The Strongest Legend of Dragon Ball
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This story follows a soul from another world reborn in a new world. This story follows our protagonist Xiaya after reincarnated in the DragonBall Universe as a Saiyan 12 years before the destruction of Planet Vegeta. Watch him as he creates the strongest legend of Dragon Ball World from the beginning.

Perhaps you wish to join him on his adventure, become a villain slaying the hero, or simply wish to wander the multiverse. Either way all options are available to you in this 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.



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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.) Planet Vegeta
The Saiyan's home world, Planet Vegeta, is a barren and desolate planet with a harsh climate. It has three suns that constantly scorch the planet's surface, making it almost uninhabitable for most species. The planet is ruled by the Saiyan Royal Family, who dominate and control the Saiyan race. The landscape is rocky and barren, with few natural resources. The environment however, is well suited for the Saiyans to train and hone their fighting skills. If nothing is done however, this world will soon be destroyed by the tyrant Frieza.

2.) Earth
Earth is a diverse and vibrant planet, filled with a wide variety of landscapes and cultures. It is a blue and green world, with vast oceans and towering mountain ranges. Humans are the dominant species on Earth, and have built sprawling cities and civilizations across the planet's surface. Despite the planet's peaceful nature, it has been a battleground for many powerful beings throughout history, with several catastrophic events threatening its existence.

3.) Namek
Namek is a lush, green planet with a peaceful and idyllic society. It is home to the Namekian race, who are known for their powerful healing abilities and strong spiritual connection to their world. The planet has a complex and interconnected ecosystem, with unique flora and fauna. Namekians live in small villages scattered across the planet, and value peace and harmony above all else. However, the planet has also been the site of many conflicts, with powerful beings seeking to use the Namekians' Dragon Balls for their own purposes.

4.) Planet Hongshan
Planet Hongshan was a desolate and large world within the East Galaxy. It was over forty times larger than Earth and had 12x Earth’s gravity. Before the destruction of Planet Vegeta, Xiaya chose this world as the new homeworld of the remaining Saiyans. Eventually it would become one of the strongest and most prosperous worlds in Universe 7. You will start out somewhere on the world, though depending on the timeframe there is likely to be nothing present on the planet.

5.) World of the Kais
The World of the Kais is a realm outside of the mortal universe, and is home to the Kai race, a group of powerful deities who oversee the universe's natural order. The world is a peaceful and serene paradise, with crystal-clear skies and beautiful gardens. The Kais reside in grand palaces, and spend their days meditating and contemplating the universe. Also due to its position in space this world serves as the transition point between Universe 7 and 6.

6.) God of Destruction World
The God of Destruction's world is the realm where the God of Destruction lives along with their attendant. The world is a colorful and surreal place, with towering rock formations and strange, floating islands. I would suggest that you be cautious unless you have a very good reason to be here. Although the mystery of how you arrived here may also earn the curiosity of the God of Destruction. Perhaps you could work that to your advantage or simply request safe passage away from them if needed. You may freely choose which one you arrive on given that there are still a dozen such locations.

7.) Universe 6
Each of the universes come in pairs reflecting one another. The most relevant example is Universe 6 and 7 which are twin universes. This relationship is also one of the main reasons that travel between them can occur. With this option you may either be a foreigner or instead be a native to Universe 6. You may freely start in any location within the universe you wish. Though by default an appropriate location will be chosen. For example, a Saiyan would arrive on Planet Sadala while a Namekian would appear near Saonel's home.

8.) 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 story begins.

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 50 CP to change instead.

Origins

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

Reincarnator - Free

While rare, a few souls strewn across the multiverse. These souls float aimlessly for millions of years before smacking into a new world. This process allows the soul to reincarnate into the world. You are one of the souls who have undergone this process being reborn. You've been given a chance to explore this world and do whatever you desire.

Defender - Free

As with every power there are both good and evil individuals. It seems that you are one of the many individuals aligned on the side of the heroes. Whether you find yourself among the valiant Z-Fighters, the vigilant Galactic Patrol, or any other noble faction, your purpose is clear, to safeguard the cosmos from the encroaching darkness.

Scientist - Free

Being able to punch stuff is pretty good, but sometimes a level head is more useful. Particularly when that head is incredibly intelligent and capable of building things to punch stuff. You are one of the individuals more likely to use your mind. Perhaps you're one of the individuals responsible for developing equipment or someone who takes to the field through their equipment. Thankfully if you aren't able to fight you might be able to just build someone to fight for you. So go out there and put your brain to use.

Tyrant - Free

In the shadows cast by power, darkness often takes root. You are one such harbinger of malevolence—a figure aligned with the forces of evil. Whether you embody the ruthless tyranny akin to Frieza or manipulate the economic machinations of the Commerce Alliance, your allegiance lies with the darker facets of existence. In this universe, the tyrant rises, and you stand proudly among their ranks.

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 member of one of the most populous and diverse species in the Dragon Ball world: Humans. Humans are capable of impressive feats of strength and skill, despite not having any innate abilities or powers. This has been demonstrated by powerful fighters like Krillin, Master Roshi, and Tien. Humans may not have the unique physical traits or powers of other species, but they make up for it with their versatility, adaptability, and determination. Humans are also home to various sub-races, such as anthropomorphic animals, who share these same traits.

Saiyan - 100 CP
Saiyans are a race of warriors with a natural affinity for combat. They possess incredible physical strength, speed, and agility, making them formidable opponents in battle. Saiyans also have the unique ability to transform into Great Apes under a full moon, which greatly increases their power. Additionally, they possess the infamous Super Saiyan transformation, which allows them to access immense power and energy. Finally, Saiyans possess a natural fighting spirit and an unyielding will that allows them to keep fighting even in the face of overwhelming odds.

Lastly, if you wish you became a Universe 6 or GT Saiyan variant instead. The Universe 6 Saiyans lack tails and are less aggressive than their normal counterparts. They however, make up for this with a much higher starting battle power. The GT Saiyans went the opposite route tapping into their more bestial sides. They are naturally more aggressive and violent than normal Saiyans. This is particularly pronounced in their energy making it overbearing compared to others. Their greatest benefit however, is access to the Super Saiyan 4 and later transformations. GT Goku and Vegeta were both capable of unlocking Super Saiyan 6 and possibly going even further after training in the Dragon Realm.

Namekian - 100 CP
The Namekians are a species of sentient, green-skinned beings with antennae and pink patches on their bodies. They possess powerful senses that far exceed those of humans and powerful regenerative abilities. This regeneration is capable of regrowing entire limbs in seconds. However, this technique requires a great deal of energy and concentration to perform, making it a risky option in combat.

In addition, Namekians are also capable of stretching their limbs over great distances, which can be used for offense or defense. Finally, Namekians have the ability to enter a giant form that increases their size, but not their power. Lastly, you can choose to either become a member of the Warrior Clan or the Dragon Clan. The Warrior Clan possess higher battle power, but lack the Dragon Clan's mystical abilities. Some examples of the Dragon Clan mysticism are the ability to create Dragon Balls, heal, and awaken the potential of others.

Frost Demon - 200 CP
The Frost Demons are a race of extraterrestrial beings known for their power, durability, and natural telekinetic abilities. They are humanoid in appearance overall, with distinctive white or pale purple skin, horned skulls, and sharp facial features. Members of the race possess a range of abilities including flight, energy projection, and enhanced physical abilities.

Additionally, they are capable of transforming into a number of different forms, each with their own unique set of abilities and power levels. The Frost Demons possess a number of transformations that seal away your power, allowing you to control your strength. Though it has been shown that Frost Demons can acquire additional transformations through intense training like Cooler. Lastly, starting out you will be approximately as strong as Frieza before he trained.

Androids - 100/300 CP
Androids are a type of artificial beings that are typically created with the sole purpose of fighting. They do not need to eat, sleep, or breathe and possess immense strength, speed, and durability. As an Android, you possess cybernetic enhancements and an infinite energy supply that grants you immense strength and endurance. You can easily withstand physical attacks and energy-based attacks, and your body has been engineered to self-repair at a rapid rate. You can also augment your own abilities and gain new abilities with additional technological upgrades.

- **Bio-Android - 300 CP:** If you aren't satisfied being an ordinary Android you may pay 300 CP to become a Bio-Android. As a Bio-Android, you are made from a combination of organic and mechanical parts, granting you incredible power and versatility. You can absorb the DNA and abilities of other beings and assimilate them into your own body, allowing you to use their powers as your own. You have incredible regenerative abilities even beyond a Namekian, allowing you to quickly heal from any injury. Lastly, by absorbing sufficient biomass and unique beings you will be capable of unlocking new transformations. With this power, you can become the ultimate life form and wield incredible power beyond any organic being.

Machine Mutant - 400 CP
After the Tuffle species was destroyed, Dr. Myuu crafted a series of powerful Bio-Android life forms. These beings were meant to take revenge on the Saiyans. The most unique one created was a Machine Mutant called Baby. His abilities included liquefaction, regernatoio, possession, and hybridization. By taking this option you may become a Machine Mutant as well. You will receive all of Baby's powers and magic having been made using his template. Lastly, you will start out with strength equivalent to an average Super Saiyan 3.

Core People - 100/400 CP
The Kaioshin or Core People are a race of divine beings responsible for overseeing the universe and maintaining its balance. They naturally possess divine energy and a wide array of powers, including the ability to create and manipulate energy, life, time, and space. They are also incredibly long-lived, living for at least 75,000 years. Furthermore, the Core People have a keen sense of intuition, allowing them to sense the intentions of others and perceive the flow of time itself. They are also skilled in telepathy, capable of communicating with other beings across vast distances. As a Kaioshin, you possess immense wisdom and knowledge, making you a valuable ally to those seeking to learn more about the universe and its mysteries.

- **Supreme Kai - 400 CP**: The Supreme Kai are the highest ranking members of the Core People. Each of them are typically tasked with maintaining a concept such as life or time within the universe. Additionally, your lifespan will be expanded to over 5 million years. Second, all Supreme Kai's have Godly Ki dua to their divine nature. Third, the Supreme Kai possesses a variety of miscellaneous powers such as healing, magic materialization, and telekinesis. Lastly, you may optionally replace a canon Supreme Kai if you wish with this option.

Energy Demon - 500 CP
Janemba was a demon-like entity born from the evil energy in the Underworld. This entity was even more powerful than Majin Buu and possessed many unique abilities such as the power to distort reality. By taking this option you can become an entity born from pure energy similar to Janemba. You however, may change the nature of your energy. Perhaps instead you were born from a collective of heroic souls. This mainly affects what fields you are talented in and your weaknesses. For example, Janemba himself was weak to godly or divine abilities as he was a purely evil being. Lastly, you may freely design your body given your malleable nature.

Demons - 200/600 CP
The Demons are a race of beings born from demonic and evil energy. They heavily resemble humans though they can come in a variety of colors and typically have long pointed ears. While not exceptionally powerful demons tend to be noticeably stronger than most races. Additionally all demons have a high affinity for magic and combat. Though a surprisingly small number of demons develop their magical skills. Lastly, all members of the Demon Realm are able to achieve a transformation known as the Darkness form by absorbing demonic energy.

- **Demon God - 600 CP**: The Demon Gods are the most powerful members of the Demon Race and their leaders. Purchasing this option will make you a being on par with Demigra before he fused with his counterparts. Meaning that you will be around the strength of Goku's Super Saiyan Blue form during the Goku Black arc. This option will also greatly increase your talent and skill in regards to any demonic abilities you possess.

Majin - 600 CP
The Majin are a race of pink skinned humanoids with hair like appendages. Normally the Majin are a magical race born from the energy of the universe. In this world however, all forms of Majin Buu are clones split off by a being known as the Great Demon God. By purchasing this you can become one of the fragments created by the Great Demon God, though completely separated from him. This will grant you all of Buu's powers and magic. Some of your notable abilities include an unparalleled regeneration, absorption, shapeshifting, and the various Majin magics. You will start out with power equivalent to an average Super Saiyan 3 with this racial option. Lastly, while they are predominantly male, you may become one of the female Majins with this option as well.

Dragons - 800/1600/2000 CP
The Dragon race is a mysterious and reclusive species led by the Dragon God Zalama. Most people are likely familiar with their kin held within the Dragon Balls such as Shenron, Porgunga, and Super Shenron. This option allows you to become a being similar to them. The 800 CP option allows you to become an entity similar to Shenron in power though you will not be bound to any Dragon Balls. Your body will likely be a few hundred feet long, though your size will increase at an exponential rate as you grow stronger.

- **Dragon God Elder - 1600/2000 CP**: The Dragons are led by seven Dragon Elders each of whom serve Zalama. Each of the Dragon Gods are said to be far stronger than the Gods of Destruction and even surpass the Angels in might. The strongest of the Elders is said to be as powerful as the Grand Priest. By choosing this option you may either become a new Elder or replace one of the canon

Elders. Specifically for 1600 CP you can be on par with the seventh through fourth star Dragon Gods. Choosing to become on par with the third through first Dragon Gods cost 2000 CP as they are even more powerful than the Archangels.

Angel - 1000/1500/2000 CP

The Angels are perhaps one of the most powerful races within the DragonBall multiverse. 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. 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 an Angel. For 1000 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.

- **Guide Angel - 1500 CP:** 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. This is the equivalent of a standard adult within the Angel species. You will be on par with Whis or Vados in strength with this choice.
- **Archangel - 2000 CP:** Lastly, if you are willing to pay a total of 2000 CP you can become a being of par with the Grand Priest, the father of all Angels. This is the equivalent of an experienced warrior within the Angels. In the greater multiverse there are less than a dozen individuals capable of being counted as your equal in power. Lastly, if you wish you may optionally replace the Grand Priest taking on his duties and connections.

The Dark Angels - 1500/2000 CP

The Dark Angels are a group of beings manifested from negative and dark energy. They are considered a forbidden race and have been suppressed by Zeno preventing them from interacting with the multiverse. They lack fixed appearances as they are made up of raw energy. They however, tend to use forms mimicking the Angels to mock their counterparts. It was later revealed however, that these actually are the Angels of previous eras who have broken the edict to return and banished from their realm. By purchasing this option you may become a Dark Angel. This however does come with some heavy disadvantages despite the boons. The greatest of which is that you will be hunted by Zeno and the current Angels.

- **The Original Sin - 2000 CP**: The leader of the Dark Angels is a powerful entity known as Lancius the Original Sin. He is an incredibly powerful being equal in might to the Grand Priest as he was the Archangel of the previous era. The Original Sins are the corrupted versions of the Archangels. If you are not satisfied with the previous option then you may purchase this upgrade. This will allow you to directly become a Grade 5 Divine being. This will place you in the top echelon of power, but there are still quite a few above you.

