogs.

- **Dogidogi [-100 CP] -** You want my pet divine bird? No! Well, I suppose you can have a time clone of him. What is he? Oh, he is what hatches out of a Distorted Time Egg if it's fertilized. My little guy can create his own Time Rifts and control time on a small scale. I suppose your copy could too. Sadly, his Time Rifts don't ask “What If", but your perks work.

- **Shadow dragon [-200 CP]** - These guys are normally created by the overuse and built-up negative energies of the Dragon Balls, but I’ve grown my own. They are immortal and very powerful, and you can pick from any of the seven of them, choosing any of their possible forms as their true form. What's more, if they like you enough once every thousand years they can grant one wish as if they were good old Shenron.

- **Android ?? [-50 CP] -** You know these things were made by Dr. Gero originally? My own brand of Androids is totally customisable, so you can choose for this one to look how you want. This model is completely inorganic and comes with both the unlimited power supply and energy absorption. They are about as powerful as imperfect Cell, but if you manage to get any new tech, this android can integrate it seamlessly. Oh, and obviously it's programmed with you as its master and unlike the originals it won’t rebel against you.



- **Cannon Companion Sticker [-200 CP] -** Is there a character you like in your Time Rift or another Jump? Perhaps someone who is normally in the background but now up in the front? Well, if they agree to wear one of these unlimited Red X stickers, you can convert them into a companion to take them out of the Time Rift and keep them for your future journeys.

- **Import Companion [-50 CP] -** If you already had some friends, you could bring them along. They can each pick their own character gaining the body as an alt form post jump, and they get **300 CP** to spend on the Items, however they will not gain any CP from drawbacks.

Drawbacks

What's that, you're out of points! Well, I have a few Time Rifts that are a bit broken.
If you use them instead, I could give you some more points to spend.
Don't worry, all the drawbacks go away when you leave the Time Rift and won't occur again.
Well, unless you buy them elsewhere.

- **Team Three Star [+100 CP] -** This rift is a little odd. Goku is dumber, Piccolo has people in his head and nappa is a ghost. Your “What If” now has the abridged treatment regardless of if you take this or not, you can have it as a **Narrative Perk** if you want it.

- **I am hilarious, and you will quote everything I say [+100 CP] -** When did you start talking in sound bites? Everything you say sounds like it's an advert, and it's difficult to have an actual conversation.

- **Is it just me, or is he singing to himself? [+100 CP] -** Welcome to Dragon Ball the musical! Well, I say that, but you're the only one singing. That is, you can't stop. Have fun!

- **This is so non-canon it hurts [+100 CP] -** It seems that a bunch of stand-alone events may have got mixed into your story, things you might consider movie worthy, hint hint. Well anyway with this a bunch of new self-contained events will take place, introducing you to new characters and new threats. Have fun!

- **You'd hit your head as a child, didn't you? [+100 CP]** - You’re too trusting and willing to believe almost anything you’re told. You often become confused when you’re told conflicting things.

- **How did you know about the parts you weren't there for? [+100 CP] -** You have weird flashbacks to events involving your family and yourself that never actually took place. These flashbacks happen frequently, randomly and when least expected.

- **This coming from Mr. Special Beam Cannon [+100 CP] -** Everyone you meet will think your name and everything you name is stupid no matter what you call something, no matter how many times you change it, you just can't win.

- **Does that make me the Holy Spirit? [+100 CP] -** Every year without fail you will be stuck in a Christmas special on the day itself, it doesn't matter if the holiday exists or not, in the setting you will be forced to participate.

- **Bitch, you look like Goku [+100 CP] -** Evil twins look-alikes and just common faces will be a recurring problem for you, as now a bunch of enemies and strangers will now look an awful lot like you and your allies.

- **And you look like a Yoshi [+200 CP] -** It's kind of true now, as I've changed a bunch of items and animals to look just like things from other settings. A yoshi here, a master sword there, and now everything is Nintendo-fied. Now it's Super Dragon Bros Z!

