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This Jump takes place within the familiar universe of Dragon Ball Super but at a specific point of time between the "**Tournament of Destroyers**" and "**Future Trunks**" arcs. These events take place after a mysterious woman uses the Dragon Balls to resurrect Frieza, Cell, Nappa, and the Ginyu Force. She then used odd devices world wide to seal away the powers and Souls of all of Earth's strongest warriors. Wanting to control the monster within herself, she develops a linking system in which a human Soul (the Player) can possess the warriors and provide them with strength.

Difficulty:
While in the Jump, Wave Machines are active causing a barrage of waves worldwide that seal everyone's power. In addition to placing stronger fighters' consciousnesses into a state of hibernation, this evens the Playing field and allows weaker figerts like Krillin and Yamcha to go head-to-head with beings that long outclassed them in sheer power.

Easy Mode +1000 CP **[*Mandatory if you have not completed 10 or more Jumps*]**
In this mode all your in-Jump abilities are suppressed until your body adapts to the Wave Machines either through the Player Soul and link system or by building up your own resistance.

Hard Mode +1400 CP
With hard mode active all of your perks and abilities both in and out of Jump with the exception of Body Mod's are suppressed for the duration of this Jump. By increasing your link bond you can reduce the restraint while possessed until you either reach 100% or complete the Jump.

Gauntlet Mode +0 CP
Unlike the other modes this Difficulty starts with no points requiring drawbacks to gain CP. This Jump completely blocks access to everything gained outside of this Jump except for the Body Mod. In exchange, dying in this Jump is not a Chain Fail but you will have to choose between going onto the next Jump or restarting this Jump on **Hard Mode** with your enemies vaguely remembering your previous actions.

Background:
Within Dragon Ball FighterZ there are three alternative timelines that exist simultaneously determined by whose body the Player Soul lands in.
Unless you take the "**Player's Soul**" Scenario the Player Soul will be the Soul of an unknown civilian who is able to possess the bodies of warriors to temporarily restore their strength.
Other than "**Online Warrior**" each background corresponds to one of these timelines where you are a member of the group that timeline focuses on.
However if you do not wish to be automatically recognised as a member of that group you can instead function as a Drop-In who travels with them.

Online Warrior
You are a new character, a Drop-In, somewhere near the action as an unknown quantity with no relation to the current situation capable of shaping what will happen in this world as you may select which of three body's the Player Soul lands in.

Super Warrior
You are a good friend to and well known ally of the Z-Fighters. Perhaps they know you from back in the day's before Raditz or perhaps you're still in contact, helping them on occasion and just so happen to be there when the Player Soul awakens within the body of Son Goku.

Enemy Warrior
Perhaps you were once a great prophesied evil or the henchmen of a terrible foe, regardless you are considered an enemy of the Z-Fighters and are lucky or unlucky enough to be next to Frieza when the Player Soul awakens within his body.

Android Warrior
You just so happen to be a third party of uncertain intentions who was somehow grabbed by Android 16 when he picked up Android 18, in this timeline she is the host for the Player Soul. By a stroke of luck the Ki you emit, if you do emit Ki, it doesn't set off Androids 21's hunger.

Dragon Warrior ("Restricted")
This option requires the user to take **+2000 CP** worth of **Drawbacks** and be in **Hard Mode** or **Gauntlet Mode**.
By doing this you will count as all 4 Backgrounds but also find 2 new threats Towa and Mira. Demons who repeatedly show up during important events, empowering your enemies normally the time patrol would arrive to help but not now. The upside is that at least they aren't getting directly involved at least not yet.

Race:
All 200 CP races can become a mutant variant by taking its corresponding drawback for 0 CP.

Earthling - Free
The term is used to refer to all of the intelligent races native to the planet, including humans, anthropomorphs, and some monsters. Earthlings are typically among the weakest races in the DragonBall universe, with the average human's power level being in the single or double digits.

Core Person -100 CP (Free Online Warrior)
The Core People are known as the god race, they resemble humans, only visibly differing due to the shape of their ears plus the range of hair and skin colors. The core people are born from the Magical fruits of the Kaiju and have innate special abilities that far surpass that of any sort of un-trained mortal being. All members of the core race contain at least a small amount of Godly Ki which they can instinctively utilize for techniques such as Magic Materialization, the Kai Kai, Psychokinesis, Telepathy and Healing.

Majin Race -200 CP (Discount Online Warrior)
The Majin are a race of innately Magical beings who were created by Mr. Buu and Miss Buu. They appear to be humanoids with various skin tones and antennae on their heads, they are capable of manipulating their bodies for regeneration and appearance alteration. This species has eternal youth, can survive in space and possesses an odd ki that makes it hard to tell how strong a Majin really is. If you take the "**How do we eat candy?**" **Drawback** for no additional points you may instead become a ***Mutant Super Majin*** gaining the ability to absorb others with your body parts at the risk of altering your mind and body if you lack control.

Namekian -100 CP (Free Super Warrior)
A race from the planet Namek who are humanoids with plant and slug-like characteristics, including green skin and antennae. They require only water for sustenance however Namekians can still eat solid foods. Namekians are an extremely Flexible and resilient race, capable of extending and instantly regrowing almost any part of their body while also being able to survive and regenerate far greater proportional damage to nearly any other race. The Namekian also possesses a Giant Transformation which allows them to grow in height, physical strength and weight, although it does not increase their energy level.