Hybrid - Varies
This option allows you to choose from any of the species above. You may become a freak of nature or just a bizarre existence that appeared one day. Granted more than likely you were created by one of the various beings that live here. The other option is that you could use this to gain a set of unique parents. The total price is number of species * 100 CP + Species cost. So becoming a Saiyan x Supreme Kai hybrid would cost 700 CP (100 + 400 + (100*2) = 700). You will gain unique advantages that are related to the species you choose.

Skills and Perks

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

General Perks

Ki - Free
Ki is the life force energy that flows through all living beings. All beings in this world possess it even if they don't possess the affinity to use it. This perk grants you the ability to access your Ki. Ki is capable of many wondrous feats. The simplest is to strengthen your body, but there is so much more that can be accomplished. Ki manipulation and Ki sense are two of the main ways to demonstrate this power. perceive the strength and location of any individual with a Ki, even if they are concealed or otherwise hidden. Ki manipulation is primarily focused on strengthening the body and providing you with other offensive capabilities.

With practice, you can even learn to manipulate their own Ki in order to create powerful energy attacks and shields, greatly amplifying your combat prowess. Ki sense extends beyond mere detection, allowing the user to read the intentions and emotions of those around them. This can be a useful tool in social situations, as you can sense whether someone is lying or telling the truth, discerning their intentions in a negotiation. You can also use Ki sense in combat, allowing you to anticipate an opponent's movements and attacks by reading their Ki. This can give you a significant advantage in battle, as you can dodge and counter your opponent with greater accuracy and speed. Lastly, you'll start out with a minimum Power Level of 5,000 though this can be modified by perks, your species, and other choices you've made.

I Know He's Dead - 50 CP
Sometimes individuals can fake their deaths or survive otherwise lethal injuries. This perk has one simple effect, it allows you to know whether or not someone has died. This is primarily meant for combat, but it can be used to identify whether any being is dead. You will be able to sense if they are. This however, is only a general yes or no indication, you will not be able to tell their condition with this perk alone.

Welcome to the Auction - 50 CP
Auctioneers need to be knowledgeable and more importantly charismatic to do their jobs. Good auctioneers are masters of wording and can make worthless items seem

invaluable. You seem to have a natural talent for putting on a performance and enthralling others. You could convince someone to buy a rock that you literally picked up off the ground in front of them. Additionally, you possess an exquisite voice perfectly suited for running an auction. Lastly, no matter how fast you speak your words will be perfectly understandable.

Stable Timelines - 50 CP
The most useful aspect for reincarnators is their outside knowledge of settings. Typically this knowledge becomes less useful as they make changes. With this perk you can ensure that certain events come to pass regardless of your changes. For example, Goku still awakened as a Super Saiyan on planet Namek even though Xiaya had killed Frieza. The most useful aspect of this perk is that you may choose selective events or enforce entire storylines from the world's canon. This way all of your future knowledge can remain relevant while still allowing you to make beneficial changes.

Shapeshifting Arts - 100 CP
Shapeshifting is a mysterious art that allows the user to transform into other beings and objects. Like Oolong and Puar you have mastered this art allowing you to freely shift your form. There is no limit to what you can transform into, though these transformations won't boost your power. For example, turning into a Goku would let you take on his appearance, but you wouldn't gain his power. Lastly, you are able to maintain these transformations indefinitely without any stamina consumption.

Image Training - 100 CP
Image training is a profound training method designed to transform the user's ki. It does this by tempering the user's spirit, consciousness, and combat instincts. It typically works by mentally visualizing an opponent and fighting against them in a simulated battle. You can do this by entering into a meditative state and simulating any form of combat you can imagine. This allows the user to effectively go through an unlimited amount of life and death battles without concern about dying.

Restrained Might - 100 CP
When true experts clash their blows can sunder entire galaxies and in some cases even whole universes. Thankfully most fighters at this level restrain themselves to prevent excessive collateral damage. Having had this principle drilled into your head you have learned to restrict the destructive effects of your abilities. This allows you to prevent damage from your powers or any clash you're involved in from spreading. For example, if you fought above a city none of the shockwaves would impact the city below. As long as you aren't intentionally trying to destroy something it will not be harmed.

Focal Point of Reality - 100 CP
There are many wide scale disasters such as the universe deletions that result in countless deaths. More often than not individuals have to rely on luck to survive these instances. Luckily, you don't have to as you are seemingly protected in these situations. You cannot be directly killed, erased, or otherwise removed by any broad action. Some examples include Zeno erasing a universe, a country wide blast being shot near you, or the destruction of a planet you're on. This perk however becomes significantly less effective if an attack is deliberately focused on you. You might still possess a degree of resistance, but it would only give you a few moments to act.

Time Synchronization - 100 CP
A major issue that many don't consider is the difference in time across planets. Both the general flow of time and the calendar differences must be considered. This perk allows you to actively track the differences in the flow of time between different areas. Additionally, if you wish you may alter the ratio within your territory. For example, you could synchronize all of the territory within an empire you lead or selectively speed up the time around certain planets. You can synchronize any area freely, but the ratio you control will grow as your territory becomes larger.

Rising Tides - 100 CP
Normally whenever two experts fight they will slowly raise their power rather than simply going straight to 100%. This is done to prevent the user from losing control and accidentally exposing their weak points. You have mastered this principle for both offensive and defensive purposes. Offensively this allows you to easily identify weak points when your foes rapidly increase their power. This also gives you a sixth sense of how to control the flow of battle making your foes dance to your rhythm. Defensively this allows you to safeguard yourself when powering up. This prevents others from disrupting your own rhythm and allows you to increase your power at a higher rate than your enemies safely.

Finishing Move - 100 CP
Finishing moves also known as super moves are powerful techniques that draw out the user's power. These techniques typically must be charged up, but they allow the user to unleash power far beyond their limits. For example, some of the Z-Fighters super moves could multiply their attack power by 300%. This perk allows you to supercharge your techniques as well. This is mainly done by gathering energy to condense the skill. Additionally, the longer you charge the attack the stronger it will grow. Though it may become difficult to contain after a certain point.

Angelic Beauty - 50/200 CP
As per is standard for most anime worlds everyone here seems to look like a model particularly the powerful and important figures. By taking this perk you can be included in this group and become an incredibly attractive figure. This beauty can also be suited to giving off a suitable aura such as Xiaya's heroic presence, Vados's angelic beauty, or Towa's devilish charm. This will also remove any imperfections you have and ensure that any future defects are pleasing.

Alternatively if you aren't satisfied then you may upgrade this option for another 150 CP. With this you may gain an unmatched appearance like the Time King or the Great Heaven Official. Their beauty is grand enough to hypnotize powerful experts with their mere presence. Xiaya even acknowledged that they were more beautiful than his wives and that their beauty shouldn't appear in the world.

You Won't Escape - 200 CP
Towa and Mira actually aren't that dangerous power wise, they however, are nearly unmatched when it comes to escaping. You however, have extensively studied these types of foes developing tracking skills, sealing arts, and other useful techniques to deal with these opponents. These primarily manifest in three ways. The first of which is that you have an innate sense of locating your targets. This effect can bypass any form of concealment or trickery. The second is the ability to lock space and time within an area. This makes any attempt at fleeing impossible, the only way for your foe to escape is for them to kill you. Lastly, you have learned how to best trick your foes into exposing themselves. After all, you need to bring your foe into the open before you can properly kill them.

Go Forth My Children - 200 CP
One of Cell's least used, but most dangerous moves is his ability to spawn Cell Juniors. Each of these children possessed all of Cell's skills and approximately 10% of his total power. Somehow you have acquired a similar ability allowing you to create other beings using your own power. This ability can freely generate other beings whom you may design. This includes their appearance, personalities, and powers. Though by default they will closely resemble you. The only restriction is that they will be weaker than you though this can be mitigated by using a larger amount of power in their creation.

Return to Base - 200 CP
Transformations are a useful and common method to increase the user's power. This however, is a measure that true experts look down on. For example, none of the powerhouses within the Universes utilize transformation such as Beerus, Whis, or Vados. Either through your own comprehension or through the advice of an Angel you

have absorbed the power of your transomations into your normal state. This allows you to perform at your maximum power without straining your body. Anytime you acquire a new transformation this effect will be implemented as you adjust to your new form.

Accumulating Potential - 200 CP
Goku's rise to power was rather strange in the grand scheme of things. For years his power remained pathetically below before erupting to a level few in the universe could match. Like Goku, whenever your growth slows down or you willingly seal your growth it will start to accumulate. It will grow overtime until you either acquire some sort of catalyst or willingly unseal yourself. This will cause your power to rise at an astronomical rate. For example, Goku had a slow growth rate for nearly 12 years and his power grew 3000 times over.

Beacon on the Battlefield - 200 CP
The arrival of an elite ally or the death of a powerful enemy typically serves as the turning point in most battles. You have learned how to capitalize on this effect through two methods. The first method is to inspire your allies. Your mere presence on the battlefield will boost your allies morale and power. This effect will be amplified through heroic acts, stylish entrances, or other significant displays.

The second method is to demoralize your foes. For your enemies your visage will inspire terror, reducing their morale. Killing strong opponents, hitting key targets, or even broadcasting a threatening speech can cripple your enemies. Lastly, both of these effects can be boosted as you increase in strength. If you're strong enough your enemies may seemingly lose the will to live while your allies' strength multiplies.

Skin Like Steel - 200 CP
The primary method for mortals to grow stronger is generally by refining their bodies. This allows them to increase their total ki and withstand the effects of more powerful techniques. For example, most transformations like Super Saiyan put an immense amount of strain on the body. Luckily for you, you have a massive amount of talent when it comes to refining your body. It is naturally significantly stronger and more durable than your peers. Additionally, the rate at which your body can adapt and improve is astronomically faster. If someone lacks a piercing attack or is significantly stronger they may not even be able to harm you.

True Chef - 200 CP
A proper chef is far more than someone who can cook a dish well. Being a true chef requires you to be able to identify ingredients, prepare all sorts of meals, and craft exquisite dishes. Deciding to pursue this either for pleasure or a job you have been

trained as a master chef. Your training covered virtually every form of cooking known throughout the universe. You can also identify any plant and animal figuring out how to best prepare them for a meal. Lastly, your dishes are truly legendary capable of perfectly satisfying even the most judgemental of eaters like Beerus and Whis.

Minimized Consequences - 200 CP
Many powerful techniques and transformations have some sort of negative effect. For example, both the Great Ape and Super Saiyan transformation enrage the user. Somehow your body seems to naturally minimize if not outright remove these issues. Using the previous example if you transformed into a Great Ape you would retain all of your mental capabilities. On the other hand something like the Kaioken would simply strain your body to a significantly lesser degree.

The Sonic Warrior - 200 CP
Dypso is considered to be one of if not the fastest mortal in existence. You however, are someone worthy of challenging him for this title. You are significantly faster than other beings at your level. Additionally, you are now capable of reaching light speed and potentially even faster depending on your strength. Even if you're not the fastest being alive yet, you have the potential to reach that title. Lastly, you can utilize a power up state similar to Dypso's Light Speed and Maximum Light Speed modes to further enhance your speed. These states can drain your energy, but they multiply your speed multiple times over.

It Needs to Be Tougher - 200 CP
After becoming a Super Saiyan, Xiaya realized Planet Hongshan was too fragile for him to properly train. To deal with this issue he used the Dragon Balls to strengthen the world. You can replicate this feat to strengthen various objects. This can be done by imbuing the object with a golden energy that will refine it. This greatly strengthens the object's durability, allows it to repair itself over time, and passively refines itself to become stronger. This process requires you to make physical contact with the object. Lastly, the larger the object in question the more energy its imbuement will take.

Way of the Blade - 200 CP
While Yajirobe is far from the strongest warrior on Earth he is still powerful. Particularly as he was motivated to train in this world rather than laze around. He however, is unique amongst the Z-Warriors as the only true sword user. Inspired by Yajirobe you have honed your skills with the blade becoming a true sword user. Aside from being a master sword user, this also can have a special effect on your ki. The Ki of a swordsman is sharper and more overbearing than normal. This makes them stronger

compared to someone of the same level. Lastly, this perk will also give you a wide array of knowledge regarding Ki-based sword techniques to use.

Good and Evil - 200 CP
While Majin Buu was born evil, his heart became pure after absorbing the Grand Supreme Kai. This allowed him to later separate into Fat and Evil Buu. You have learned to replicate this feat in others splitting them apart. This will separate them into good and evil versions of themselves. This process however, will also divide the original being's power. The exact amount typically depends on the ratio of good to evil energy within them. For example, Good Buu received about 40% of his original energy due to their being more evil within his original body.

Limit Break Survivor - 300 CP
Many species have natural limits imposed on them. There however, are some exceptional individuals who can not only shatter these limits, but do so repeatedly. You are one of the rare individuals capable of this. Any so-called limit or restriction you possess can be ignored with enough effort. This means that you will never stop increasing in strength no matter how far you go. Though as you climb higher you will likely need to put more effort into breaking your new ceiling.

God of Destruction - 800/1000 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. This will make you equal in strength to the average God of Destruction. Being a God of Destruction grants a variety of advantages such as a massive power level, ageless immortality, and most importantly the ability to use the Energy of Destruction.

The Energy of Destruction allows the Gods of Destruction to exert combat power far beyond their limits. Additionally, this energy is corrosive and capable of destroying anything completely. Even beings who are significantly stronger such as the Angels are cautious of this energy. Lastly, unlike a standard God of Destruction your life will not be linked to a Supreme Kai. Lastly, if you are not satisfied being an ordinary God of Destruction then you can pay an additional 200 CP. This will grant you another strand of Energy of Destruction. This will immediately put you at the peak of the Gods of Destruction. Only the true veterans amongst them such as Bomen or Klein.

The Grey - 1000 CP
Normally a god must officially acquire a position such as the God of Destruction to jump from Grade 2 to Grade 3. Otherwise it is impossible to bypass this, however there are a select few mortals capable of bypassing this. The most infamous of them is a being called Jiren the Grey. The demigod warrior shattered the limits of divinity surpassing the Gods of Destruction through pure power. Somehow though the impossible happened again when you arose matching the legendary hero. Your sheer power and presence is overwhelming allowing you to fight a full level beyond your grade. You are a warrior who can shatter armies with your mere presence and bring renowned experts down with ease. Lastly, this also gives you access to Jiren's ability known as "The Eye" which supposedly was equal to Ultra Instinct in might.

