Out of Context: DBZ Android Supplement

V1 By DeverosSphere

This document can be used as a supplement in any Jump that would not otherwise have Saiyans within its continuity.

By taking this Supplement you have chosen to be an artificial human using the designs of Dr Gero and you will enter into that continuity as a Drop-In awakening in an Damaged Android Pod wired into a moss covered and badly Damaged Time Machine with only Red Ribbon Clothing, luckily you are free of his programmed influence.
As an Android you are visibly similar to a Human, unless you choose not to be.

+0 CP

If this is used as a supplement for another Jump you do not get a stipend meaning you will need to gain **CP** from the Jump Document or Drawbacks.

If this Supplement is instead taken as an Isolated Jump you may select a setting of your choice even if it doesn't have a Jump Document and use this document as a ten year long Jump gaining a **+500 CP** Stipend.

Origin:

The various modes of androids were designed by Dr Gero.
With that being the case, what type of Android are you?

Mechanical Android

It seems that you no longer have any organic tissue and are instead a purely Mechanical Hominid constructed by Dr Gero with bulletproof artificial skin.

Augmented Human

You were an ordinary human who has been augmented by Dr Gero causing you to have cybernetic components integrated into your body at the cellular level.

Synthetic Organism

Rather than being constructed or augmented you were grown in a lab by Dr Gero from some of the generic tissue he has been experimenting with.

Perks:

Artificial Sensitivity - Free
Although your artificial body retains organic senses, this information is broken down into data that your artificial components can, this may take time to get used to but it will allow you to analyze your sensations more thoroughly.

Hikou - Free
Rather than using organic Ki your body contains an artificial energy that can move through both organs and machines this energy allows you to replicate Ki techniques and fly with no practical difference.

Energy Cannon - Free
Your body contains built-in energy cannons which are hidden in your body, these cannons can charge up energy in order to release a powerful beam of energy.

Waterproof - Free
Your body and internal components are completely waterproof, being able to filter any water inside your body into productive means.

Eye Beams - Free
You are able to Emit light from your eyes which can be amped up to the level of the solar flare technique, by charging this your eyes can emit a laser strong enough to match a focused Ki blast.

Undetectable Ki -100 CP (Free Mechanical Android, Free Augmented Human)
Your body does not emit a Ki-signature making you immune to being directly detected by Ki Sense or Scouters.

Bizarre Ki -100 CP (Free Synthetic Organism)
The Ki your body emits gives off a strange signal which mimics the Ki of any DNA samples you were created from.

Data Input Scan -200 CP
You have an integrated module that allows for the advanced scanning that gives you a detailed model with information about their strengths, health and various energy reserves.

Big Gete Star -400 CP
Your body now contains a loyal version of the Big Gete Star computer chip which functions as a data management system that allows you to interface with any machine through touch alone. The Chip can store everything you experience and records it perfectly, being able to store a near infinite amount of data as it already contains the Data from thousands of species and civilisations which it can analyze and use to run simulations to make deductions.

Spy Robots -600 CP
You are able to produce Miniature Tracing Robots that function as an extension of your body. These robots are approximately the size of insects and can utilize your perks, able to gather data which can be re-integrated into your body in order to gain data or samples they have acquired.

Big Gete Star Booster: Big Gete Spy
At the start of each Jump you will gain an integrated database containing fully analyzed recordings and reports of all named in universe characters containing information on their techniques, strengths and weaknesses.
The Big Gete Star data management system allows you to utilize an opponent's pre-scanned information into your data banks in order to predict their attacks and actions.

Mechanical Android:

Power Radar -100 CP
You have an integrated scouter-like device which grows with you, these sensors can detect any type of energy that either you can use or your database has records on.
Unlike the regular scouters this component does not explode upon encountering too high a power level but instead identifies the value as “MAXIMUM”, it also increases its maximum limit in proportion to your own.

Energy Absorption -200 CP
Your hands have implanted gems that are able to drain energy from victims or attacks which can be used to increase your own reserves or it can be expelled as an attack.

Material Consumption -400 CP
Your body contains mechanical printing components that allow you to integrate any material and break it down in order to print off any components within your database in order to create new devices, upgrades and replacement components.