Saiyan -200 CP (Discount Super Warrior)
A naturally aggressive warrior race who outwardly are very similar to Human-type Earthlings, but with monkey-like prehensile tails. They have a natural affinity to control Ki energy even at young ages. Saiyans can utilize multiple types of transformations, the most common being the Great Ape form that occurs thanks to their tails when looking at a full moon. They can also use the Super Saiyan transformation, an ability which drastically enhances the Saiyan's power and the Super Saiyan God form which incorporates God Ki into the Saiyan.
If you take the "**Kakarot?**" **Drawback** for no additional points you may instead become a ***Mutant Legendary Super Saiyan*** gaining an immense and seemingly endless supply of Chaotic Ki while also accessing the legendary variations of all Saiyan transformations.

The Hera Clan -100 CP (Free Enemy Warrior)
A once powerful race that lived on the Planet Hera they are a humanoid race with teal-colored skin and orange hair. They possess innate psionic and telekinetic powers that they can train to create energy draining thread and needles. They also have the ability to take on a superior Full Power Form that changes their hair and skin color while greatly increasing their power.

Frieza Race -200 CP (Discount Enemy Warrior)
Most members of Frieza's race have red pupils and are able to "grow" white, keratinous exoskeleton-like clothing referred to as Bio Suits. They also have extreme capabilities that allow them to live as just a fragment of brain tissue in space traveling between worlds and still retain consciousness when placed within a mechanical body. Members of Frieza's race have been shown to possess multiple transformations that are used to suppress their power so they do not exert too much energy and maintain self-control over themselves.
If you take the "**You were made to die by my hand!**" **Drawback** for no additional points you may become a ***Mutant Frieza Variant***, receiving vastly greater gains through training and the ability to create new transformations to gain more power, such as inverting the suppressed forms to gain an armored form or mimicking the Super Saiyan form to gain a Golden form.

Android -100 CP (Free Android Warrior)
The main Androids of this world are actually modified humans instead of purely mechanical beings making it more acute to call them cyborgs than Androids. You may, if you wish, choose to be a purely mechanical Android, however this race option will still function in the same manner as a modified human who is capable of becoming stronger through training. Androids use an infinite energy reactor for power which prevents them from being detected by Ki Sense.

Bio-Android -200 CP (Discount Android Warrior)
Bio-Androids are a species of artificial lifeforms built from the cells of multiple races hybridizing their strengths and abilities. Depending on the races used to create them they can have many forms and innate powers. Because of the Bio-Androids' organic nature, they are the only known Android model to be able to be sensed via Ki Sense. To customize this race you may select -**300 CP** worth of race's with discounts applied to their respective background, you will then be a composite of those races but you cannot select the mutant upgrade options of those races.
If you take the "**Split-Personality" Drawback** for no additional points you can Mutate into a more ***Complex Bio-Android*** able to shift between your composite form and race components. As a Mutant you may spend your own **CP** with a bonus **300 CP** on more race components. You can take the race drawback to gain the Mutant variation of the purchased race components.

Other North Galaxy Races -100 CP/-300 CP
If you don't like the races presented above you can spend **100 CP** to select another race native to the North Galaxy of universe 7. This includes Triclopes, Tuffles, Yardratians, Cerealians and any race subservient to The Frieza Force including the Ginyu Force races.
For a total of **300 CP** you can select any race from any of the 12 existing Dragon Ball universes other than Angel.

Angel -600 CP
Through this you become a member of the blue skinned angel race, a powerful species which were each individually constructed by the Omni King and the Grand Priest.

Race Perks:
Bio-Androids get a 50% discount on any race perk if they are composed of.

Ki Sculptor -200 CP (Free Earthling)
You are a master at learning and crafting Ki techniques, being able to perfectly copy a Turtle Destruction Wave by seeing it only once and would be able to create and improve almost any Ki skill with enough time.

Magic Materialization -400 CP (Free Core Person)
You can convert your Mana into any pure element, some of which will require more Mana than others. With time and effort you will be able to combine different elements and shape the result of this creation into complex objects and organisms.

Magical Talent -600 CP (Free Majin Race)
You have the ability to cast the full scope of Magic available within the Dragon Ball universe as well as the combined Magical knowledge of the canonical Fortune Teller Baba, Kami, Guru, Bibidi, Babidi, Buu, Shin and Moro.

Dragon's Clan -400 CP (Free Namekian)
You can replicate the Namekian skill to construct Dragon Statues and Dragon Balls.
To remain active the Dragon Balls you create must remain connected to a magical person with the Dragon Balls scaling in strength to match the person they are connected to so long as they do not exceed the durability of the materials they are made from.
A person can only have one set of Dragon Balls connected to them at a time but can temporarily connect to another set of Dragon Balls in order to help improve their capabilities.

Zenkai Regeneration -600 CP (Free Saiyan)
This perk makes it so that regardless of your race you receive a Zenkai Boost from any type of harm and also makes it so that any beneficial biological process in your body that becomes strained or damaged from repeated use is restored to its optimal state when resting.

Power Up Form -400 CP (Free The Hera Clan)
No matter what race you are you will now gain a super form that can change your hair or skin tone granting you additional power.
This can be stacked on top of any transformations your race already had, however Hybrids will require a lot of training to be able to stack multiple power up forms gained from this perk.