Time Enforcer - 1000 CP
The Time Enforcer are powerful gods whose role is a mixture of an Angel and God of Destruction. They safeguard the multiverse and deal with issues for Zeno. The two requirements to become a Time Enforcer are to be as strong as a God of Destruction and be a Space-Time Controller. You seem to have fulfilled these requirements and been declared an official Time Enforcer. As a result you have gained the ability to use the Time Enforcer's unique skills Extinction and Reversal. Extinction is the Time Enforcer's equivalent to the Hakai. It allows the user to completely wipe a being from the past, present, and future, erasing them from time utterly. Reversal is a more advanced version that completely alters reality around the target's death. For example, if an individual was eliminated in the past with Reversal it would retroactively change history without creating any paradoxes.

Reincarnator

We Can Share Jumper - 100 CP
Obviously if you're a member of an organization they typically don't want you to get involved with other groups. Sometimes however, they are willing to compromise for particularly valuable individuals. You are one of these lucky individuals. As long as you qualify for a group you can freely join them no matter how many groups you already belong to. For example, Xiaya was invited by both the Supreme Kai of Time Chronoa and the Dragon God Zalama to their respective organizations. Lastly, this will also ensure that you are never forced to choose between the groups.

Strength is Sexy - 100 CP
Saiyan hierarchy is based on strength above all else. This also means that the stronger someone is, the more attractive a mate they are considered. You are an embodiment of this concept. The stronger you are the more you attract those around you. This effect is particularly effective on warriors and combatants that you are attracted to. This effect will also grow more potent as you grow in strength. For example, if you're strong enough you would gain the desires of numerous individuals even if you didn't intentionally try to. Lastly, this also ensures that any mates or lovers you gain will be comfortably sharing you. Though they will likely impose some standards on who can join them if you allow it.

Unstoppable Evolution - 100 CP
One of the most notable tropes in Dragon Ball is that everyone will allow each other to power up. Logically letting your foe transform is an asinine idea, but it is one that occurs often. Thankfully this applies to you as well. Whenever you are powering up or transforming it will be impossible for anyone to harm you. Perhaps they will wait willingly, be blown away by your power, or otherwise stopped by the universe itself. Lastly, this also ensures that all of your transformations look quite impressive and that you gain the ability to yell extremely loudly while transforming.

Latent Talent - 200 CP
While hard work can allow one to surpass their limits, talent can still help. For example, if similar individuals train the same amount the highly one would greatly surpass their partner. Luckily for you, you've been blessed with an immense amount of talent. You will find that you will learn and grow at rate dozens of times faster than others. This perk will affect any form of learning or training you undertake. Just remember you still need time to actually develop your skills.

Firm Foundations - 200 CP
Many individuals choose to focus on rapidly raising their raw power. This does increase their power, but it often leaves them a weak foundation. Having a weak foundation makes it harder to break through and prevents you from fully unleashing your strength. In order to deal with this issue you have carefully managed your foundation solidifying it. This firm foundation will never be shaken making future breakthroughs easier. Additionally, by refining this foundation even further you can become more powerful than other individuals at your level. For example, Xiaya's firm foundation was what allowed him to progress so far and develop his transformations beyond the normal limits.

Face Me Cowards! - 200 CP
While it may be looked down on occasionally some factions will attack each other when their powerhouses are gone. For some reason however, your foes are willing to use this tactic against you. Perhaps this is due to fear of your retaliation or some form of honor. Essentially if anyone is acting against you they will not move against your allies or anyone you care about. This however, is only meant to activate in negative instances. For example, while at war the enemy leader won't single handedly destroy your homeworld, but their army might attack it. If you wish to for whatever reason you may optionally disable this protection or narrow its range.

Edge of Death - 400 CP
Fighting life and death battles is one of the most common ways to grow stronger quickly. You in particular are well suited to this strategy. Whenever you are pushed to your utmost limits your strength will rapidly grow. This boost generally, however, will only be a few percent. Though if you are truly pushed to your limits then you may end up growing a couple percent stronger every minute. The best part of this power however, is that this boost is permanent. Meaning that after the battle concludes you will retain all of the new strength that you've received.

We Must Become Stronger - 400 CP
After Earth was attacked, knowledge of the wider universe was Revealed humanity realized that they needed to become stronger. As a result a martial arts revolution began to increase the overall strength of the planet. Having understood this concept you have figured out how to perform this feat. The end result was three special abilities. First, all allies, citizens, and anyone else under your banner will awaken various types of powers. These powers will be drawn from the general types you possess. For example, if you had been to Naruto, Harry Potter, and here then you could give out chakra, magic, and ki respectively. Of course you may also limit the available powers and who can receive them if you wish.

Second, as you grow stronger the average level of your citizens will increase. At a minimum they will be around .01% of your strength. This might seem small until you remember that you can eventually become a warrior capable of destroying universes with a flick of your wrist. This will also be the average level, occasionally true geniuses will emerge reaching significantly higher levels. Lastly, this will give all of your people a hardworking spirit and innovative attitude. Meaning that virtually everyone will awaken some of the potential and possibly develop the various powers further. As with the other effects you may withhold this if you wish to for any reason.

A New Energy - 400 CP
Throughout his life Xiaya acquired a number of different energy sources including the Dragon God's power, the Super Saiyan God divine power, and his own space-time power. Eventually all of the energies he possessed were fused into a new type of energy. This new energy possessed all of the aspects belonging to its components while being even stronger. You have figured out how to mimic this process and fuse all forms of energy you possess. This Omni-Energy or whatever you wish to call it will continuously grow stronger as you fuse more sources into it. Lastly, you may use this energy to power any sort of system or ability you possess, ensuring that you always have a pool of power to draw upon.

Return to Chaos - 600 CP
Return to Chaos is an extremely high level ability given to a few select Gods of Destruction. If they are not satisfied then they may reset the development of their universe without suffering from a complete erasure. You are one of the few privileged individuals who have been given this power. In this world and future worlds this allows you to freely return to two points. The first is when you arrive in the world and you start making changes. The second is the beginning of your world allowing you to directly influence its development. Most importantly these changes will be accepted by any beings responsible for safeguarding the world.

I Will Devour You - 600 CP
In order to break through to the King realm Xiaya devoured the Original King's power with the aid of his allies. He did this by erasing the Original Kings mind after the Original King tried to steal his body. You have a power that allows you to perform similar feats. This primarily can take effect in two ways. The first is that if someone attempts to absorb you or steal your body you can inverse it. This will allow you to instead absorb claiming their essence and skills. The second method is for a rebound to occur should someone try to manipulate or otherwise affect you. For example, if Towa used Demonization to take control of you the effect would bounce back. In that situation she would receive the

boost and become your loyal servant. This protection will work against any negative effect regardless of whether it's psychic, magical, or scientific.

Dragon Forging - 600 CP
The Dragon Balls are a legendary treasure passed down by the Dragon God Zalama. There are only two ways however, to acquire this legendary ability. The first is to personally receive the blessing of Zalama and the second is to wish for it from Super Shenron. You must have performed one of these feats as you have the ability to create your own Dragon Balls like the Namekian Dragon Clan. Properly creating your own variation of Shenron has two requirements.

The first is the construction of a model. The better the materials used the more power the dragon will be able to withstand. The second is your own ability, the dragon is primarily limited by the strength of its creator. The strength of your dragon will grow as your might does, potentially granting more wishes and more powerful abilities. The only restriction is that the Dragon Balls require one year to recharge. Lastly, the Dragon Balls you create cannot perform any Jump breaking wishes such as altering your CP allotment. This restriction will be removed Post-Spark.

Defender

The Endless Grind - 100 CP
The most common reason that fighters stop growing weaker is that they are unable to push themselves. Rather than going beyond your limits you have figured out an alternative method. You have figured out how to suppress your skills and body to train them at a higher intensity. For example, if you got used to training at 100 times gravity you could suppress your body. This would allow you to benefit from the higher gravity even after you got used to more intense levels. Most importantly this effect will allow you to increase your peak limits rather than simply repeating your previous efforts.

Peak Condition - 100 CP
You can maintain your peak state constantly. This means that as long as you have some energy you can maintain transformations and fight at 100% of your power. For example, if you only had 10% of your energy left you wouldn't be any slower or weaker than your peak state. Just remember that once you run yourself dry you'll go from a hundred to zero immediately. You can disable this perk if you wish.

Harmonious Genes - 100 CP
After learning that Goku was a Saiyan Bulma became concerned about whether or not they would be able to have children. Thankfully both species are closely related and can safely reproduce. You however, seem to be perfectly compatible with any other species. You can safely produce or otherwise create healthy offspring with any being. Any children born will be perfect hybrids or effectively new species. Lastly, this also gives you an instinctive ability to understand other species, their customs, and how to attract them if you wish to.

Hybrid Potential - 200 CP
Hybrids between Saiyans and humans such as Gohan are blessed with immense potential. Their bloodlines harmonize granting them a growth rate far beyond either species norms. This perk allows you to take this property for yourself and your descendants. You can safely fuse or otherwise become a member of multiple species without issue. There will be no conflicts between your traits. Instead you'll acquire the best of each world without acquiring any of their weaknesses. This also guarantees that you inherit any natural ability without suffering a loss in potency. Lastly, you will find that each additional species will only increase the synergization between them. This will continuously propel you further and further beyond your race's limits.

You're Doing It Wrong - 200 CP
Despite their weaker natural strength, human training methods are far more advanced than other species. This allows them to develop at much greater rates than other species. Reflecting this you have an innate understanding of how to best train yourself and others. For example, if there is a special method to train a power you possess, you will naturally figure it out in a short period of time. This also makes you an excellent teacher as you can streamline your allies training methods.

Fusion - 200 CP
Fusion is one of the most infamous and powerful techniques in Dragonball. There are a variety of fusion methods including the Fusion Dance, the Potara Earrings, and Namekian Fusion. You seem to have acquired your own unique fusion power. This variant allows you to fuse any other being regardless of their power or physical attributes. There is no limit to how many beings you can combine into your fusion.

Upon its creation you may choose whether you have control or a temporary fused consciousness is created. Next, the fusion will remain intact until you either run out of energy or willingly defuse. Lastly, if others are willing, they can be permanently fused into you similar to Namekian Fusion. This will boost your power, give you any unique qualities they possess, and their knowledge.

Unlocking Your Potential - 400 CP
The Grand Elder of the Namekians is an ancient being and the father of nearly all living Namekians. Arguably his most important ability is the ability to unlock someone's inner potential. Additionally, unlike other similar methods this version doesn't negatively affect the target in any way. By purchasing this perk you can gain the ability to unlock the potential of others. This power is slightly draining spiritually, but otherwise has no costs. To use this power all you have to do is place your hand on their head and call forth their hidden power. The best part is that this process can be done repeatedly over long periods of time as it doesn't overdraft the target's potential. Lastly, you may also unlock your own potential with this power if you wish.

Innocent Spirit - 400 CP
Goku is primarily known for his strength. He however, also possesses a pure and innocent heart. This aspect allowed Goku to turn his enemies into allies, repeatedly break through his limits, and remove distracting thoughts. By taking this perk you can acquire a similar spirit gaining a number of benefits. First, as mentioned before you will be able to befriend your allies. Anyone you defeat will find themselves seeking your company.

They may be rude, but they will not make any moves against you. Over time you will find that many will be purified, gaining virtues similar to yours. The second effect is that your mind will remain unburdened. You will never be weighed down by regrets, hesitation, or what some refer to as Heart Demons. Lastly, this will also make you an acceptable user for sentient or picky artifacts. For example, you could use the Nimbus Cloud from this world or other relics like Excalibur.

Tenacious Lifeforce - 400/600 CP
Some beings within this world have truly horrifying amounts of lifeforce. Beings such as Cell, Majin Buu, and Janemba capable of surviving what would be beyond lethal injuries for others. Luckily, you are one of these individuals as well. You are capable of surviving and retaining your consciousness even if you have been chopped into a hundred pieces. The only way to truly kill you is to utterly destroy every trace of your being. This property also grants you an unparalleled regenerative factor allowing you to restore your entire body in less than a second from a single cell.

The only ways for someone to defeat you are through overwhelming power or through mysterious arts like sealing. If you are not satisfied however, then for an additional 200 CP you may upgrade this power further. This will allow you to gain an adaptive ability like Towa's Bio-Android Feilu. For example, while fighting Xiaya Feilu continuously became more durable due to his injuries. These adaptations will be dependent on the injuries you receive. These changes will typically be minor or not affect your appearance. Though particularly devastating injuries may cause larger changes depending on how they occurred.

Blessing of the Dragon God - 600 CP
The Dragon's God power also known as Miracle power can manipulate fate. Individuals who have been bestowed with this power become favored by fate itself. By taking this perk you can acquire the Miracle power of Zalama. This will grant you the so-called halo of a main character giving you countless beneficial opportunities. For example, Xiaya was able to frequently break through bottlenecks on the brink of death, receive guidance from experts, and otherwise trigger miracles. This power cannot be actively channeled, but its effects are extremely profound. Lastly, given that this power originates from Zalama you will gain a high affinity with dragons and dragon-related abilities.

Ancient Expert - 600 CP
The God of Destruction is one of the oldest beings in existence having been alive for billions of years. He has witnessed the era develop and multiple generations of Destroyers pass. Few can be considered as ancient as him, and it turns out that you are

one of these individuals. Like Bomen, you are an primordial and seemingly immortal being. Your age has granted you immense experience and allowed you to hone all of your skills to an unmatched degree. For example, even if you lacked any talent in combat, your sheer experience would make you one of the most skilled fighters in the multiverse. All of your abilities have been similarly honed. Lastly, all of your memories will be kept separate allowing you to utilize your amassed knowledge without any fear of having your personality overwritten.

The Legendary Jumper - 600 CP
There are a few rare members within each species who possess immense battle power and talents far surpassing their species standard. Some examples of this include Frieza, Slug, and Broly. They represent the mutant variants of the Frost Demons, Namekians, and Saiyans respectively. By taking this perk you may become a legendary mutant of whatever species you belong to.

This will greatly amplify your power and likely give you your own unique abilities. For example, Saiyans would gain access to the Legendary Super Saiyans forms, have their power double every year like Broly, and a much stronger anger boost. Lastly, choosing this option will remove any negative side effects of the form. Using Saiyans again, you wouldn’t become a mindless berserker due to rage.

Scientist

A Million Tongues - 100 CP
Proper communication first requires that you be able to speak with someone. Knowing this you have extensively studied the various languages in the multiverse mastering them all. You've learned everything from the unique dialect of a random planet all the way to the Divine Language used by the Gods. Additionally, post-jump should there be any new languages you do not know you will gain mastery over them as well. Lastly, this will also include knowledge of any languages that you may lack the physical ability to speak. Perhaps you can figure out a way to do so or simply translate for those who can.