Big Gete Expansion: Facility Construction
Using the Big Gete Chip you can dynamically print, dynamic automated printing facilities allowing you to develop a self propagating facility, spaceship and simple subordinate machines.

Mechanical Integration -600 CP
You can absorb any purely mechanical components into yourself including other mechanical Androids, gaining their abilities and utility. If done using enough equipment or mechanical androids you can gain a super form far more powerful than that of your mechanical base form.

Energy Absorption Booster: Energy Integration
You are able to absorb energy and dynamic project cables using any part of your body.
These cables can elongate and combine together in order to take on the appearance and functionality of any part of your body.

Spy Robots Booster: Form Integration
You are able to take full control of any metal or mechanical components that you have direct or indirect contact with. Using enough of this metal you are able to construct components that can replicate any transformations that your database contains enough information about increasing the transformations' durability and sustainability.

Augmented Human

Component Growth -100 CP
Any installed mechanical components are integrated at the cellular level and are able to improve in both durability and capability as you become stronger through training.

Android Barrier -200 CP
Your body contains stabilized energy emitters that allows you to thrust energy out from your body in the form of a barrier. This barrier can be used to both defend against oncoming projectiles and to expand and damage its surroundings.
The barrier possesses twice the defense that you normally have, allowing you to use the barrier to completely nullify attacks from people who are equal to or lesser in power to you.

Mecha repair -400 CP
If any part of your body is damaged or removed your internal nanobots will rebuild them with cybernetic enhancements which will exceed the limits of the components they are replacing.

Big Gete Star Booster: Mecha-Jumper
You can put your main body into hibernation mode in order to produce and control multiple purely mechanical facsimiles of your base form.
You will have complete control over these replicas and are able to replicate all of your strength skills and abilities within a body you are taking full control over.
Unless you are able to create mechanical variants you are unable to use transformations.

Infinite Energy -600 CP
You now contain a generator that enables you to produce an infinite supply of energy, at a rate relative to your maximum passive output that grows as you do.
This energy can be converted into any technological or biological functions.

Android Barrier Booster: Infinite Barrier
You are able to produce a limitless amount of barriers which you are able to sustain for a predetermined period of time by transferring your energy into it.

Spy Robots Booster: Energy Replication
Your infinite energy supply can produce any form of energy that your database contains and can create parallel energy processes that allows your multitasking to be improved dramatically.

Synthetic Organism

Organic integration -100 CP
You are able to convert any mechanical components into organic components without losing ability or functionality.

Biological Extract -200 CP
You are able to use a part of your body as proboscis in order to pierce an organic target and drink their Biological materials. By consuming targets this way you can power yourself up with the power up being proportional to the targets and amount that you drink.

Organic Core -400 CP
Your body contains a small mass of shell-like tissue which contains your mind and soul.
If your body is destroyed and this tissue survives, you will be able to absorb energy from your surroundings in order to reconstruct your body over a long period of time.
Due to its vulnerability if you are in this form you are unable to defend yourself or fight.

Big Gete Star Booster: Wireless Core
Your core can function independent from your body and wirelessly control not only it but any components that the Big Gete Star can interface with.

Hybrid DNA -600 CP
Using this **Meta Perk** you are able to purchase as many options from a Species, Race or equivalent section as you can afford within each jump.
If the race option is tied to the background section you may have the additional options but will not gain any discounts or freebies beyond the documents allowance.

Biological Extract Booster: DNA Absorption
Any new DNA samples you drink can be added to your composition and potentially change your form in order to utilize the new abilities while also improving your pre-existing abilities.

Spy Robots Booster: Dynamic DNA
The database allows you to utilize a wider variety of statistical information when absorbing samples allowing you to safely change your DNA composition at will in order to modify your external appearance and internal biology.
Using this information you are also able to integrate any beneficial mutations from a sample without negative consequences and gain reactive components that allows your body to dynamically respond to imminent threats by empathizing DNA that is better able to defend against the issue.

Items:

Any lost or stolen items will return to you after a week in the same condition as when you had it. Any damaged items could potentially be repaired and have the broken condition removed if worked on by a capable engineer.

Red Ribbon Clothing - Free

The clothing is custom made and comfortable. While wearing it the Jumper can choose for them to stand out and draw attention. The Corning contains the red ribbon logo somewhere on it and will resist any tearing caused by use.