Improved Bio Armour -600 CP (Free Frieza Race)
You're now able to produce a kind of biological armor that scales to your strength so that those much weaker than you won't be able to even scratch it, while those around your level will find it difficult to break through.

Improved Energy Absorption -400 CP (Free Android)
You are now able to produce Android Energy Absorption gems from any part of your body. These Gems can absorb any outside source of energy in order to power up your own energy reserves or redirect the power into an attack.

A Little of Everything - Free (Exclusive to Bio-Android)
Any organic tissue you absorb can be added to your Bio-Android race components giving you the racial benefits of what you have consumed as if you had purchased it.

What are You -400 CP (Free Other North Galaxy Races)
With this perk Others cannot perceive your Age, Race or Gender unless you want them to.

Ultra instinct -800 CP (Free Angel)
You understand the process of ultra instinct and can free your mind at will to enter the state reacting to everything without thought.

Supreme Mutant - Free (Requirements)
This perk can only be taken if you have taken the following drawbacks: "**How do we eat candy?**", "**Kakarot?**", "**You were made to die by my hand!**" and "**Split-Personality**".
Any Alt-Form that you have will gain an additional upgraded, "**Supreme Mutant Variation**" Alt-Form that is comparable to the proportional increase of the Mutant variations of the Majin, Saiyan, Bio-Androids and Frieza Races.
This variation can also be applied to any future Alt-Form's or Jump race choices with the user gaining both the active "**Supreme Mutant Variation**" and Regular version as Alt-Form.
While in the "**Supreme Mutant Variation**" form any transformation will become a "**Legendary**" becoming stronger and possibly gaining additional effects.

Perks:
100 CP perks are Free for their background, all other perks cost 50% for their background

Ki Manipulation - Free/Mandatory
Ki is the life energy of this world and like the people in this world, you too have control over this mighty power. You start with a basic understanding of Ki such as how to sense Ki, how to fly using Ki and how to fire Ki blasts in the special style of any fighter such as Frieza tossing out a barrage of Death Beams. Although your power is suppressed within this Jump you will have at least the average strength and power of your selected version of your selected race.

It’s Over 9 Thousand! - Free/-50 CP
Although your power level is less relevant while suppressed by the active Wave Machine’s, your initial power level will be at least 9,001 for **Free,** however for each **-50 CP** purchase of this perk that power level will multiply your starting power level by ten.

Hibernation Protection - Free/Mandatory
While you are under the effects of wide area ability or tools like the wave machines which cause you to be unable to defend yourself such as being immobilized or forced to fall unconscious you are protected by plot armor to the extent that you will not be attacked until others arrive to defend you. For the duration of this Jump this perk cannot be blocked, suppressed or sealed.

Scenery Buffer -100 CP
High powered combat leaves a lot of unintended destruction in its wake. Ki blasts leave craters in the ground, deflected projectiles destroy buildings and that's before going into the massive attacks that are visible from space. With this perk once the battle is over the damage disappears as if it never existed. Be warned though this only works on unintentional damage if someone pulls a Namek this won’t protect you.

This Body is Magnificent! -200 CP
Whenever you find yourself in a new body you will have an instinctive control over it and will be able to learn any secrets about any body you are in at an accelerated rate. This also makes it so that you are able to unlock a controllable pseudo version of any transformation before you are able to fulfill the requirements of the true form. This transformation is powerful but less effective than the true form, to a similar degree to the Pseudo Super Saiyan form.

Which Witch Technique -300 CP
You can now use the four witches technique in order to gain two extra arms but why stop there with this perk you can grow as many extra limbs as you want allowing you to grow extra arms, heads, legs and more with them manifesting either as physical constructs or energy constructs.

Z-Change -400 CP
With this perk when you are fighting an opponent you can quickly and seamlessly swap out with a nearby ally without your opponent realizing and after they have realized they are fighting someone else they may not be able to figure out how long ago the swap occurred.

Un-Spilled Milk -600 CP
In this Jump each story arc is constructed of about 15 turn-based maps containing multiple battles. Normally you would not notice the map layouts however with this perk you will know when a map begins and ends. Once per map if you lose a fight you will be sent back in time to the beginning of the map, but you and your allies will retain all the experience you gained. Also, when losing to the map Boss in **Easy Mode** you don't automatically restart the map, instead you may choose once per boss to restart the boss battle over again without using the map’s restart. Post Jump this will function as a **1-UP** which once per Jump or once every ten years on your death will send you back in time to 24 hours before the incident that killed you started.

Online Warrior

2.5D -100 CP
The world functions on a 3D plane but who said you can't fight in 2D. When you begin a fight you can force yourself and your enemy onto a 2D lock where neither of you can move to the left or right.

Dramatic Finish -200 CP
If you defeat an opponent in a way that lines up with their canon defeat, such as using a specific attack in a specific location the events will Play out in a sort of recreation of the scene and double what rewards you would have otherwise got for winning the fight.

Limit-Breaking -400 CP
When you're fighting by yourself, you will enter a Limit Break State. This state grants you a higher reserve of Ki, as well as an extra 20% boost to your damage output. This state stacks with other buffs like Sparking Blast and transformations.

Pre-Order Bonus -600 CP
Once every 5 years and at the start of each Jump you will safely gain a new random type of exotic energy native to the Jump you are in with an innate understanding of it, starting with God Ki if you do not already possess it. If there is no exotic energy in that world which you do not already possess you will instead gain a random exotic energy from another world prioritizing the worlds you have Jumped to before.