Spatial Coordinates - 100 CP
When planning out how to acquire the Super Dragon Balls Xiaya asked Porunga to implant knowledge of every spatial coordinate in his head. This gave him a comprehensive map of every location within the universe. Like Xiaya you have somehow acquired this knowledge. To ensure that you aren't overwhelmed the knowledge will be stored within your mind and only called upon when you need it. This however, gives you a perfect mapping of every location within your local multiverse. Post-jump your mental maps will be updated with any new locations.

Theft Proof Genes - 100 CP
Between all of the various villains in this world there are quite a few ways to steal the abilities of others. To preemptively deal with this issue, you have figured out how to prevent your powers from being copied. As a result any attempts to harvest your DNA, steal your energy, or otherwise take your abilities will fail completely. For example, if Dr. Gero tried to use a blood sample from your body then nothing would be recognizable, making it impossible for him to incorporate it. Anything you possess must be freely given for it to be usable. Even then it will only work for those you allow, adding another layer of protection.

Leaving a Way Out - 200 CP
After King Vegeta discovered the Saiyan rebels he chose to leave them alone. This was mainly in the hopes of leaving the Saiyans with a backup in case their rebellion against Frieza failed. Like King Vegeta you have ample back up plans for any situation. As a result no matter how badly a loss you suffer you will always have a way out. It may take a long time to recover, but it will always be possible for you to rise again. Keep in mind

however, there are limits to this. You can't freely perform a blatantly suicidal charge and expect to miraculously survive for no reason.

Wisdom of a King - 200 CP
While it may not be his most well known skill, King Vegeta was a surprisingly skilled King. He was able to manage both the Saiyan race and a large number of planets in the surrounding area. Like the late king you have been trained in how to manage a kingdom. This includes how to manage expenses, delegate tasks to capable subordinates, and dealing with all of the responsibilities associated with running a kingdom. Second, you have to either train or recruit capable subordinates. Thankfully, you seem to naturally attract these experts from all fields. As long as you build up your kingdom safely it is practically guaranteed to become a powerful territory in the future.

Heart Like Still Water - 200 CP
Korin is an experienced martial artist over 800 years old. He may not be a powerful warrior, but few have mastered the fundamentals like he has. Perhaps you were his pupil as you have mastered these principles as well. The most important of which is control. You have refined your body and ki gaining absolute control over every movement. This allows you to manipulate your energy with immense precision and ensure that nothing you do is wasted. Even the simplest move you make will be done with absolute efficiency.

Composite Lifeform - 400 CP
Surprisingly the Saiyans have a number of offshoots including the standard universe 7 Saiyans, the Universe 6 Saiyans, the GT variants in the Dragon Realm, and a few other variants scattered throughout the multiverse. All of them possess similar powers, but walk their own unique path. Each option tends to offer some benefits and cost.

Somehow though you have managed to become a composite variation of your species. For example, as a composite Saiyan you would have access to the Universe 7 Saiyan instincts, Universe 6 Saiyans raw talent, and GT's mastery over the Great Ape. Essentially if it can be classified under the same species then you will gain access to it. Most importantly, these aspects will fuse harmoniously together and only beneficial aspects will be retained.

Why Don't You Serve Me - 400 CP
Towa and Mira actually aren't that dangerous power wise, their main threat is due to their bizarre magic. The most potent of which is the Supervillain Mode which empowers their servants. This transformation greatly boosts the target's power while bringing them under the user's sway. It however, also amplifies their negative emotions which can be

both a boon and drawback. This ability is only made more dangerous in combination with the rest of her magic such as the concealment, evasion skills, and her mental attacks. Purchasing this perk will grant you a mastery of magic equal to Towa's and the ability to transform others using the Supervillain Mode.

Infinite Energy - 400 CP
While they were powerful Androids 17 and 18's most dangerous power was their unlimited energy. This power allowed them to fight limitlessly without ever growing concerned about getting tired. Somehow you have acquired this power for yourself. Perhaps Android 21 implanted a World Core within you as well 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 were still weaker than Xiaya and Gohan despite having unlimited energy. This limit will increase however as you grow stronger.

- **This Perk is Free for Androids**

Jumper the All Knowing - 600 CP
Zuno is a mysterious being who possesses knowledge of everything that has ever occurred in the multiverse. Supposedly he can answer any question even if it should be impossible for him to answer. Some believe that he possesses a connection to the Akashic Records. Whether this is true for Zuno is unknown, but it certainly is true for you. This connection allows you to all knowledge within the local multiverse. Most importantly this information constantly updates and includes even the deepest secrets fo the universe. For exmaple, Zuno was able to actively track the Super Dragon Balls and identify Xiaya as a God of Time shortly after his appointment. Each time you arrive in a new setting or multiverse you will gain access to their information as well. Lastly, due to the sheer quantity of information you will be given an unlimited mental storage capacity. This way you never have to worry about running out of space or having your mind overloaded.

Mechanical Wonders - 600 CP
You are a master of both biology and mechanics. This knowledge includes both the practical skills and theoretical science needed to create wonders. Your talent however truly shines when it comes to producing bio-mechanical lifeforms. Given a proper lab you could create beings on par with the Androids, Cell, the Feidaya Bio-warriors like Bojack, the Big Gete Star, the Gammas, or the robotic lifeforms from Universe 3. Given sufficient samples and data to work with you may very well prove capable of creating androids that could surpass even the Gods of Destruction. Lastly, if you wish it would likely be a simple process to perform any of these modifications on yourself.

Renowned Scientist - 600 CP
Both Dr. Briefs and his daughter Bulma are geniuses only matched by a select few in the multiverse. You are one of the few individuals who can be considered their intellectual equal. Your exceptional IQ and inventive prowess make you a scientist leading the forefront of multiple scientific disciplines, and pioneering groundbreaking advancements. Furthermore, whether through your own ingenuity or under the guidance of these technological visionaries, you have attained a comprehensive mastery of Capsule Corp's cutting-edge technology. From the iconic capsules capable of storing vast objects within a pocket-sized container to the fantastic gravity machines, the enigmatic Time Machine, and an array of other ingenious inventions, you possess an intimate understanding of the marvels crafted by Capsule Corp. Given time you might develop other wonders capable of wowing the universe.

Tyrant

Filial Sons - 100 CP
For one reason or another quite a few powerful individuals are terrible parents. A great example of this is King Cold's relationship with Frieza and Cooler. Luckily you somehow managed to avoid falling into this group. In fact you are actually a wonderful parent capable of inspiring unmatched loyalty in your creations. As a result your children and creations will always be loyal to you. Meaning that you will never have to worry about being overthrown or otherwise threatened by your spawn.

This is Mine Now - 100 CP
There are a number of powers and positions which can be bestowed upon certain individuals. This however, also means that these abilities can be taken away. Somehow though you are capable of internalizing and absorbing any foreign boost you receive. For example, if you were given strands of the Energy of Destruction you would have started generating your own energy if they were taken away. As a result you will never lose any powers or abilities given to you.

Attribute Distribution - 100 CP
A surprisingly common power up state is the buff mode. This state occurs when a being floods themselves with power. This greatly increases their strength, but normally decreases their speed and capacity for rational thought. This ability is useful, but only for specific situations. Which is exactly why you've learned to distribute your attributes. Somehow you figured out how to transfer your "stats" to increase and decrease each trait. For example, you could greatly reduce your speed and attack power to greatly increase your defensive power or strength. The only restriction on this power is that increasing one attribute requires another decrease.

Taken A Liking to You - 200 CP
Possessing a higher degree of strength can grant a variety of benefits. For example, when Xiaya first encountered Cooler, the tyrant was willing to spare Xiaya if he served him. Like Xiaya, other beings including your enemies will look at you more favorably if you demonstrate your capabilities. So if you had a massive power level or were extremely skilled then others might try to recruit you. Additionally in instances such as being captured your foes will be much more likely to hold you prisoner rather than just killing you. The effects of this perk will grow as your talent shines brighter.

Change Now - 200 CP
Captain Ginyu is Frieza's most elite warrior and the wielder of a special ability called Body Change. This power allows him to swap bodies with those around him. By purchasing this perk you will gain access to this power. Additionally as you are paying CP you will lack Ginyu's weakness allowing you to swap bodies with anyone regardless of the gap in power. The only weakness Body Change has is that the transfer requires line of sight with the target and they must be impacted by it. This means that most individuals stronger than you can easily avoid this attack. Lastly, should you transfer to a new body all of the perks you have will be suppressed as well. That way you don't accidentally give someone all of your out-of-context powers.

The World's Greatest Thief - 200 CP
Hasky is a legendary thief and considered to be the world's number one thief. She however, must have taken you as a student at some point as you are just as skilled as her. This has made you an incredible thief capable of great feats. First off you are now a master of disguise. You can conceal your appearance and take on the forms of others with practiced ease. Second, there is no security system or defense that you can't find a way through. Lastly, you have an innate sixth sense that allows you to locate valuable treasures. The more valuable the treasure the more it will stand out to you.

I Died, But I Lived - 400 CP
After Towa betrayed Demigra it was revealed that she had crafted a new body for her own use. So after she was killed the body awoke with all of her memories allowing her to start a new life while her previous foes thought she was dead. Either having learned from Towa's attempt or simply having shared her thought process you developed a similar protocol. Should you be slain the protocol will activate, transmitting your mind into the new body. The process will ensure that all of your foes believe you are dead and give you time to grow once more. Additionally, this body is significantly stronger and more talented than your previous one. You however, will have to grow up once more since this body is that of a child's. A new body will be prepared once every 10 years or once per jump. Whichever process is shorter will determine the timer.

Demonization - 400 CP
Demonization is a power created by Towa using her magic and the space-time crystals. This power greatly enhances the user's strength, size, and energy. The state also typically causes red lines to appear across the user's body. Somehow you have acquired this power for yourself. Perhaps you are one of Towa's minions or you somehow figured out this ability on your own. Regardless, you now possess the Demonization ability and have managed to retain complete control over yourself. You may optionally choose whether or not any physical changes occur. Additionally, this

power is capable of feeding off of negative emotions growing further. Emotions such as rage, fear, jealousy, greed, and anything else negative can boost it further. The greater the emotion the greater the enhancement.



Overwhelming Might - 400 CP
Despite the decent array of unique superpowers in Dragonball, pure power often reigns supreme. A common example of this is that some powerful individuals are capable of outright ignoring or otherwise bypassing powers. A great example of this was Broly's fight against Xiaya. His overwhelming power allowed him to shatter nearly all of Xiaya's powers. Like Broly, you are capable of this feat as well. You can essentially brute force your way through anything as long as you are stronger. For example, if you were placed in a spatial or temporal lock you could ignore it. This process becomes easier as you grow stronger.

I Can Do That To - 600 CP
As you might imagine both Cell and Majin Buu had powerful comprehensive abilities. Both warriors were capable of mimicking any technique they witnessed. You too share this frightening comprehensive prowess. As long as something can be classified as a skill or technique you can perform it perfectly after witnessing it done once. This includes spiritual or soul based skills such as instant transmission. The only abilities you cannot replicate are those that belong to a bloodline. For example, you could learn any jutsu in Naruto aside from something like Amaterastu. Your innate comprehension however, might allow you to replicate it using other similar skills.

Parallel Existence - 600 CP
Many higher grade beings exist across countless timelines and dimensions. Such individuals are able to connect their parallel selves such as Towa, Mira, and Demigra. With this perk you can become one of these individuals as well, which has a number of effects. First, it is impossible for you to truly die unless all of your selves are slain. Should you die you will simply possess one of your other selves. Second, you can merge with your counterparts massively increasing your power. For example, Demigra raised his strength from that of a Super Saiyan God to the level of a stronger Angel.

Though it can be more beneficial sometimes to allow your counterparts to remain separate. This allows them to work independently and grow stronger.

Unmatched Talent - 600 CP
Frieza's talent is honestly horrifying, many consider the only reason he isn't unmatched is due to his own lazy nature. Even without training he managed to become one of the strongest beings in the universe. Within a mere few months he nearly reached the level of the gods. Given a decade he could become a peer of Gods of Destruction in raw power. By taking this perk you may acquire this unrivaled talent for yourself. This perk will affect all forms of growth and development you possess.

Special Techniques/Powers

You will receive a **400 CP** stipend to spend on techniques. Additionally, you'll receive **three discounts** that can be used on any technique or option listed below.

Super Flare - 100 CP
Super Flare is an evolved version of the Solar Flare technique. Xiaya created this technique after reaching the divine realm. By combining it with divine energy it gained the ability to blind and disorient any foe. Even beings such as the Angels can be incapacitated momentarily with this technique. By purchasing this perk you can master this technique and develop an intrinsic understanding of similar powers. This will greatly aid your advancements in any form of ocular or illusionary art.

I Can Breathe in Space - 100 CP
Saiyans possess a variety of powers, but one important ability they lack is the ability to survive outside of an atmosphere. This ability however, is remarkably common amongst other species. You are either one of these individuals or you have somehow developed a technique to counteract this issue. As a result you are able to survive without oxygen, be unaffected by the freezing temperature of space, and otherwise ignore issues due to extreme environments. Essentially as long as it can be considered an environmental effect you will be safe from it. Though you may disable this effect to train your body in extreme conditions.

- **Free Frost Demon, Android, and Majin**

Zenkai Boost - 200 CP
Zenkai are arguably the most famous trait of the Saiyan race aside from the infamous Super Saiyan form. This innate trait allows Saiyans to rapidly grow in power after recovering from severe injuries. The closer to death the Saiyan is the greater the boost they receive afterwards. Typically these boosts are between ten and thirty percent however, some rare instances have been recorded reaching up to a thirty times boost in power. By purchasing this perk you can acquire this trait for yourself. The best part however, is that your Zenkai will always tend to be on the bigger side. For example, if you were given a wound that normally boosts a Saiyan's strength by 5% then your boost might be 20%. This will scale exponentially as the injury you recieve is considered more severe.

- **This Perk is Free for Saiyans**

God Ki - 200 CP
God Ki is a unique type of energy used by divine beings in the DragonBall universe. This form of ki is significantly 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 in the presence of a god 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 the foundation for Super Saiyan Blue. Lastly, as this form of God Ki is naturally infused within you it will directly transform you into a first grade Divine being and make any development related to the divine progress at a significantly faster rate.

- **This perk is Free for Core People, Dragons, and Angels**

Flash Freeze - 200 CP
Flash freeze is a special ability possessed by the Frost Demons. This power allows them to freeze themselves in a large cocoon-like structure made of ice. This ice is incredibly resistant to damage and grows stronger with the user. Additionally, while inside this ice cocoon none of your energy or other life signs will leak out. Unless someone can directly see you it will be impossible for them to locate you. Lastly, by default you will enter a comatose state until the ice melts. You however, may choose to remain awake and free yourself once the danger has passed if you wish.