- **Tell me. What do you know about time travel? [+200 CP] -** Time is no longer on your side. Time dilation no longer benefits you can't use any time machines, time rings, or even the room of spirit and time, and you can't use any time stopping techniques but anyone else can.

- **We could literally GROW Raditz! [+200 CP] -** you are at the bottom of the totem pole no matter what you do, no matter what you say, you are a joke.

- **I AM THE HYPE [+200 CP] -** Talk about arrogant, you've changed well in this Time Rift at least you have an inflated ego and self pride this might just get you killed so good luck.

- **Vegeta, he stole your 'do! [+200 CP] -** Ok I know I'm a Demon-Saiyan Mutant Cell-like hybrid ninja but if you think I'm bad you don't want to take this because if you do, you will be faced with a semi-literal army of "Original Character, Do Not Steal" at least once per story arc you will have to deal with one of these OC's just be glad you didn't get any Mary Sue's.

- **Who here just thought of Freeza with boobs? [+200 CP] -** You are now going to be dealing with a consistent pain in the ass from the parents of whomever you beat up. Whenever you defeat an opponent their parents will get involved and start to fight you, on the bright side you won't have to deal with their grandparents, I hope.

- **I'm not done ripping the wings off this butterfly [+200 CP] -** Ok, you are now a psychopath who loves to torture your enemies even in the middle of a fight, and you won't see the fight as over until you've broken your enemies.

- **Which you got from the Spaghetti Star [+300 CP] -** You keep getting stuck in situations outside the regular continuity such as monsters, demons, and extraplanetary problems that never came up in the original story.

- **Hax! I call hax! [+300 CP] -** I was joking please, please don't take this I hate Mary Sue's if you take this a holier-than-thou super OC will show up and everyone other than you will think the sun shines out of their ass but because you're kind of a Mary Sue yourself they will discredit you every chance they get. Everyone will say that they are so amazing and so pure despite them always being a selfish, arrogant vanity project with delusions of grandeur who act like everyone's accomplishments would have been easy for them to do. I will not sit through that giant oozaru-dragon-octopus-platypus bullshit again!
  At least Arale knocked her out in one punch.

- **Oh, I get it. Turn them back into humans and make them weaker [+300 CP] -** Do you remember all those Perks, Powers or other abilities that you got from Jumping about the infinite places you've jumped to before now? Well, those are all gone, at least inside the Time Rift. Don't worry, you get it back when you're done.

- **Then where did I get this muffin [+300 CP] -** Yep sorry no muffins also you can't use the warehouse or any Items from outside the Jump.

- **No, thanks, I tried one on Namek and got a big hole in it [+400 CP] -** You know the plot well now you kind of don't, see this got rid of all the plot armor and fate, so things have gone out the window, good luck keeping your favorites alive.

- **Grrr, I wish I were a carrot! [+400 CP] -** You know how I said you were a main character? Well, sorry you're not, you're the farmer with a power level of 5. Sorry.

- **Plus Ultra [+300/600/1200 CP] -** Hey, you know how I've been working on some power ups, right? Well, I want to test them in your new setting.
  For **+300 CP** I will randomly give your enemies the Villainous Mode, this will give them a boost in power and evil which would allow a regular guy to fight with the power of a professional boxer, but it burns through stamina fairly quickly.
  For **+600 CP** I will use something a little more advanced and randomly give your enemies the Super Villain form which greatly increases their power and evil intent so that a regular guy could punch through a brick wall in a single uninjured punch without, but they will be burning through their life-force.
  For **+1200 CP** I will use the one I really want to test and randomly give your enemies the Ultra SuperVillain form, this utilizes time crystals and can give a regular guy the power to punch through reinforced steel as though it were paper, but it uses their soul and essence as fuel for the power.

- **Are you that Frieza Guy [+400 CP] -** Hi, remember that whole camouflage where no one can tell the difference? Well it's not working and unless you're a really good actor everyone will be able to tell you're a fake.