Super Warrior

Ultra Teamwork -100 CP
You have an instinctive teamwork when fighting alongside your allies, with all of you knowing the intended plans, locations and actions of the others.

Cooler than Freezer -200 CP
You have an interesting gift, the ability to perform outright insane stunts that so long as you look cool doing it. The cooler you look the more extremely difficult or virtually impossible the tasks, you can pull off.

Z-Reflect -400 CP
By using up an amount of energy you can use Z-Reflect to parry or deflect away any physical attacks or Ki Blasts. The bigger the attack the more energy you will need to use Z-Reflect against it.

Rock the Dragon -600 CP
By achieving a certain number of hits within a single combination attack during a fight you will gain an illusionary Dragon Ball. If you collect seven illusionary Dragon Balls you will be able to summon an illusionary Shenron, who will offer one of four wishes.

1. Restore your health completely, back up to the maximum.
2. Resurrect any single ally who has died within the last 24hrs.
3. Temporarily gain a X2 power boost that stacks with all of your boosting abilities.
4. For ten minutes gain a regenerative power fast enough to heal completely from near death to max over the course of a minute.

Enemy Warrior

Teeth-Clenched Teamwork -100 CP
When you and your enemy's share a common threat, you will find it surprisingly easy to convince them to put aside your differences and work together to deal with it first. Although both sides of this agreement might make snide comments at each other neither party will break the agreement until the third party is dealt with.

EX Special Attack -200 CP
When making an attack you can choose to put more energy into it to apply any of the following effects:

- The attack will deal more damage.
- The attack will move faster.
- The attack will have a longer range.
- The attack will be harder to block.

Jumper Jr -400 CP
With this perk you have the ability to produce miniature Clones of yourself who have between 5% and 20% of your power, varying degrees of intelligence and near complete lack of common sense. These Clones are instinctively loyal to you and will think of you as their parent.

Sparking Blast -600 CP
For up to two and a half minutes per hour you can activate this power-up, emitting a powerful shockwave that can blow opponents back as you become surrounded by a sparking crimson energy field. You can stack this power up with other boosting power ups, once active you begin rapidly regenerating health and can do far more damage than without.

Android Warrior

Upgraded Allies -100 CP
When working alongside other people you gain an understanding of their strengths and how to improve them as well as their weaknesses and how to help shore them up.

A Brilliant Scientist -200 CP
You are not just a strong fighter, you're a smart fighter, you gain a tactical intelligence and are able to experiment with and develop ki techniques far more efficiently than others can, making a lot of normally difficult aspects of advanced Ki techniques easy for you to understand.

CloneZ -400 CP
You have the skill to mass produce mindless replicas of anyone you have seen fight to the degree of power the original has shown. You are able to produce between 2 and 50 clones once a day with 50% of the power of the original evenly split between them. These clones appear almost the same as the original however they have darker colors, paler skin and red eyes. You do not have full control of the clones without external perks however they will follow the first simple command you give them and they will disintegrate 24 hours after creation.

You Look Delicious -600 CP
With this perk you can convert 10%, 50% or 100% of a defeated enemy's power into a candy or other delectable food. Taking 10% of their power will exhaust the target with them being able to regain the lost strength after a few days, taking 50% will permanently remove that much of their power requiring them to regain it from scratch, Talking the full 100% will turn them completely into candy. When the candy is eaten by someone, that person gains the power taken from the defeated foe, with the proportional strength, speed and other abilities getting added to their own.



Items:
100 CP items are free for their background, all other items cost 50% for their background.
+400 CP items only Stipend.

Z-Coins - Free/-200 CP
You start off with 10 Z-Coins and every time you win a sincere fight in this Jump you are rewarded a single Z-Coin. You can trade in ten Z-Coins to randomly receive an item which you don't already own, from the reality you are in as a flat backed item. This can range from a children's toy to an item of great mystical power. To keep this post Jump will cost **200 CP**.

Garlic Castle -100 CP
A mighty fortress, which contains a garden, an alcoholic fruit tree, a cuckoo clock, a storey with a balcony and a fully stocked meadery.

Gourd of Mist -100 CP
The Gourd of Mist traps people within it when they do not answer to their name. It creates a mist which surrounds the foe, shrinks them down, then sucks them in and turns them into water that can be drunk after a few hours.

Yemma Fruit -200 CP
Once per day you gain one of the mystical fruits of the Yemma Tree which normally grows in Hell. This fruit allows anyone who eats it to have their health and physical form fully restored. It also prevents the one who ate the fruit from losing stamina or needing food and sleep for three months straight. The most important part of this fruit is that the first time someone eats it, the fruit optimizes their energy and physical might, increasing it by double unless they are already more powerful than the fruit can improve. At this point the improvement provided by the fruit is a static level equal to the upper limit of what the fruit would be able to double.

Black Water Mist -200 CP
This jar contains and controls the Black Water Mist. Anyone who breathes in the mist has the evil in their heart drawn out converting them into a demon-like vampire which worships the owner of the jar.

Energy-Suction Device -400 CP
This white oddly-shaped bone-like device is able to extract the Ki, energy and or life force of whatever it's stabbed into. The energy is condensed into a thick purple gelatinous fluid that, although foul smelling and tasting, can be used to increase the energy of anything that consumes it by the same amount of energy that the device has extracted.