- **Free for Frost Demons**

Stone Spit - 200 CP
The Demon King Dabura was surprisingly weak in the grand scale of the universe. He however, did possess one rather interesting technique simply referred to as Stone Spit. This power made it so that any being whom his spit came into contact with would rapidly turn to stone. This ability is effective on any being regardless of their strength. For example, beings as strong as Goku and Piccolo can still be turned into statues with this power. It however, can be countered with magic or by blocking the spit itself physically. Lastly, the user can choose to dispel the stone bindings at will if they wish.

Absorption - 300 CP
Absorption is a rare ability that allows beings to steal power from other beings. Somehow you are capable of using absorption and absorbing other beings. Perhaps this is done in a manner similar to Cell with an appendage or by literally devouring others like Majin Buu. Either way this ability allows you to rapidly strengthen your power and even unlock new abilities. Granted the odds of the second event occurring is heavily dependent on the target. Though this can be improved by absorbing more of a similar target. Lastly, unlike Cell or Majin Buu there won't be any methods for others to forcefully remove your absorbed targets. Especially if you choose to absorb them completely similar to how Fat Buu devoured Evil Buu's essence.

- **This Perk is Free for Bio-Androids and Majins**

Stardust Breaker - 300 CP
Stardust Breaker is an attack unique to the Fusion Warrior Gogeta. It resembles an ever changing rainbow sphere that floats in the user's palm. It is an incredibly powerful move capable of unleashing power beyond the user's battle power. In addition to being a very powerful attack, this attack can purify the evil from its target. This attack is effective on any target and is more effective the greater the evil within the target. This ability however, can be resisted should your foe be significantly stronger than you.

Devilmite Beam - 300 CP
The Devilmite Beam is a unique attack used by the warrior Devilman. The attack is designed to judge the innate evil of the target and inflict an appropriate amount of damage. This means that the attack is worthless against heroic individuals, but it can deal devastating damage to evil targets. The damage is always effective regardless of the target's strength as well. Meaning that someone like Frieza is just as likely to be killed by this attack as an ordinary monstrous human.

Forced Spirit Fission - 300 CP
Forced Spirit Fission is an advanced technique developed by the Yardratians to manipulate energy. It allows the user to manipulate their target's energy, undo fusions, release absorbed victims, and free trapped souls. This technique can be used from a distance or through contact. This property also effectively makes the user immune to having their energy drained as the stolen energy can immediately be returned. Finally, the ability can be used to heal others and gather energy into powerful attacks. Lastly, purchasing this perk guarantees that you will be able to safely interact with any form of energy and manipulate it.

- **This Perk is discounted if you have the Yardratian Master Perk**

I Can See the Future - 300 CP
You have foresight similar to the Kanassans allowing you to see into the future. You however, have the ability to control these visions to a degree. Overtime you can refine this ability progressively enhancing their clarity and precision. Additionally, you can focus on the length of these visions. For example, you could shorten the visions to a few seconds effectively gaining combat foresight. Lastly, as you are paying CP for this you will not suffer any negative effects from this power like Bardock did initially.

- **This Perk is discounted if you have the Yardratian Master Perk**

Time Suspension - 400 CP
Due to the unique circumstances regarding Xiaya's reincarnation he was able to gain access to two superpowers. Time Suspension was the first power he unlocked. By activating the power the world will turn blue as everyone around the user freezes. This

power is effective on any being though the duration can vary. The only real limit on the power is the energy consumption. Freezing more powerful beings requires a larger amount of energy. Similarly extending the duration in which you freeze the world costs more energy. Over time however, you can train this power to become more efficient. Lastly, this ability will be given to you at the peak level Xiaya reached, becoming a part of your bloodline.

- **If you purchase both Time Suspension and Spatial Warping you can merge the powers making both of them stronger.**

Spatial Warping - 400 CP

Spatial Warping was a mysterious superpower that Xiaya gained through his reincarnation. It allowed him to manipulate space, create pocket dimensions, and teleport. The pocket dimension allows the user to effectively create their own frozen piece of space which functions like an inventory. Everything inside will be preserved perfectly and kept safe. The teleportation ability allows the user to bring themselves and others through space. The only restriction is the amount of energy you possess. For example, jumping across the galaxy is more draining than moving between planets. Once you're strong enough you will be able to freely travel between multiverses with this power. Lastly, this ability will be given to you at the peak level Xiaya reached, becoming a part of your bloodline.

- **If you purchase both Time Suspension and Spatial Warping you can merge the powers making both of them stronger.**

Teachings of the Kai - 400 CP

The North Kai may seem like a rather unimpressive fighter, but he is actually a skilled martial artist. Some of his most notable techniques include the Kaio-Ken and the Spirit Bomb. You have been taught by King Kai and learned all of the techniques he has gained throughout his life. The Kaio-Ken allows the user to multiply their overall power at the cost of straining their body. The Spirit Bomb on the other hand is an attack that gathers energy from the surrounding area and any living beings. Both of these attacks are designed to fight enemies far beyond the user's level. Purchasing this perk will make you a master of each of these techniques.

Evil Containment Wave - 400 CP

The Evil Containment Wave is a technique created by Master Mutaito. This technique is capable of being used on any target though it is particularly effective when used against demonic and evil beings. Most importantly Evil Containment Wave actually becomes more effective when used against foes stronger than the user. Additionally, once a target is successfully hit by the Mufuba it is nearly impossible for them to escape the technique's pull. For example, Xiaya used this technique to seal away multiple Dark

Angels after becoming a God of Destruction. The only restriction is that this increases the energy consumption of the user. Lastly, the Evil Containment Wave requires you to prepare some sort of container and sealing paper to imprison the target.

Yardratian Master - 400 CP
The Yardratians are a peaceful race of warriors that possess many peculiar skills. Each of these techniques grant incredible abilities though they can strain the user's soul. You however, seem to possess a great affinity for their techniques. As a result you have managed to learn and master all of the techniques developed by the Yardratians. Some of these techniques include Instant Transmission, True Spiritual Art, Spirit Eye, Damage Rebound, cloning, and advanced healing. An example of an unknown Yardratian technique is the Spirit Eye. The Spirit Eye is a power that allows the user to see the age, power level, and sin level of a target. You will gain a mastery of these and many other bizarre techniques created by this unique species.

The Nine Immortals - 400 CP
The Nine Immortals are the greatest experts of the Metamorans. This species is famous for their exceptional combat abilities and bizarre techniques. Some examples include the Fusion Dance, the Vacuum Technique and the Feint Skill. The technique allows for the creation of a fused warrior, the user to breathe in space, and the ability to make solid afterimages respectively. By taking this perk you can become a master of the Metamoran techniques and their combat style. The Metamorans pursued the opposite direction as Earth's martial artist. They instead choose to harmonize with nature drawing upon the power of the cosmos.

Super Saiyan - 300/500/600 CP
Super Saiyan is a unique 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 example, a Frost Demon would likely gain Coolers fifth form or Frieza's Silver form.

- 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 with Full Power Super Saiyan (Grade 4) like Xiaya did after he mastered the transformation. This mainly means that you do not need to expend any energy to maintain this transformation.

Keeper of Life - 600 CP
The Supreme Kai's are the Gods of Life tasked with overseeing each universe. One of the main ways they do this is by creating new planets and species to inhabit them. You have been trained in their arts and acquired this ability. You can create new worlds and fill them with life. You may freely design the appearances and characteristics of your creations.Typically these worlds will need time to develop though you can create more advanced beings if you wish. The main restriction on this power is that creating larger celestial bodies and more advanced species cost more energy.

- **This Perk is Free for Supreme Kais**

Ultra Instinct - 600 CP
Ultra Instinct is a rare and incredibly powerful technique that allows the user to move and react unconsciously, bypassing the need for conscious thought. With this perk, you will gain the ability to use the Ultra Instinct state, allowing you to move and react with god-like speed and precision. Your movements will become nearly impossible to track, and you will be able to dodge attacks with ease. Additionally, your attacks will hit with incredible force, and you will be able to deliver devastating blows to your opponents. By purchasing this you have not only learned, but completely mastered Ultra Instinct. You can utilize its perfected state with ease and enter it at will.

- **This Perk is Free for Angels and Dark Angels**

Forging Reality - 600 CP
Every member of the Angel Realm possesses incredible creative powers. These however, are more focused on materialistic creation and manipulation than life forging like the Supreme Kais. A demonstration of this was when the Grand Priest assembled the Tournament of Power arena within the Null Real. He was able to easily create the materials before building the entire arena in moments. This perk grants you access to this power as well. It essentially allows you to freely create any material and rapidly assemble it into your chosen product. Granted creating more specific or advanced constructs requires a greater amount of finesse.

- **This Perk is Free for Angels and Dark Angels**

Transcending Immortality - 600 CP
In order to carry out the Zero Mortal Plan, Zamasu used Super Shenron to become a true immortal. This was no mere false immortality, but true unending life. Like the fallen Kai you have acquired this form of immortality. You cannot be permanently slain by any mere attack or even the divine might from a God of Destruction. Only absolute beings such as Zeno, Zalama, or the Time King could end you. Additionally, this form doesn't restrict you from growing. Rather than being frozen in time you can continue to become

a greater being. Perhaps you could eventually become the ultimate icon of justice Zamasu sought to create with this gift.

Erase - 600 CP
The multiverse has been thrown into disarray through Zenos mismanagement and his main method to fix it is to erase it. This ability may be simple, but it truly is terrifying for all lifeforms. Somehow you have inherited the unique power of the childlike deity. Perhaps Zeno created you or decided to give you this ability for some bizarre reason. This devastating ability allows you to erase anything from existence and delete it from reality. This ability is effective on anything from single beings to whole universes. Only the strongest of beings have the power to resist this. Though this protection will always be momentary at best. In time perhaps you can refine this power becoming just as adept as Zeno himself with it.

Items

All items are discounted to their origins and the 100 CP items are free for their origin. In addition, you gain 400 CP to spend freely in the Items section. Further purchases will be discounted for items that can be purchased multiple times. Lastly, any items that update post jump will also receive a retroactive update.

General Items

The Strongest Legend of Dragonball - Free/100
This is a copy of The Strongest Legend of Dragon Ball fanfic. It contains the events that occurred throughout the fanfic and allow you to view events that would normally be unknown. You may take this copy with you; it will contain a large amount of relevant information should you be unfamiliar with the setting or need a refresher. For an additional 100 CP it will come with a wiki. This version will have detailed information on character profiles, abilities, and anything about the setting you could want to know.

Healing Pods - 200 CP
The healing pods were a special healing technology used throughout the galaxy. These pods are typically spherical and filled with a green healing liquid allowing the user to float inside. Here chambers are large enough for most beings in the universe to comfortably sit down. Most importantly they are capable of healing someone to full health from the brink of death in only an hour or two. Purchasing this will install a dozen healing pods in your warehouse. Additionally, you will receive the blueprints needed to produce more of these pods.

Fragmented World - 200/400 CP
The Fragmented Worlds are parallel timelines that split off from the main world. Towa was somehow able to figure out how to mass produce these. Though this generally came at a massive cost in innocent lives. If you wish however, you may claim one of these worlds for yourself. For 200 CP you may acquire a small Fragmented World. The minor Fragmented Worlds normally range from the size of a normal planet to multiple solar systems. For 400 CP you may acquire a major Fragmented World. The major Fragmented Worlds are typically the size of a galaxy or larger. Each of these worlds resemble the standard Dragon Ball world by default, though if you wish you may claim a fragmented world of a setting you've been to before.

The Demon Realm - 400 CP
The Demon Realm is located at the very tip of the universe. This bizarre realm operates as a physical plane reflecting the main universe. This realm is home to many demonic gods such as the Demon Supreme Kais, evil gods, and Demigra. By purchasing this you may create a copy of the Demon Realm. This will allow you to become the ruler of the Demon Realm and command all of its experts. The majority of the Demon Realm is made up of decently powerful individuals. There however, are a number of experts on the level of Towa, Mira, and perhaps even Demigra in his weaker state. Lastly, this realm is the perfect location for any demonic beings to develop given the sheer quantity of pure demonic energy present.

Dragon Balls - 600 CP
The Dragon Balls are a set of orange spheres with dark stars inside of them. When the seven Dragon Balls are gathered together they allow the user to summon an eternal dragon such as Shenron. The eternal dragon is capable of granting the user two wishes. These wishes can be anything from receiving a simple item to performing a mass resurrection. The only restriction is that they cannot grant any meta wishes such as altering your CP allotment. After the dragon has granted your wishes it will take approximately three months to recharge completely. Additionally, these Dragon Balls will pose no risk of becoming overloaded with negative energy. Lastly, these Dragon Balls are indestructible and will not scatter across the planet after being used.

The Greater Realms - 800 CP
The Greater Realms include the Time Realm, the Dragon Realm, and the Angel Realm. Each of these realms were forged by the King level powerhouses upon their ascension. These worlds are considered to be the strongest factions and training areas within the multiverse. One of the reasons for this is due to the suppression of the realm. The deeper within you go the less power you can exert. For example, Super Saiyan 3's are only capable of using the strength of a strong earthling. This however, is an extremely effective training method and defensive system. Purchasing this option allows you to create a copy of a canon Greater Realm or create your own realm. This will include all of the inhabitants, areas within, subdimensions, and anything controlled by the realm. You may freely design the population and aspects of the realm. The most important aspect however, is that this realm will be protected by a King level being and a number of Grade 5 Divine Beings. You may design their species, appearances, and personalities if you wish. Though by default they will be of a similar race to you. Next, as the owner of this world you will passively be strengthened by its energy. Even beings such as Angels can be greatly strengthened when baptized by this energy. Lastly, as the realms are effectively afterlives as well the souls of your allies and followers will appear here. Much like Otherworld their bodies will be restored in their prime with unlimited lifespans.

Reincarnator

Training Cabins - 100 CP
Training cabins are a special device developed by the Dada. These pods are designed to safely hold young Saiyan children. They hold the children within the pod and suspend them in a nutrient solution to achieve peak growth. These cabins also serve as a safe method for infants to adapt to high gravity environments while still having their bodies strengthened. Purchasing this will give you three of these cabins along with the blueprints needed to produce more of them. This also includes special variations for any unique species.

The Meat Locker - 100 CP
One of the Saiyan's most infamous traits is their incredible hunger. A single Saiyan let alone multiple Saiyans can consume an astronomical amount of food. This magical meat locker was developed to deal with this issue. Though contrary to its name this room is filled with all sorts of food and delicious food at that. This room contains a limitless amount of food which is only limited by how much you can carry out at a time. You can find any dish you have ever seen and likely quite a few you've never heard of in this room.