- **Wait, I thought you were a demon [+400 CP] -** Damn, I may have misaligned this time rift and caused the metaphysics to go wonky and any two types of powers you try using at the same time will cause the two powers to cause issues so don't mix magic and Ki or you might explode, then again you could turn into a flock of doves, I'm not 100% sure.

- **Krillin, you had one job!! [+400 CP] -** Really you can't trust anyone else to deal with anything, even asking someone to look after a toddler will end in disaster, so just do it all yourself.

- **POWER LEVELS ARE BULL-SHIT! [+400 CP] -** You know how you put in all this time and effort to get op? Hell, now anyone weaker than you will get a power boost to match your capabilities.

- **Do you know what a minute is [+400 CP] -** You might not, actually. Do you remember how I said you would gain all their memories, knowledge and skills, well with this you won't. You will just be in their body with no idea how to use it. Don't blow yourself up.

- **Alright maggots, listen up [+600 CP] -** Hay you know that thing I said about the time patrol well it turns out I was wrong the old kai doesn't like me much, and he has made that your problem so keep an eye out for the time patrol they are from outside the Time Rift your Narrative Perks won't affect them.

- **These are now tournament illegal [+600 CP] -** You know, sometimes people just stick to OP stuff, and it gets a little boring. So every so often I'm going to pop in and give you an update that something you're relying on is banned until further notice.



- **Prince, has that ever worked? [+600 CP] -** you are so weak that you cannot beat anyone. Even a farmer with a power level of 5 can defeat you, and there is no way you can surpass anyone.

- **WEN BROLY [+600 CP] -** You have a timer in the peripheral of your vision that will take time off at such inconsistent rates that it makes a window's percentage bar look punctual, and whenever that timer reaches zero something bad will happen before the timer resets to a new time. What is this bad thing? How bad is it? That's just as inconsistent, but in and of itself it shouldn't constitute a chain failure; well, unless you screw it up.

- **Is that me stronger than me [+1000 CP] -** Ah we have or rather you have a problem, it seems that a mirror clone of you exists in this world with the mind of whoever's body you've "borrowed". The clone has all of your powers, your strengths, and weaknesses, but it is fully dedicated to completely wiping you out. It even went as far as learning the Hakai so it can permanently erase you from time and space, good luck.

- **What is a god, To a non-believer! [+1000 CP] -** Hey, remember how I mentioned "Borrowing" Zamasu's ring? Well, it just so happened that Perfectly Fused Zamasu asked me who took it, and somehow he thinks you're responsible. I know that wasn't cool of me, but he is going to come after you, so get as ready as you can. He is not going down easy, especially as he's from outside the Time Rift, so your perks won't affect him.

- **Of course it doesn't. None of this is actually happening [+1000 CP] -** It seems I accidentally hit the randomiser, and now I'm not sure what's going on. Your What If is still going to happen, but the universe may be completely different from how we expected it to be. Goku could be Kakarot, Vegeta might be a girl, Raditz could be the Legendary Super Saiyan, Frieza could love monkeys or that freaky powerful bald guy in a yellow onesie and cape could show up…. He's right behind me, isn't he?



Final Choices

After ten years or however many you set in the Time Rift, you can choose one of these options:

- **End your Jumpchain game and return home:** If you choose this option, we can use the Time Rifts energy to end your Jumpchain game and you return home.

- **End your Jumpchain game and remain within the setting:** Ok, cool, we can do this. I will expand the Time Rift's energy, making it fluctuate into a new multiverse layer, the only problem is you'll be stuck there.

- **Continue your Jumpchain game and move on to the next Jump:** With this, I will absorb the energy from that Time Rift and you can move forwards onto the next Jump.

- **Let's do it again:** Now you're talking, choose this option, and we can recycle the Time Rifts energy to start a new Time Rift allowing you to use it as a Supplement for future Jumps or start a new Time Rift "What If" between Jumps, using any purchased **Narrative Perks** in order to start again. You don't get any additional initial CP for this Jump-Doc, but you can take drawbacks for more CP even if you have taken them previously.