Seeds of Might -400 CP
When planted on a planet, with a suitable atmosphere the seed will grow into the Tree of Might after enough energy and life force is absorbed through the tree's roots it produces the Fruit of Might. This fruit gives whomever consumes it a massive power increase, strengthening the user's muscle mass dramatically, and filling them with potent life energy.

Online Warrior

Champion Belt -100 CP
Whilst wearing this belt everyone who sees you will think you are the world's greatest hero. Any flashy movements or transformations you make will get them excited even beyond the 4th wall.

Ki-Sealing Handcuffs -200 CP
An alternative but similar tool to the wave machine which when being worn blocks the body's use of Ki and other types of energy.

Potara Earrings -400 CP
These earrings are worn by all Supreme Kais as part of their standard outfits, coming in various colors. The earrings can grant the wearer certain privileges, they also have the ability to fuse two people into a single entity for an hour.

Key Sword -600 CP
Although similar to a specific Disney branded key this Key Sword was created by a god as a weapon to seal the Demon Realm, the blade is able to take on many forms and channel many types of energy into itself, it also gives its user some resistance to attacks of the darkness attribute.

Super Warrior

A Pouch of Senzu Beans -100 CP
This small pouch contains 10 Senzu Beans which once per day has 10 more beans appear in the bottom of the pouch. If you don't use the beans quick enough they might start to overflow from the bag.

Z-Sword -200 CP
A now empty weapon that was created by Beerus to seal away the old Kai, this sword is incredibly sturdy and heavy but could potentially be used to contain someone else in the future.

Anti-Wave Aircraft -400 CP
A spherical aircraft that has the power to neutralize the effects of the waves as long as the person being affected remains inside. However, it does not allow the person to utilize their energy, as it is only able to cancel out the waves to a point where a person can move their body of their own free will.

Lookout -600 CP
A copy of Dende's lookout, an ancient platform that is located in the Heavenly Realm partially protecting it from unwanted guests. The lookout contains a Pendulum Room which lets you interact with solid illusions of the past, a transporter machine that allows anyone to go anywhere on Earth and a Hyperbolic Time Chamber where a day outside is a year inside, with Dende's removal of the 2 year limit the only restriction is the shortage of food.

Enemy Warrior

Hover Vehicle -100 CP
A comfortable floating, egg-shaped vehicle used by both Cooler and Freiza, this model also doubles up as a short range space pod capable of moving at half the speed of a Saiyan attack ball but it lacks the suspended animation function.

Dimension Sword -200 CP
Once wielded by the demon Janemba, this sword is most notable for its anti-dimensional properties, it is able to separate space appearing to cut anything. While being held Its user is able to mimic Janemba's teleportation being able to break themself down into cubes and reform somewhere else.

Frieza's Ship -400 CP
A giant spaceship designed for planetary conquest. Its anti-gravity tech allows it to travel at high speeds. The interior is complete with enough luxury living quarters to contain a standard size crew roster. It has multiple medical healing rooms each with a dozen healing pods, self refilling luxury pantries/cargo holds and all the top of the line Frieza force technologies allowing it to serve as a mobile base of operations.

New Planet Vegeta -600 CP
You now own this almost completely barren rocky planet which can be stored within your warehouse or orbiting a star within the Jump at the correct distance for an earth like temperature. With the exception of the main castle this planet has no real building and although there are fake cities in the distance these are merely stone cut outs made to resemble buildings as even the greenery is manufactured. You can leave any owned property or lands which do not come with a planet on this world for storage. If this world is destroyed then the planet will regenerate within 24hrs.

Android Warrior

Skill Chocolates -100 CP
A box of luxury chocolates that when open has 15 slots which once a day refills the chocolates. By eating one of these chocolates you will for 15 minutes have access to up to 3 of the 15 skills at a random degree of strength.

Underground Lab -200 CP
An underground laboratory hidden either near your starting location or within your warehouse. The laboratory contains all the heavy equipment, tools, consumables, and documentation that would be required to develop multiple Androids with anything that was lost or used up being replaced once a week.

DNA Samples -400 CP
You have a collection of DNA samples from all of the races in the DragonBall universe Including rare mutations. Each Jump this sample database updates adding new races from each universe you Jump to.

Wave Machine -600 CP
This set of 17 machines emit waves of energy which prevents the use of life energy. This essentially suppresses all of the Ki usage of anyone within range of the devices. Post Jump these devices can be set to suppress other types of energy and selectively exclude some people from their effects.

Companions:

Z-Assist: -50 CP/-200 CP
If you don't want to be alone when coming to this world you can spend **50 CP** to create or import up to 8 companions each have **600 CP** points to spend and may select a background that won't affect what timeline you and your companions are in. If you pay **200 CP** you can create or import 8 companions with an extra **200 CP** to spend each.

Z-Friends: Free/-50 CP/-200 CP
This world is full of interesting people from different races and worlds. If a canon character is alive during the events of FighterZ, and you can convince them to willingly come with you while being fully informed they can become a companion for **Free**. If you spend **50 CP** post Jump you can choose a canonical character and gain an identical copy of them which believes that they are the original and came with you willingly filling in the reason with their own logic as to why. For **200 CP** you can select 8 characters to have the same effect.



Drawbacks:

This is so non-canon it hurts +0 CP
This document can be taken as a supplement in any other Dragon Ball Jump that includes the time period Age 779.

Team Three Star +0 CP
This world is a little odder than you might remember Goku is dumber, Piccolo has people in his head and Nappa's out there making movies or something. That right FighterZ is getting the abridged treatment just watch out for all those squares making circles.