Damaged Android Pod - Free

This android pod is wired into a damaged Time Machine but is a separate device that has a Firmware malfunction that requires it reprogrammed just to reboot. You are able to plug yourself into this Android Pod in order for its auto-doc to install any components that you otherwise have no way of Integration.

Damaged Time Machine - Free

This Time Machine is a similar model to the one used by trunks in order to warn the Z-Fighters of the impending android attack.
Thanks to the pods' damage and the fact that the machine is based off of the many worlds interpretation of time travel a malfunction has dropped you in a completely alternative reality.

Drawbacks:

If taken for a setting without choosing a Jump you may select a Jumpchain of the same genre in a similar setting. If your Jumpchan approves of your choice you may take any drawbacks that can apply to the setting you visit.

Surgery +100 CP

You are no longer a Drop-In or from an alternate Reality, instead Dr Gero was the time traveler. You are instead Local who was experimented on by Dr Gero before he took his time machine and left for another dimension.
You will need to work out your Background with your Jump Chan, additionally you will lose all Items from this Supplement.

Android Saga +200 CP

Normally you would be the only DBZ Android within this continuity, however with this drawback three other Androids will appear, one of each type who are each going to try to fulfill their programming.

Failsafe +200 CP

Your body contains a self-destruct device that only Dr Gero knows about but may be detected by scans, if activated it will result in a countdown until destination which will count as a death requiring either use of a 1-UP or a Chain Fail.

Robot +300 CP [Exclusive to Mechanical Android]

You are no longer a human like android but instead a clearly mechanical robot.
Because of this you are no longer able to take perks from the **Augmented Human** Perk tree or the **Synthetic Organism** as you lack any organic or pseudo-organic material.

Implants +300 CP [Exclusive to Augmented Human]

You are no longer a cellularly modified cyborg but instead have all of your components surgically implanted and grafted onto your tissue.
You are no longer able to take perks from the **Mechanical Android** Perk tree or the **Synthetic Organism** Perk tree as your organic and mechanical components are integrated preventing you from adding more or altering them.

Biomass +300 CP [Exclusive to Synthetic Organism]

You are no longer fully formed bio-organic android but instead a cellular composite which is too gelatinous for mechanical components.
This race is no longer able to take perks from the **Mechanical Android** Perk tree or the **Augmented Human** Perk tree as you have no mechanical components.

Kill Son Goku +400 CP

Most androids come with a pre-programmed prime objective, normally you would not have one of these however with this drawback you will have an objective in line with his intentions, though you may be able to resist it you will have a deep desire to fulfill it.

Time Traveler +200 CP/+400 CP/+600 CP/+1000 CP
Normally there would be no other Androids within this continuity, however with each purchase of this drawback, a new destroyed Time Machine containing an android will appear at some point during your Jump, somewhere on your Planet.
For **+200 CP** only an **Android 1900** will appear.
For **+400 CP** both the **Android 1900** and **Mecha Frieza** will appear.
For **+600 CP** the **Android 1900**, **Mecha Frieza** and **Cell-X** will appear.
For **+1000 CP** the **Android 1900**, **Mecha Frieza, Cell-X** and **Mecha-Mira** will appear.

1. **Android 1900** was a creation of a Dr. Gero clone for the Red Pants Army in Age 1000.
   Android 1900 will have access to all the perks on the **Mechanical Android** Perk Tree.

2. After his defeat on planet Namek, the galactic tyrant Frieza was rebuilt using Alien technology creating **Mecha Frieza** who along with his father King Cold journey to Earth in order to destroy it.
   Android F will have access to all the perks on the **Augmented Human** Perk Tree.

3. This variation of Cell was originally mutated due to a Demonic Dragon Ball that has an animalistic mindset, a tauric body shape and is able to produce a hive of mutated imperfect **Cell-X**'s.
   Cell-X will have access to all the perks on the **Synthetic Organism** Perk Tree.

4. **Mira** was a bio-android created by a demon scientist named Towa using the technology of Dr. Gero to condense the DNA of various beings from across the timeline.
   This version of **Mira** later had cellular augmentations similar to those of the human androids before he was eventually installed with the Big Gete Star.
   Mecha-Mira will have access to all the perks on this Jump Document.