Universal Communicator - 200 CP
The universal communicator is a device created by the Feidaya people. It works by scanning the brainwaves and thoughts of the beings around it. It then converts these thoughts projecting them into the target allowing them to communicate regardless of any language barrier. This also prevents any misunderstandings that could occur from an improper translation. Purchasing this will give you five of these devices along with the blueprints needed to produce more of them.

Senzu Mountain - 200 CP
Senzu Mountain is a higher dimension created by Golden Flame Shenron. This dimension contains an environment perfect for growing senzu beans. The area naturally produces Ultra Divine Water and can easily grow thousands of senzu beans annually. This majestic mountain is cared for by a few dozen gentle women like Launch and Gine. They have been trained to raise senzu beans and other mystical plants. Lastly, due to the unique properties of the dimension it is impossible for anyone to enter without your permission. This makes this an incredibly secure area and removes the risk of theft from occurring.

The Creating God Platform - 400 CP



The Creating God Platform is a massive training area designed by the Grand Priest to train divine beings. The Creating God Platform is larger than a solar system and contains over one thousand levels. Each level is progressively more dangerous than the last. Should you be capable of completing the altar's test it will refine your skills and greatly boost your power.

Most importantly, the platform will refine your dimension level allowing you to become a deity and suppress lower leveled lifeforms. For example, completing one thousand levels would push you to the level of a God of Destruction like Beerus after completion. This version of the platform has an unlimited number of levels . Lastly, as the Tempering Altar refines your skills it will create unique challenges based around your abilities. For example, one of the challenges Xiaya faced was a space-time barrier which forced him to train his superpowers.

Mother Goddess Tree - 400 CP

The Mother Goddess Tree is a mysterious life form from the world known as Divine Tree Star. This tree contains a vast amount of life force and can birth a species of female elves. Each member of this species has immense talent with plants and can cultivate virtually any species from nature without issue. Additionally, each elf is incredibly beautiful, far surpassing ordinary women. Their species' only weakness is that they don't have any natural talent to become warriors. Purchasing this will give you your own Mother Goddess Tree and a city filled with a couple thousand of the elves. They will view you as their ruler and have an unbreakable sense of loyalty.

The Fountain of Youth - 600 CP
The Fountain of Youth is a divine treasure which generates the Elixir of Immortality. The fountain is capable of generating an infinite amount of water from the Yellow River which is refined into the elixir. By consuming the elixir the drinker will gain a few hundred years worth of lifeforce. This will also regress the user's age to their peak and restore their potential should they be a senior individual. This fountain generates enough of the elixir to fill a large tub each day.

The Saiyan Empire - 600 CP
Before the destruction of the Planet Vegeta, Xiaya evacuated as many Saiyans as he could to Planet Hongshan. This world would go on to prosper becoming one of the greatest worlds in the universe. Aside from this world there were a few others under their control such as the planet which housed the Feidaya species which created all of the Saiyans technology. This would become the new bastion of the Saiyans. Purchasing this will give you a copy of their small empire along with a population of 1,000,000 Saiyan warriors. These Saiyans, unlike the original Saiyans, are righteous warriors defending the universe similar to their Universe 6 counterparts. These Saiyans along with all of the other inhabitants of the empire will be loyal to you, treating you as their leader.

Defender

Capsule Bands - 100 CP
Capsule Corp developed a variety of technology to handle various issues that arouse. Two interesting products created by Bulma were the micro and gravity bands. The micro band is a wrist watch-like device that can shrink the user. For example, Bulma was able to shrink down to around an inch while wearing it. The gravity band on the other hand is a device that protects the user from high gravity environments. They are mainly meant for visiting aliens to high gravity worlds like planet Hongshan. Purchasing this will give you a dozen of each band along with their blueprints.

Saiyan Pod - 100 CP
The standard Saiyan pod is a spherical spaceship typically big enough to comfortably hold a single person. This ship has a built-in hibernation function allowing the user to relax during long flights. This will give you a dozen pods allowing you to field an entire squad of warriors at once. Should any of the ships be destroyed they will be replaced a week later. Lastly, you will receive the blueprints needed to create more of these ships.

Weights For Days - 200 CP
Weighted training is a useful method to grow stronger no matter how powerful you are. To assist you in this endeavor you have been given access to this expansive facility. The facility comes fully stocked with training weights, machines for various workouts, and a gravity room. Most importantly, this equipment has no upper limit and will adjust as you grow. Lastly, the room is indestructible allowing you to perform at your best without fear of destroying anything.

Hyperbolic Time Chamber - 200 CP
The Hyperbolic Time Chamber is a unique dimension on the Lookout. The area inside the chamber is incredibly inhospitable, has enhanced gravity, and wildly fluctuating temperatures. In addition, as you travel deeper into the chamber the conditions will worsen. The most important aspect however, is that time inside the chamber flows at an alternative rate. By default it is equivalent to one year inside the chamber being twenty-four hours outside. Though you can alter this ratio by decreasing and increasing it. Thankfully the chamber contains an unlimited supply of food and water ensuring that you will never starve.

Galactic Patrol - 400 CP
The Galactic Patrol is an organization set up by the Kai's to maintain balance in the universe. They assist the various "justice" aligned factions and fight against the villains within the universe. After being destroyed by the Bojack Pirates they focused on strength becoming a powerhouse force in the universe. This police organization is spread throughout the universe and staffed by millions of warriors. They have a large number of combat experts, management officials, and virtually every other position needed to efficiently run the universe. Additionally, should they run into a powerful foe they can call upon the heroes within Heaven for aid. Purchasing this will grant you control over this force or allow you to create a new equally powerful force. Lastly, as mentioned you will be able to call upon the spirits of any fallen hero for aid. Post-jump this will expand allowing you to summon any deceased hero.

The Hero's Flute - 400 CP
The Hero's Flute is a magical relic used by Tapion to restrain the Phantom Majin Hirudegarn. This ocarina is capable of enraging a single target while being played. Additionally, while the user is playing the ocarina it will become impossible for the target to damage them. Attempting to do this however, when the target is too powerful will damage the instrument. Should you somehow destroy the instrument it will be completely repaired after one week.

Jumper City - 600 CP
After the numerous disasters occurred across Earth many martial arts capitals were developed. These cities became centers of development for Earth's experts. Each of them were protected and under the guidance of powerful warriors like the Z-Fighters. By purchasing this option you may implement similar cities throughout any territory you possess. Each of them will be capable of teaching any power you possess or otherwise have access to. Over time these centers are guaranteed to raise the power level of your territory. Lastly, this will also serve as an excellent defense system due to the numerous experts.

The Spirit Kings Palace - 600 CP
The Spirit King's Palace is the home of the Spirit King. The Spirit King was one of the lords of the eras and strongest beings in existence. His palace was forged from the crystallized essence of the multiversal laws he created. Due to this the palace is considered to be one of the best possible training grounds for anyone below the King rank in existence. Additionally, the palace was enhanced providing a 1:100 day temporal ratio to accelerate any training done within the palace. Alongside this palace is a powerful guardian whose strength is on par with the Grand Priest. The final members of the palace are five Angels who can be used to train anyone within the facility.

Scientist

Dragon Ball Radar - 100 CP
The dragon ball radar is a device capable of tracking the unique energy signature of the dragon balls. This is a radar crafted by the Feidaya people that generates a 3D model of the planet and surrounding space. Additionally, aside from the dragon balls, you can also use this radar to locate other signatures. All that is needed is a sample or pattern to search for. You will also receive the blueprints needed to produce more of these radars.

The Storage Box - 100 CP
The storage box is a technological container created by Bulma. The storage box is designed to hold various items and isolate any signal they release. She originally created it to prevent villains from locating the Dragon Balls. This box is approximately the size of a large cooler. Though you will receive the blueprints needed to produce more of these. This will also allow you to produce containers of various sizes.

Star Map - 200 CP
In order to travel throughout the galaxy you need access to a spaceship and more importantly a star chart. To assist you in your journey you acquired a special star chart. This is a complete star chart of the universe detailing virtually everything an explorer could want to know. For example, it includes which planets are inhabited by each species, the territories of the various factions, and if there are any valuable resources in the area. The database used to create this map is constantly updating with real time information displaying information throughout the universe. Additionally, post-jump this you will receive new maps detailing any new territory you can reach.

Bio Warriors - 200 CP
The Bio-Warriors are mechanical life forces that can be produced en masse. Over time the Feidaya people refined the Saibamen and their own androids leading to a more powerful force. These mass produced Bio-Warriors range in power from 1,000 all the way to over 100,000 in strength. Though some exceptional Bio-Warriors can have strength in the billions. Purchasing this will give you an army of common Bio-Warriors led by a few squads of elite Androids. Should any of them be slain they will be replaced within a week. Lastly, while the Bio-Warriors aren’t intelligent for the most part some of them are exceptionally intelligent. As a result you may design their appearances and personalities to suit your desires.

Build A Bot - 400 CP



To build a proper android you need high quality materials. Thankfully, you have acquired this vast collection of materials. This item takes the form of a large workshop filled with all sorts of tools, stations, and materials. This includes virtually everything you could ask for even seemingly unique materials such as World Cores. Additionally, this also contains a collection of samples from every unique or notable individual within the setting for any biological projects. While the supply of materials is unlimited you are only allowed to use these materials for creation. So upgrading a mech is okay, but not selling the materials for money. Lastly, the supply of samples and materials will be updated whenever you travel to new settings (retroactively as well). Even a mediocre scientist could create something amazing with this, so what do you think you can create given time?

Exchange Hall - 400 CP

One of the easiest ways for powerful experts to achieve breakthroughs is by encountering other experts. It however, is often difficult for true experts of any field to gather together. This exchange hall was created in order to deal with this exact issue. This hall allows you to discuss various topics with other experts from across the universe to broaden your horizons.

This hall is a large building with a seemingly limitless amount of experts in every field imaginable. These individuals can range from inexperienced workers to the very creator of a field. Remember, that sometimes inspiration can come from unlikely sources. Every individual in this hall is likely capable of aiding you even if in ways that you don't expect. So feel free to explore and ask as many questions as you desire.

Interstellar Travel - 600 CP
Most people think about the powerful fighters in Dragon Ball, but the world also holds incredibly advanced technology. For example, even basic ships have FTL capabilities allowing them to cross entire galaxies in a few days. This is a data disk containing a complete set of blueprints for all travel related technology in the setting. Though you will still need to develop the necessary infrastructure to produce all of the equipment. Lastly, this will include the designs of all ships and vehicles in the setting such as those developed by the Feidaya people.

Hybridization Chamber - 600 CP
While Cell was created by Dr. Gero most of the work was handled by a complex computer. This is a very similar supercomputer built within a large facility. This facility is capable of synthesizing life forms utilizing any data supplied to it. While you can supply it with data yourself, the computer will control a network of surveillance drones to gather data. All hybrids created by the machine will be fully stable and loyal to you. If you wish you may customize their appearances and personalities. The only restriction is that it will generally take a few years to fully grow the new beings. Lastly, you can also use this chamber to modify yourself and others. The process however, will often take a long period of time.

Tyrant

Xeno Mask - 100 CP
This is a stylish white mask resembling the one worn by Bardock. This mask has the unique property to perfectly conceal someone's identity. For example, Goku didn't realize Bardock was his father even though their hair and body shapes were identical. As long as the mask is not significantly damaged it will be impossible for anyone to identify you. This also blocks mental cues such as signature attacks or unique transformations.

Treasure Cache - 100 CP
After arriving on Earth Xiaya found a large cache of pirate treasure which was worth over 100 million zeni (or dollars). This cache is primarily made of jewels and valuable metals making it usable in nearly any location. Alternatively you could simply receive a flat currency for the location you are. In the event you travel to another location the currency within will shift to something of equal value. Should you use the wealth up it will be restocked after one month.

The Tree of Might - 200 CP
The Tree of Might is a mystical tree which absorbs the ambient life force of planets. It condenses this life force into a set of red fruits. Generally, the tree can produce a couple thousand fruits from the average planet by draining it completely. Consuming these fruits will empower the user. The energy is capable of greatly improving one's body, increasing your overall energy, and restoring the user's life force. Unfortunately the fruits can't heavily affect the user if their strength is over a certain point. They however, remain an excellent method for breaking through bottlenecks for all individuals. Purchasing this will grant you both the Tree of Might and a unique dimension to house it. This dimension will be filled with a limitless amount of lifeforce allowing you to cultivate the Tree of Might without sacrificing any planets.

Test Subjects - 200 CP
While it may be unethical, using live test subjects is undoubtedly one of the best ways to gather data. To assist you in any scientific endeavors, you have gathered these individuals. This group consists of pristine test subjects who are extremely suitable for any experiment. Additionally, if you dislike working on sentient beings you may receive a group of mindless subjects instead. Though this might reduce their usefulness and ability to give feedback. The main group will be made of two dozen beings. Should you kill any of these subjects they will be replaced within three days.

Slave Force - 400 CP
To be a proper evil warlord you really need to make it clear to everyone just how monstrous you are. One of the best ways to showcase this is through a slave workforce. This is a massive group of slaves who can serve a variety of purposes including labor, combat, pleasure, or whatever other purpose you can come up with. They include dozens of different species with all sorts of special skills and talents. This group is large enough to fully operate any territories you command. Lastly, if you dislike slavery you may instead choose to free these beings simply making them citizens.

The Cold Corps - 400/600 CP
The Cold Corps is a massive organization spanning multiple galaxies. It is made up of the areas controlled by King Cold, his son Freiza, and his firstborn Cooler. Their respective territories each comprise a galaxy and thousands of inhabitable worlds. For 400 CP you may gain a force similar in size to the territory controlled by one of the Cold Family. If you are not satisfied however, then you may fork over an additional 200 CP. This will upgrade your territory to be on par with the full Cold Corps. It will include all of the miscellaneous planets, infrastructure, armies, and other aspects that make up the territory. Additionally, each option will grant you a number of powerful experts on par with the Cold Family in strength. If you wish you may design the appearance, personality, and species of these individuals.

Time Ring - 600 CP
The Time Rings are sacred treasures possessed by the Supreme Kai. They allow the user to freely traverse time and space. Most importantly these rings will conceal your movements from any individuals who track or otherwise guard the timelines. This item takes the form of an elegant box holding the rings. You may freely use the rings to traverse these alternate timelines. New green time rings are created whenever a new timeline is created. Similarly should a timeline be destroyed somehow then the respective ring will disappear as well.