So you... must be Vegeta! +0 CP
Rather than being a new Character you can instead take the place of a Canon Character. This may be disabled in Scenarios. The only caveat is that the selected character must be either the same race or vaguely the same race as the one you've paid for.

Did Kakarrot screw this up? +100 CP
Rather than starting at the beginning of the game you instead start in Age 760 a year before the beginning of Dragon Ball Z and you will sporadically gain access to your perks purchased from this Jump over time unlocking the final one at the start of the Dragon Ball FighterZ Game when this Jump Begins. This selectively Restricts "**So you... must be Vegeta!**".

Yooouuu... hit your head as a child, didn't you? +100 CP
You may have suffered some slight brain damage because you find it difficult to understand slightly complex things and have trouble remembering when holidays are.

Don't worry, Gohan... you can do it... you're a good guy +100 CP
You're a good guy and you absolutely refuse to kill your enemies. You always choose to give them a second chance which they will probably use to stab you in the back.

The Majestic Space Duck +100 CP
I hate to tell you this but you're short, you're bald and for some reason you can't stop quacking when scared.

A coward patting himself on the back. +100 CP
You dislike fighting, you dislike the vibrations through your fists on contact, you dislike the taste of blood in your mouth, you dislike the sound of your heart in your ears. You just do not like fighting.

I AM THE HYPE! +100 CP
You take deep pleasure in your actions from completing the smallest task to defeating the greatest foe. The glory and brilliance you see in yourself cannot be understated so if no one else is going to comment on how awesome you are, then you will.

All thanks to my submarine +100 CP
You have an exceptionally perverted mind, laughing at every moment of poor phrasing, constantly coming up with perverted jokes and contemplating ways you can attempt to grope those you find attractive.

I wish for Zeni +100 CP
You now have an excessive desire for money, and other symbols of wealth being willing to go to extreme lengths to get more.

A truly restful slumber +100 CP
Much like a specific purple space cat you are tired constantly feeling like you need to sleep. A long nap will help but not much, to alleviate this feeling at least for a short while could take a few days or weeks of sleeping.

With a young girl shooting a little boy in the face.. +200 CP
Cannot be taken with "**Did Kakarrot screw this up?**".
Rather than starting at the beginning of the game you instead start within a year before the beginning of the Original Dragon Ball and will sporadically gain access to your perks purchased from this Jump over time unlocking the final one at the start of the Dragon Ball FighterZ Game when this Jump Begins. This selectively Restricts "**So you... must be Vegeta!**".

What do you know about time travel +200 CP (requires "**Did Kakarrot screw this up?**" Or "**With a young girl shooting a little boy in the face..**")
Future trunks will not appear in your timeline and your memory of the storyline will be edited so that you lose all knowledge of time travel, future trunks and his timeline. You will remember Cell, the Androids and Goku Black but your context on the events that occurred will only relate to the main timeline and its corresponding movies.
Good luck with the heart virus.



A bit of advice, in the future +200 CP
Normally you would only be here for the duration of the game but with this drawback you will be here for a minimum of ten years. If you have taken the "**Player's Soul**" Scenario then once complete you can either merge the timelines living in that or switch between them at will and split the years however you wish.

P is for priceless +200 CP
You are now a perfectionist and will refuse to accept anything less than perfection.

The Clone Saga +200 CP
It seems that you too have a bunch of Clones out there causing chaos. These guys have all the perks and race options you picked in this Jump but their minds are empty.

A Super Clone Bargain Sale +600 CP (requires The Clone Saga)
Remember how I said those Clones had all your in Jump perks well now they have all of your out of Jump perks as well good luck.

We can wish Raditz back to life +200 CP
Now not only will you have to face the resurrected evil of the Ginyu Force, Frieza, Cell and Nappa but also all of the canonically existing villains and minions with a name. This group includes the Demon King Piccolo, Raditz, Zarbon, Dodoria, King Cold, Androids 19 & 20, The Cell Jr's, Pui Pui, Dabura, Sorbet and many more.

Reborn Stronger and Sleeker +400 CP (Requires We can wish Raditz back to life.)
It seems this world is more complicated than first believed. It is not just one timeline which foes are being resurrected from but multiple containing some threats unknown to this world. Even bringing multiple but different versions of the same villains and their minions from other timelines so they can seek their revenge. These villains include Lord Chilled, Dr. Wheelo, Dr. W, Lord Slug, Turles, Garlic Jr, Mecha Frieza, 5th form Cooler, Meta-Cooler, Androids 13,14 & 15, Future Android 17 & 18, Hatchiyack, Bojack, Janemba, Z-Broly, Bio-Broly, Super Buu, Abo, Kado, Mira and many more. It's a good thing that the Wave Machine affects them too.

They Never Found it or the Body +200 CP (Requires We can wish Raditz back to life.)
It seems that the **Clones** have a lot more variety than you thought as every canonically existing villains and minions with a name added through **We can wish Raditz back to life** now has a bunch of Clones running about.

You Had An Uncle +400 CP (requires They Never Found it or the Body and Reborn Stronger and Sleeker)
It seems that you are not as filled in with the canon as you thought as now all the villains brought in through **Reborn Stronger and Sleeker** now have **Clones** of their own.

How do we eat candy? +200 CP
You are always hungry and if you don't fulfill your desire for delicious food at least 18 times a day you may find yourself in a hunger-induced rage.