Notes:

- The way that time dilation works regarding your time limit is that if you are time traveling your personally perceived time is used against the time limit but if you are slowing time down such as if you are using the room of spirit and time then the time outside of it is used against the time limit.

Changelog:

v0.1 to v0.2:

- Added Companions and Drawbacks

v0.2 to v1.0:

- Text changes
- Added Dragon Ball Evolution - sorry
- Added "Ultimate Krillin" Picture.

v1.0 to v1.1:

- Text changes
- Added "Who is Fortuneteller Baba?", "While you've been taking it easy, I've been developing a new attack.", "I want to be drop-dead gorgeous!", "An angel? So Whis is an angel?" and "A thing of extraordinary magic and power" Perks Thanks to EdroGrimshell for the suggestions.
- Added "Baby Vegito Black Roasie 2 Preporation" Picture.

v1.1 to v1.2:

- Large Text changes thanks to rebelpyroflame
- Added “You're the me from over there”
- Changed perk description on “My name is Goku, and I'm a Saiyan from Earth.”, “Who is Fortuneteller Baba?” and “A thing of extraordinary magic and power”
- Change companion description for “Dogidogi”.

v1.2 to v1.3:

- Changed item description “**Distorted Time Egg”**.

v1.3 to v1.4:

- Text change
- Added “**New Body Who This?**”, “**It's Been A Year If It's Been A Day**”, “**But it’s not in-Saiyan**”, “**Distorted Time Egg**”

v1.4 to v1.5:

- Text change

v1.5 to v1.6:

- Text change
- Added “**Prepare the Canon**”
- Added “**I traveled here in a Time Machine”**
- Added “**Authentic Wig**”
- Added “**Wood from the Tree of Might**”

v1.6 to v1.7:

- Text change
- Added “**Like an Old Suit**”

v1.7 to v1.8:

- Added **To Be Continued**
- Added **Dream 9+**
- Added **Dragon Ball Glass**
- Added **Broly When**

v1.8 to v1.9:

- Changed **Broly When** to **WEN BROLY**

v1.9 to v1.10:

- Added **What’s his Power Level**

v1.10 to v1.11:

- Text change
- Altered “**I traveled here in a Time Machine**”
- Added “**A battle power of just 2**”
- Added “**Paragus's son was born with a power level of ten thousand**”
- Added “**These two universes are remarkably similar**”
- Added “**I was worried they’d count you as one of the bad guys**”
- Added “**Frieza told you it had been struck by a missive meteorite**”
- Added “**Vegeta, he stole your 'do!**”
- Added “**Hax! I call hax!**”
- Added “**No, thanks, I tried one on Namek and got a big hole in it**”
- Added “**Bitch, you look like Goku**”
- Added “**And you look like a Yoshi**”
- Added “**These are now tournament illegal**”
- Added “**Wait, I thought you were a demon**”
- Added “**Krillin, you had one job!!**”
- Added “**POWER LEVELS ARE BULL-SHIT!**”

v1.11 to v1.12:

- Added “**I Know That Guy”**
- Added “**It's Just A Trick!”**
- Added “**Wait, Ghosts are Real?”**
- Added “**The Wider Scope”**

v1.12 to v1.13:

- Altered "**Dragon Ball Evolution**" Timeline/Origin
- Added "**Somewhere Else**" Perk
- Added "**Draw-bank**" Item
- Added "**You'd hit your head as a child, didn't you?**" Drawback
- Added "**How did you know about the parts you weren't there for?**" Drawback
- Added "**This coming from Mr. Special Beam Cannon**" Drawback
- Added "**Does that make me the Holy Spirit?**" Drawback
- Added "**Who here just thought of Freeza with boobs?**" Drawback
- Added "**I’m not done ripping the wings off this butterfly**" Drawback
- Added "**Which you got from the Spaghetti Star**" Drawback
- Added "**Plus Ultra**" Drawback
- Added "**Of course it doesn't. None of this is actually happening**" Drawback