- **This Item is Free for Supreme Kais and Time Enforcers**

The Commerce Alliance - 600 CP
The Commerce Alliance is a massive universal scale organization within Universe 6 and 7. This organization acts as a trade hub for everyone in the universe both heroic and villainous. By purchasing this you can either take control of the organization or create your own equally powerful organization. This alliance is staffed by countless individuals and protected by numerous powerful experts including warriors on par with Super Perfect Cell. The alliance controls all sorts of business ranging from exploration to planetary trades. You may optionally choose what businesses the alliance engages in to suit your morals.

Companions

If it is not otherwise specified then each companion receives 600 CP to customize themselves, and may choose one origin. All companions are allowed to take drawbacks as well. Additionally, companions may also purchase other companions. Lastly all companions will be fully loyal to you even if not directly stated.

Tournament Announcer - Free
The Tournament Announcer is a blonde haired man responsible for narrating the World Martial Arts tournaments. He is an incredibly dedicated individual who wants to observe the greatest warriors in history. Having learned of your otherworldly nature he has asked to accompany you. Should you accept him, he will gladly narrate any fight you participate in or do so for any tournaments you host. He is a riveting speaker capable of entertaining any crowd while conveying the deeper aspects of a battle to the observer.

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

Canon Companion - 0/100 CP
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 100 CP 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.

Your New Family - 100 CP (Free Reincarnator)
Even though you may have arrived in a new world, that doesn’t mean everything will go well. Thankfully you seem to have ended up with a good family. This companion slot is made up of two parents and two other family members. For example, you could have two siblings or two aunts. These beings will belong to the same species as you by default and be relatively well off. So if they were Saiyans they would likely be Mid or High Class warriors. Aside from the general aspects of a loving family these individuals are also incredibly well suited to training you in the native power systems of the setting. Lastly, if you wish you may design their personality, appearance, and species if you wish.

Willful Warrior - 100 CP (Free Defender)
One of the most important duties for the various heroes is preparing the next generation. This is a young warrior filled with immense amounts of potential. Should they be properly cultivated they could blossom into a true powerhouse capable of protecting the universe. Most importantly they have a pure and heroic heart making them perfectly suitable to become a true hero. Depending on your age they are likely either your peer or a student. You may freely customize the appearance, personality, and species of this individual if you wish.

Soundboard - 100 CP (Free Scientist)
In science it typically comes down to a remarkable few who can advance an entire field on their own. Despite this even the simplest individuals can make amazing progress when working together. This individual is a talented scientist on par with Dr. Briefs, Dr. Gero, Dr. Omori, or Android 21. They are a true master of science and at the forefront of a few fields. They'd love to assist you or perhaps have you assist should you be less scientifically inclined. You may design their personality, appearance, and species if you wish.

Elite Squad - 100 CP (Free Tyrant)
A proper villain is capable of doing many things. There however, are many tasks beneath them. These tasks are normally handed off to a capable second in command or disposable minions. This group is a mixture of both options. These minions are extremely skilled and capable of handling a variety of tasks. Given time all of them could be cultivated into worthy leaders amongst your forces. You may freely customize the appearance, personality, and species of the group as well.

Saiyan Squad - 100 CP
Saiyans typically aren't social outside of their squads. This however, does mean that they became extremely close and loyal to their squad mates. This is a squad of a dozen elite Saiyans who are allied with you. Each of them possess incredible potential allowing them to reach the peak of Saiyan power given time. If you wish you may customize the appearance and personality of each of the warriors if you wish.

The Ice Queen - 100 CP
After reaching the King level Xiaya and the other Kings were finally able to explore the multiverse. They visited a number of worlds, finding various worlds of note. One of the locations Xiaya visited was Akame Ga Kill where he accidentally found a young Esdeath. Out of sheer boredom he took her as a student making her significantly stronger than she would be normally. If you wish you may recruit Esdeath yourself using this option. In addition to her normal abilities she has been trained to use Ki and is a

decently powerful warrior. Lastly, you may specify your exact relationship with her if you wish.

Supreme Kai - 100 CP
The Supreme Kai are the divine beings responsible for breathing life into the universe and acting as creation deities. Normally each universe has a single Supreme Kai leading it though it is common for there to be multiple Supreme Kai Trainees. This is one such individual, they have fully completed their training merely lacking a position to officially take up. They possess all of the powers and abilities expected from a Supreme Kai. This individual is approximately around the same strength as Zamasu during the Goku Black arc. If you wish you may customize their appearance and personality.

- **Free if you have the God of Destruction or Time Enforcer Perks**

Supreme Kai Tapion - 100 CP
After Whis met Tapion he thought he was suitable to become a Supreme Kai. In order for him to learn Whis brought him to Universe 10 where he became an apprentice under Gowasu alongside Zamasu. Later on after Gowasu's death he would serve as the Supreme Kai of Universe 10 alongside Xiaya. If you wish you may recruit the hidden hero to your cause. In addition to being a Supreme Kai, Tapion is an accomplished swordsman. Lastly, Tapion is a pure hearted individual and someone truly worthy of being admired for his heroic spirit. Having someone like this in your company may prove beneficial when interacting with heroically inclined individuals.

The Galaxy Soldiers - 200 CP
The Galaxy Soldiers, also known as Bojack's Pirates are a powerful group of Bio-Android warriors. They were originally enhanced beings created by the Feidaya people to protect their species. Each of them have strength on par with an experienced Super Saiyan or someone like Perfect Cell. By purchasing this option you can recruit your own squad of five Galaxy Soldiers. You may freely design their appearances, personalities, and other characteristics.

Android 21 - 200 CP
Vomi also known as Android 21 is a scientist who worked for the Red Ribbon Army. She however, is a high level genius capable of creating Androids on a level above Dr. Gero. She left Earth hoping to learn new ways to improve her android creations. During this period she converted herself into an Android on par with Majin Buu in power. Having learned of your unique nature she wishes to accompany you in the hopes of creating the ultimate android. She of course is willing to offer you her extensive experience and power in any way you desire. If you wish you may choose your exact relationship with 21.

Dark Sorceress - 200 CP
Towa was a powerful member of the Demon Race and a multiversal threat. In the end though chose to sacrifice herself in order to get revenge on Demigra stopping his resurrection. She however, forged herself a new body using materials from experts such as Freiza, Broly, Janemba, and other notable individuals. This new individual known as Eve possesses all of Towa's memories, skills, and has even greater power due to her new body. By purchasing this option you can recruit the powerful demoness to your side. You may customize your exact relationship with her if you wish. Lastly, to prevent any paradoxes you may choose to either create a copy of her or recruit her after she's reborn.

Complimentary Species - 300 CP
One of the main reasons the Saiyans were able to develop so quickly was due to the Feidaya people. They complimented the Saiyans perfectly creating a synergistic relationship. This is a similar race with the ability to compliment your forces. For example, if your forces are technologically focused this might be a warrior species like the Saiyans. You may freely design their appearances, general powers, and other characteristics. Their population will consist of a few million people and they will come with one fully developed planet to house their people.

Time Enforcer - 300 CP
The Time Enforcers are Gods of Times and space-time controllers who safeguard time. Normally each timeline or universe is assigned a single Time Enforcer to protect it when they appear. This individual is one of the Time Enforcers within the Time Realm. For one reason or another they have taken a liking to you and will assist you as needed. Should you be a Time Enforcer yourself they will be more than happy to help you train your abilities or assist you in your duties. Being an official Time Enforcer they are approximately as strong as the average God of Destruction. If you wish you may fully customize their appearance, personality, and species.

The Shadow Dragons - 400 CP
The Shadow Dragons are a group of seven beings born from the accumulated negative energy of the Dragon Balls. Each of them were meant to represent one of the wishes made upon Shenron. If you wish you may create your own team of Shadow Dragons using this option. All of them have powerful abilities meant to mimic the wish that created them. You may freely design their appearances, personalities, and unique powers if you desire. Lastly, each of the dragons will possess a humanoid form and a larger dragon form that they can freely switch between.

Fused Warrior - 200/400/600 CP
There are many unique beings born from fusion in this world. Unfortunately each of them can only exist for short periods of time. By purchasing this option however, you may recruit or create fused warriors. For 200 CP you may create someone using characters such as the Z-Warriors. An example of this level would be Bulchi or Tiencha For 400 CP you may create someone using powerful characters such as Goku, Vegeta, or a Supreme Kai. An example of this level would be Gogeta or Meiling. Lastly, for 600 CP you may create someone using the true top tier characters of the setting. An example of this level would be Whirus. Their appearances and personalities will be a fusion of the two chosen characters. Additionally, it is likely for the fusion warrior to gain access to new empowered abilities. Lastly, this will create a new being and will not remove the characters chosen.

Attendant - 600 CP
Interestingly, it seems in nearly every instance the Attendant is significantly stronger than their serving god. For example both Popo and Whis greatly surpass their respective charge. This is a powerful being who has chosen to serve you and act as your teacher. This individual is one of the most powerful and knwoedleb beings in the multiverse. They however, will never directly interfere to save you during the Jump. This restriction will disappear Post-Jump, but maybe you'll realize the value in having them remain neutral by then. You may fully customize their appearance, personality, and species if you wish.

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.

Was That Canon - 0 CP
Dragon Ball has a surprising amount of spin-offs and non-canon content even if you don't count the movies. This was driven even further off the main timeline due to Xiaya's presence and the changes he made. This option allows you to pick and choose whether certain events take place. For example, you could choose for all of the characters from the movies to become real. Alternatively you could create some bizarre mashup by combining this world, Super, GT, and Dragon Ball Heroes.

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 Hit My Head +100 CP
Something appears to have gone wrong upon entering the jump. As a result you have forgotten all information related to the future of this setting beyond what your origin provides. You will have no knowledge of events or people that have not yet occurred. As far as you are aware this world is a brand new setting waiting for you to discover its secrets.

The cause of this memory erasure is unknown and cannot be reversed by any means available to you. You will have to rely on your instincts and natural abilities to survive

and thrive in this new world. While this may give you a sense of freedom and the chance to start anew, it also means that you are vulnerable to being caught off guard by unexpected events and enemies.

Dedicated to the Grind +100 CP
Training can be a very time consuming task. Particularly for individuals who are truly dedicated to their craft. You seem to be one of these individuals which is both a good thing and a bad thing. It's good since you'll definitely be putting the work in to get stronger. Bad since you'll constantly be thinking about it. Your mind will automatically drift to training no matter what you're doing. This can cause you to excessively push yourself, become withdrawn, and even forget to eat if you're not careful. Thankfully you can control this with some effort, but your mind will always start to drift after a certain point. Lastly, if you take both this and Training is Boring you will alternate between moments of extreme training and utter laziness.

Training is Boring +100 CP
While Meifei is the most talented of Xiaya's children, she is also the one with the smallest desire to train. As a result despite her immense talent she ended up falling behind both of her siblings. Like Xiaya, you have a playful personality ill-suited for training. As a result you have difficulty dedicating yourself for long periods of time. It's not impossible, but over time you will gain the urge to do something fun. This effect can also be resisted more easily with the aid of allies or other active reminders. Lastly, if you take both this and Dedicate to the Grind you will alternate between moments of extreme training and utter laziness.

Trigger Personality +100 CP
Launch is an interesting character who possesses two separate personalities. The first of which is a gentle blue haired woman. The second is a violent blonde haired woman. Launch switches between these personalities whenever she sneezes. Like the shifting woman you have a second personality. The second personality is your polar opposite. For example, if you normally are a confident and brave individual then your second personality will be nervous and timid. You will randomly switch between these two personalities whenever your trigger activates. You may choose what the trigger is, but it must be something that occurs regularly.

Last of My Kind +200 CP
A great disaster struck the Namekians in Universe 6 wiping out the near entirety of their population. In the end nearly all of their warriors fused together before merging with Porunga creating the warrior Saonel. While he avenged his people there were less than a dozen Namekians remaining in the galaxy. For better or worse you share this trait with

Saonel. You are one of the only remaining members of a near extinct species with no ability left to reproduce.

This won't directly affect you to a great extent, but it will be incredibly difficult for you to encounter other members of your species. I hope you don't mind being alone. Should you choose a highly populated species then you will either be isolated from them or believe you are the only surviving member. For example, Vegeta didn't know about the surviving Saiyan empire for years until he met Xiaya.

I Want A Real Fight +200 CP
Vegeta's stupidest move was arguably when he assisted Cell in acquiring his Perfect Form. Not only did he sit by watching, but he also stopped his allies from attacking Cell. This was all due to his pride and desire for a real challenge after becoming Super Vegeta. Unfortunately it appears that this is a trait that you have in common with him. Whether out of pride or sheer battle lust you desire fights with worthy opponents. Seemingly anytime you have the possibility of a good fight you will go out of your way to acquire it. You will even disregard the seriousness of a situation or the safety of your allies. I hope you are capable of backing up your desires or you may find your way into an early grave.

Cursed Visions +200 CP
Like Bardock you have been cursed by a Kanassan elder. As a result you have gained their prophetic vision. Unlike the Kanassans though your visions will only depict dark futures awaiting you and your allies. The most dangerous part is that these visions will either be fragmented or only make sense once it is too late. Be careful not to walk down the cursed path in your attempts to avoid these grim endings. There however is one way to remove this in Jump. A strong enough set of Dragon Balls or a proper technique such as the Yardatians could be used to mitigate this. You may keep the power Post-Jump with the negative effects removed if you haven't been able to deal with them.

Extraordinary Hunger +200 CP
One of the few drawbacks Saiyan's experience is their intense hunger. Some of them are capable of eating enough food to satiate a grown human for a week in one meal. This drawback gives you a similar level of hunger compared to a Saiyan. Should you already be a Saiyan then your hunger will similarly be multiplied. This is the level where I'm actually concerned about how you're going to acquire food. Regardless you are going to have to dedicate quite a bit of your money towards food or find some sort of way to easily satiate yourself.

You Stupid Monkey +200 CP
Despite the vast amount of species within the galaxy there is surprisingly little conflict between the races. Instead they tend to be due to real issues such as being attacked, having planets stolen, or being enslaved. There however, are some who look down on everyone due to their massive power. The Frost Demons are the most common example and Freiza is the most notable amongst them. Like Freiza you are incredibly disrespectful towards all beings not belonging to the same species as you. You will treat these individuals like dirt undeserving of any respect. The only possible reason you would consider being respectful is if they are vastly stronger than you. Even then you will likely be cursing at them mentally and plotting vengeance on them.