Buu eat you! +600 CP (requires how do we eat candy?)
Now you not only have a deep hunger but it takes a darker tone as you now want to eat powerful fighters. You can hold off this desire with a strong enough willpower but it will be far harder if you don't keep yourself full. Should you lose control, everyone is on the menu. If you do lose control I hope you have absorption abilities or a way to turn someone into food otherwise it will get messy.

Kakarot? +200 CP
When it comes to fighting you tend to go into a powerful rage, the longer the fight goes on the less control you have over yourself but with a few minutes breather you can normally calm down.

KAKAROOOOT!! +600 CP (requires Kakarot?)
Turns out it's not just fight that sets you off any time you get hurt any time you are annoyed your rage builds greatly taking far longer for you to calm down. What's worse there is a name out there and you don't know who's but if you hear it you will fly into an uncontrollable rage.

You were made to die by my hand! +200 CP
You have a hatred of one species from the Dragon Ball world. You can ignore it to an extent but should the opportunity show itself you really want that race dead.

This is the end! Die! +600 CP (requires You were made to die by my hand!)
You now have a completely irrational hatred for that race. You would be happy to wipe out entire worlds to kill them and if anyone gets in your way you are more than happy to kill them first.

Split-Personality +300 CP
It seems that you are not alone there. You have an alternative persona within you, one who cannot take control unless you lose control. They seem to be the antithesis of you but they seek out what desires you refuse.

Split-Personality Takeover +600 CP (requires Split-Personality)
It seems this new persona really wants control as it is constantly fighting you for dominance and unless you keep this persona suppressed it will take control eventually. Unfortunately for you, if you have any drawbacks other than this, then the persona, although not able to directly contribute to setting them off, will attempt to use them to weaken your mind and attempt to take control for themself.

Scenario:



I'm the Jumper Now (**Dragon Warrior Only)**
For this scenario you will take "**Player's Soul**", "**The Sound of an Ocarina**", "**In other words, I BECOME you!**" and "**Finally Full**" regardless of their restrictions. As you Play through each arc you must complete its corresponding Scenario taking the form of both the Player spirit and the Scenario race simultaneously as a small hive mind.
Failing any of the scenarios counts as a Jump fail.
Rewards:
On the completion of each Scenario you will receive rewards for that Scenario.
You will also gain these boosted scenario perks:
The Strength of our Link [Boosted]
Any ally you are linked to who is using a technique to boost their abilities will find that it is twice as effective.
Dark Eyes see the Dawn [Boosted]
When your fog-like ectoplasm comes into contact with any energy attacks you will be able to absorb the energy from the attack to refuel your own reserve's.
Become part of something Great! [Boosted]
If you somehow become separated from an entity you can retain all of its knowledge, skills and abilities. However, retaining any racial abilities may require your body becoming augmented.
Literal Split Personality [Boosted]
When creating a persona it no longer needs to be a copy of your own mind. You can now create a copy of anyone else's mind. Regardless of whether the mind is exactly the same as the original or an alternative persona it will be loyal to you and think of itself as an extension of you and unrelated to the original.
Android 21
This Bio-Android Companion was made in the image of Dr Gero's wife Vomi using the DNA of many races including Majin Buu. Thanks to your actions she has full control of her multiple forms and can be imported into your next jump for Free with **+600 CP**.

Player's Soul (**Online Warrior Only**)
For this scenario you must complete each story mode, taking the place of the Player Soul, as a ghost-like entity. You are able to possess and switch between the bodies of fighters in order to counteract the effects of the wave machines. You will gain a flat backed linking system, which makes it so that the higher your bond level with an individual, the more of their suppressed power can be drawn out of their body while you're possessing them. You can increase your link bond by fighting in their body to increase your spirit compatibility, or by improving your friendship. First you will start by possessing Goku's body and when you have completed the super story arc you will restart possessing the body of Frieza if you succeed in the Enemy Arc you will restart once more this time in the Android arc possessing the body of Android 18. One advantage you have over the original spirit is that you can apply your perks and racial abilities on anyone you are possessing. Post Jump you can keep this spirit form as an additional alt-form and possess people in a similar manner to this Jump.

Rewards: +500 CP

The Strength of our Link
Now with this perk you can actively boost the power of any ally in direct proportion to your link bond. If Taken with "**Limit-Breaking**" you can apply the perk to yourself at full power and your allies proportionally to your link bond as if you were each fighting alone.

The Sound of an Ocarina (Super Warrior)
Long ago a great hero was sealed within a music box to contain a great evil and now the box is open, and the hero is gone you will take his place, the place of Tapion. With both halves of Hirudegarn now free of the music boxes but one still within you, you must permanently trap or destroy the two halves before they can rejoin, however unlike you and the other fighters Hirudegarn is unaffected by the Wave Machines making destroying it far more difficult.
You gain an additional alt-form which is the same race as Tapion but for the duration of this Jump that form will have all the racial abilities of your purchased race.

Rewards: +500 CP

Dark Eyes see the Dawn
For successfully dealing with Hirudegarn you gain his most mystic ability the power to turn any part of your body into fog like ectoplasm to prevent damage and for short range movement.
If Taken with "**Z-Reflect**" the ability becomes reactively localized to incoming threats any punch or Ki blast can pass right through any spot in your body without you needing to activate the ability however a smart opponent might be able to take advantage of this.