It's Me Zeno +400 CP
Typically drawing the attention of any of the higher beings here is a death sentence if you aren't careful. For example, anytime ordinary mortals encounter a God of Destruction it normally means that their planet is about to be destroyed. For some reason you constantly run into these high levels. The power of which will scale with your own strength. Meaning that if you're an ordinary mortal it might be someone like Grand Kai, but a Divine being might encounter Angels. This drawback doesn't automatically make them hostile, but beings with this prestige often demand respect. So any actions you take will have to be filled with caution to avoid your death. An intelligent individual however, might be able to leverage these encounters to gain fortune. Do you think you have what it takes to jump into the big leagues?

Heart Disease +400 CP
It was speculated that Goku would end up suffering from the heart virus due to a combination of the strain from Kaio-Ken and Super Saiyan. As someone like him shouldn't normally suffer from a simple disease. Somehow though you seem to have acquired a similar disease. Should nothing be done it will kill you halfway through the Jump. You however, can mitigate or even remove the disease by acquiring medical assistance. As a mercy this condition can be healed through both medical and mystical means. Though a medical cure will need to be carefully synthesized. You will start to experience symptoms and slowly weaken five years before the disease kills you. So try not to wait too long to seek aid.

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.

Rising Foes +400 CP
This world is one based around conflict and the ability to constantly break through your limits. You have been chosen to undergo an experience that will reflect this concept thoroughly. Throughout the course of the jump you will constantly encounter stronger foes. Every time you grow in strength so will your enemies. In order to survive you will constantly need to break your limits in order to stay ahead of your enemies. The only mercy is that these enemies will generally be within reachable limits. This means that you won't encounter an enemy who happens to be a thousand times stronger, but someone who might be twice as strong. Lastly, the more powerful the opponent the greater the amount of time you will have before a new foe appears.

Jumper Black +600 CP
Every being has their own counterparts across time and space with an occasional few exceptions. Normally you would be immune to this as a Jumper, but by taking this drawback you may change this. Somewhere out there now exists a being who represents your native counterpart. They however, are a twisted reflected version of you being your opposite in every way. For example, if you are a merciful and heroic individual then this being will be a petty cruel tyrant. Most importantly, they know that you inadvertently brought them into existence. They will hunt you down and do everything in their power to kill you, feeling threatened by you. Additionally, no matter what you do they will be able to track you down and reach you. Lastly, should you somehow do the impossible and peacefully resolve the conflict with your counterpart you may take them as a Companion for Free.

Life Bound +600 CP
The easiest way to kill a God of Destruction is to instead kill their Supreme Kai. This method works as both beings are bound to one another. Meaning that should the much weaker Kai be killed then the God of Destruction will immediately perish. You unfortunately share these circumstances with another being. They are either significantly weaker or stronger than you. Choosing to be the stronger individual will protect you, but put you at risk should your partner die. Choosing to be the weaker

individual however, will cause your partner's enemies to target you. Given the situation they will likely be far stronger than you. Should you both survive until the end of the Jump you may take your partner as a Companion for Free. Of course the bond will be removed unless you actually want to keep it for some reason.

Worlds Collide +600 CP
After the Tournament of Power a vast number of fragmented worlds were thrown at the new Universe 5 (6 and 7 merged). This caused a massive amount of portals to open, spilling out characters from other timelines. For example, a version of Ginyu who stole King Cold's body appeared with his Ginyu Force. Somehow your presence has contaminated these fragmented worlds allowing alternative versions of beings you've met before to appear as well. This means alternative copies of beings from any Jump you've been to may be tossed into the setting. Depending on where you've gone this may not be dangerous or it could be a threat of cataclysmic proportions. Thankfully, anyone can appear including alternative allies or heroes. Though their presence may cause just as much chaos as the villains in some situations.

I Am Justice! +600 CP
Initially Zamasu's goals were admirable however, he eventually lost sight of his original goal. In the end his blind pursuit of justice led to his death as he lacked the strength to accomplish his goals. Like Zamasu you are obsessed with some sort of personal justice and wish to punish evil. Whether fueled by genuine righteousness or twisted delusions, your single-minded dedication will mark you as a pariah in the eyes of almost every being across existence. Your zealous conviction makes allies scarce and enemies plentiful. You will only stop once you fully impose your will on reality. This however, will not make you blind to your pursuit. It however, will be more difficult to restrain yourself as time goes on. Finding some sort of outlet will allow you to remain in better control of yourself.

Temporal Anomaly +600 CP
Generally someone has to consciously act in order to disrupt time. For example, Trunks traveling through time or the Time Breakers actively causing changes. Your presence seems to passively distort time. This effect grows more intense the longer you remain in one area. You will likely be treated as a threat by the Time Patrol and their allies. This however, would make you a highly desired ally for the Demons such as Towa and Demigra. Regardless, one way or another this will make you a target for almost all of the major players in this world. The greatest cause of concern however, is the Time Realm. Should you actively start to distort time you will likely draw the attention of their true experts such as the Time Enforcers. Should you be erased or remain captured at the end of the Jump it will be considered a failure.

Scenarios

You may take any number of scenarios unless there are any specific requirements. In addition you are unable to proceed to the next jump until you accomplish this goal.

- All scenarios can take place after the main jump so there is no need to worry about conflicting goals or lack of time. *To clarify, you will essentially be taking the jump again, only you will have a specific goal instead of just needing to survive. There is no punishment for failure aside from losing access to the reward of the Scenario.* ***You will not chain-fail*** *if you give up unless explicitly stated otherwise****.***
- Alternatively, you may take multiple compatible scenarios concurrently with your main jump. ***You will not chain-fail*** if you fail or give up on any scenarios, unless explicitly stated otherwise. You do still chain-fail if you die though, so maybe think twice before you take all of them at once.
- Each scenario you take will give you **500 CP** as well to spend on the document upon successful completion.

The Strongest Saiyan

Congratulations, you are now the protagonist of our story. That's right you will be replacing Xiaya. The jump will last until the story ends canonically or you die. You will face all of the challenges that Xiaya did. You will start out with all of Xiaya's abilities though you will only get to keep them if you complete the scenario. You will receive all of the same opportunities to succeed as he did however should you follow his path. Lastly you will receive his memories so that you know what's going on and have his experience.

Rewards:

For completing this scenario you will receive a variety of rewards.

- First any technique or item you learned/gathered through your journey will gain Fiat backing ensuring that you can keep them.
- Second, all restrictions on any ability you gained whether through an action in the jump or by purchasing it will have its limits removed.
- Third, you will get to take ALL of your friends, family, and forces with you. This will include any territory, empires, and whatever areas you control. You may choose whether they all share a single companion slot or if they are divided up based on their affiliations.

Rise of a King

The Kings are the transcendent experts who arose from a previous era. Some examples include the Time King, the Universe King, the Dragon King, and the current candidate Zeno. The goal of this scenario is for you to become a King level being yourself. You will start out with your own multiverse unaffected by the laws of any other King. They will grow more advanced as you develop until you ascend as the new King

or you somehow die. To assist you the Angel Realm will gift you with a group of two dozen Angels led by an Arch-Angel similar to the Grand Priest. They however, will only monitor the universe dealing with foreign issues. You must deal with any internal issue that arises. Lastly, there is no time limit on this scenario as it may take you billions of years to succeed. Though this could be significantly faster depending on the abilities you possess.

Rewards
For completing this scenario you will receive a variety of rewards.

- First, for having successfully become a King you will get to receive the full power awarded to your position. You will now be one of the strongest beings in existence. For reference, you could kill someone like the Grand Priest with a wave of your hand.
- Second, having accomplished your goal all of the Angels assigned to you, shall follow you eternally. This group will consist of all surviving Angels who will be included in a single companion slot.
- Lastly, your multiverse will separate into its own Greater Realm similar to the Dragon Realm or the Angel Realm. This realm will comprise numerous universes each of which will have countless lifeforms.

Birth of the Time Patrol

In this scenario you will be inserted in the time period before the creation of the Time Patrol. Your job will be to aid Chronoa and ensure the birth of the Time Patrol. Additionally, you will be given the opportunity to prevent many dark fates from occurring such as Sealas betrayal, the conflict with Aeos, and perhaps even the prevent the rise of the Demon King Mechikabura. The scenario will be considered completed once you have reached the modern period and defeated Demigra's forces. Whether you prevent Demigra's freedom or kill him is irrelevant as long as he is stopped. Lastly, this mainly focuses on Universe 7, but you may expand into other universes alongside the Time Keepers if you wish.

Rewards
For completing this scenario you will receive a variety of rewards.

- First, for having successfully guided the Time Patrol and assisting in their creation you may take the force with you. This will include Chronoa, any notable individuals you recruited, and the rest of the patrol. They will all be stationed in a base outside of time in the Time Nest.
- Second, you will gain access to a powerful transformation known as the Time Unleashed Form. This form is gained by condensing a large amount of time energy. While transformed the user will gain a more fit appearance and a halo of

light behind their back. Additionally, any time related techniques are greatly amplified and easier to use.

The Tournament of Dimensions

The Tournament of Dimensions was a legendary tournament held to determine the strongest warrior within the multiverse. Having seen this event your benefactor was inspired to host one themselves. The fighters from the tournament will be drawn from both this world and that of every setting you have been to. Most importantly everyone will be invited should they be strong enough. The only individuals who will not be invited to actively participate are omnipotent or creator level deities. So if you've been to Marvel then you don't have to worry about The One Above All, but someone like Galactus would be acceptable. Though given the massive power gap various brackets based on power levels will be set up. You must take part in your bracket and claim the respective championship. Lastly, if you have any allies you may deploy them to their qualified brackets. Should they win it will count as your win as well. Lastly, a simplified set of the brackets with examples of their strength are listed below:

- **Mortal Tier** - Average Human to Super Saiyan 2
- **Demigod Tier** - Super Saiyan 3 to Divine Grade 1
- **Godly Tier** - Divine Grade 2 to Divine Grade 4
- **High God Tier** - Grade 5 to Demi-King
- **King Tier** - King and anyone stronger

Rewards

- First, your victory in the tournament will resonate across the multiverse, earning you widespread recognition and respect. Beings from virtually all worlds will acknowledge your might, and your reputation shall precede you wherever you go. This recognition can open doors, forge alliances, and even dissuade potential adversaries. The exact effects will scale exponentially based on which bracket you won.
- The second reward is exclusive to those who won the High God Tier brackets or higher. Having proven yourself a worthy fighter and guardian you may take this local multiverse under your protection. It will be attached to your warehouse and you will be able to freely traverse it. This also includes all of the Sub-Realms and Greater Realms. This doesn't automatically make everyone loyal to you, but you can freely recruit and develop your forces here.

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.

Story Link

- The Strongest Legend of Dragon Ball Novel - NovelNext

Image Soruces

- Title - https://www.novelhall.com/2022The-Strongest-Legend-of-Dragon-Ball-762/
- Supervillains - Dragonball Supervillain Mode
- Bio-Android - Cell Race

Saiyan Transformation Levels (Approx. Power Levels)

- False Super Saiyan (Under 3 million)
- Super Saiyan (3-7 million)
    - Ordinary (50x multiplier)
    - Ascended (60x multiplier)
    - Full Power Super Saiyan (85x multiplier)
- Super Saiyan 2 (5 Billion)
    - Full Power Super Saiyan 2 (200x multiplier)
- Super Saiyan 3 (20 Billion)
    - Ultimate
- Super Saiyan 4 / Super Saiyan God - Grade 1 Deity (700x multiplier)
    - Super Saiyan Blue
- Super Saiyan God Evolved - Grade 2 Deity

Divine Grades (Grade - Example)

- Grade 1 - Super Saiyan God / Super Saiyan 4
- Grade 2 - God of Destruction without Hakai
- Grade 3 - Official God of Destruction / Time Enforcer
- Grade 4 - Angels / Dragon Gods / Super Saiyan 6
- Grade 5 - Grand Priest / Archangels
- King - Zeno / Zalama / Great Heaven Official

Creating God Platform Divinity Levels

- Level 50 - Guardians (Kami)
- Level 100 - King of Hell (King Yemma)
- Level 200 - Kai (King Kai)
- Level 300 - Grand Kai / GT Supreme Kai

- Level 500 - Supreme Kai (Shin/Chronoa)
- Level 1000 - Gods of Destruction (Beerus)
- Level 1500 - Angels (Whis)
- Level 2000 - Archangel (Great Priest)
- Level 2500 - King (Zeno/Zalama)

Scenario Boons

The initial rewards will be given to you at the start of the Scenario while the Scenario End Boons will be given to you over the course of the scenario if you complete it.

- **Initial Boons**
    - **Location**
        - Planet Vegeta
    - **Species**
        - Saiyan
    - **Perks**
        - Ki
        - Focal Point of Reality
        - Finishing Move
        - Angelic Beauty (50 CP)
        - Accumulating Potential
        - Beacon on the Battlefield
        - Limit Break Survivor
        - This is Mine Now
    - **Special Techniques**
        - Zenkai Boost
        - Time Suspension
        - Spatial Warping
    - **Items**
        - N/A
    - **Companions**
        - Your New Family
- **Scenario End Boons**
    - **Perks**
        - Image Training
        - Rising Tides
        - Return to Base
        - Skin Like Steel
        - It Needs to Be Tougher
        - God of Destruction (1000 CP)
        - Time Enforcer

        - ALL Reincarnation Perks
        - You’re Doing It Wrong
        - Blessing of the Dragon God
        - A Million Tongues
        - Spatial Coordinates
        - Heart Like Still Water
        - Taken A Liking to You
        - Overwhelming Might
        - Parallel Existence
    - **Special Techniques**
        - Super Flare
        - God Ki
        - Evil Containment Wave
        - Yardratian Master
        - The Nine Immortals
        - Super Saiyan (600 CP)
        - Ultra Instinct
    - **Items**
        - Healing Pods
        - Dragon Balls
        - The Greater Realms (Original)
        - ALL Reincarnator Items
        - Hyperbolic Time Chamber
        - The Spirit Kings Palace
        - Dragon Ball Radar
        - Star Map
        - Bio Warriors
        - Xeno Mask
        - Treasure Cache
        - Time Ring
    - **Companions**
        - Canon Companions
            - Lovers
                - Xiling (OC Saiyan)
                - Myers (OC Saiyan)
            - Kids
                - Xiang
                - Xili
                - Meifei
            - Allies

        - Bardock
        - All Universe 7 Saiyans
        - Vados
        - Whis
        - Launch
        - All Z-Fighters
            - Goku
            - Bulma
            - Vegeta
            - etc…
        - Zangya
        - Android 18
        - Kusu
        - Caulifa
        - Kale
        - Time King
        - Universe King
        - Zalama
    - Saiyan Squad
    - The Ice Queen
    - Supreme Kai Tapion
    - Dark Sorceress
    - Complimentary Species

Changelog

- Jump in Progress
- V1 Completed