In other words, I BECOME you! (**Enemy Warrior Only**)
Now instead of being the race you purchased you will become a Tuffle parasite the same as Baby but with all the racial abilities you purchased added on top. You will gain the parasite form as an extra alt form and are able to produce parasitic hivemind extensions of yourself able to infect others to put under your control. Your objective is to infect all of the heroes, villains and all the peoples of earth with your parasite extensions this is easiest done by defeating them first.

Rewards: +500 CP

Become part of something Great!
If any creature is inside of you or you are inside of it either from absorption, symbiosis or parasitisation you can overlap its mind with a copy of your own to become a singular entity as if in a hivemind. For the purposes of perks or other abilities this makes the creature an extension of your body. If Taken with "**Jumper Jr**" instead of overlapping the entity's mind you can instead replace it by moving the original mind into a slightly customisable version of the entity with between 1% and 50% of its original power.

Finally Full (**Android Warrior Only**)
Fu Fu Fu, where is the fun in letting an innocent girl suffer for the mistakes of her creator, time is not on your side so you should change it. You will now gain a demon race alt form which will be your outer appearance with all the racial abilities of the race you purchased. Your mission is simple, you must save good Android 21 from her intended demise. I know this sounds easy but a specific group won't like you messing with history so beware as progressively stronger time patrollers will show up to try and stop you from saving her. You should be glad of two things, first that the wave machines seem to be having as much of an effect on the patrol as you, which should even the field a bit and second the time patrol won't use time travel to undo what you've already done, meaning they can't undo your victory's.

Rewards: +500 CP

Literal Split Personality
On command you can create a subservient alternative persona of yourself within your body to either take control, aid in multi-tasking or give you advice. The Persona does not necessarily need to be Evil, it could be an exact copy of you or it can be any variation of yourself that you can describe with a simple sentence such as the restrained you, the smart you, the confident you. If Taken with "**CloneZ**" you are able to bestow your created personas their own bodies which will Not disintegrate after 24 hours with between 1% and 50% of your power if you die then you take over your CloneZ's body regaining your abilities and gaining its experiences. The clone body doesn't have to be your own but your persona may find it more difficult to control an unfamiliar body. If the clone dies its mind returns to you and you gain its experiences and abilities.

A Spark of Greatness (**Requires Gauntlet Mode**)
If you successfully complete this Jump in Gauntlet Mode you can take this final scenario.
If you do end up failing this scenario you will not be penalized and instead you will be moved onto the next Jump or return home depending on your choice.
You will appear on Mount Paozu in Age 737 the day baby kakarot was supposed to arrive. You will be an infant regardless of any previous drawbacks or Jump restrictions and you will be found by a man who will later be known as Grandpa Gohan. This world is a hybridisation of the worlds shown in the various official Manga. Movies and TV series of Dragon Ball, Dragon Ball Z, Dragon Ball Super, Dragon Ball GT and of course the Video Game Dragon Ball Fighterz. This world however has two important things changed, first Krillin defeats his bullies and remains at Orin Temple and second Kakarot will never arrive on earth having been teleported to planet Metamor when the pod was supposed to land on earth but keep in mind that Raditz still thinks that this was Kakarot's destination so eventually he will be coming.
For this scenario you will lose all drawbacks you have taken in this Jump but you will only have access to the Body Mod and the perks/items that you received for Free in this Jump. Your mission is for yourself and a sustainable population of the earth to survive until Age 797.
Death or the destruction of earth is not an instant failure. So long as the damage to earth and the death of the people is undone within two and a half years the scenario will not count as a failure. The restoration can be done using the Dragon Balls or other such means.

Reward:
If you Manage to complete ”**A Spark of Greatness**” you will gain your spark which you can incorporate as soon as you have it or you can delay sparking until later.
You may also take as many willing locals from this scenario world as your companions into future worlds.

END:

Dear Old Days
Has this been too much for you or maybe you just want to go home. That's fine you will be taking everything you’ve gained back with you back home.

Dragon Power
You want to stay In this world? I'll warn you, things will get worse, Goku Black, The Tournament of Power, Moro and things far worse than those later on.
If you're certain you can take **+1000 CP** as a bonus, good luck you will need it.

Power of Dreamer
Next Jump!

Notes:
Thanks to **SonicCody12** for suggesting building this Jump.

V 1.1 - added the "**Other North Galaxy Races**" option, "**It's over 9 thousand!**" perk and made some text changes.
Thanks **FrequentNectarine** I didn't agree with all your suggestions but I appreciate them all the same.
Thanks **LordNameless** you made a good point about the Z-coins and bio-discount
Thanks **StriderHaryu** good point about Buu Eat you.
Thanks **GodEmperorSmash50** i think i have cleared that text up.
Thanks **Nerx**, you made good suggestions. I incorporated what I could but I just couldn't get it all to work.

V 1.2 - large scale text changes.
Thanks **FrequentNectarine** and **LordNameless** for the text change suggestions.

V 1.3 - large scale text changes.
Added **Dragon Warrior**
Made **Angel** a separate race.
Added **Race Perks**
Added **Did Kakarrot screw this up?**
Added **This is so non-canon it hurts**
Added **Don't worry, Gohan... you can do it... you're a good guy**
Added **Android 21** reward

V 1.4 - Text changes
Added **Which Witch Technique**
Added **They Never Found it or the Body**
Added **You Had An Uncle**