Generic Dragon Ball Fanfic

By FutureMobile4

Welcome Jumper to the Dragon Ball universe! As you might have noticed this place seems just a tad bit strange. That's because this isn't the mainstream DB universe you're familiar with. No this is the DB fanfics universe and you are now a part of it. Pick a fanfic to spend the next 10 years in, but with 2 important rules. First, the jump must take place within the DB universe, crossovers and character inserts are okay as long as it's done primarily in the DB universe. Secondly, the fanfic you're going to can't have its own jump as that would defeat the point of this jump. You can either choose a specific fanfic or just enter a generic DB fanfic.

Here's **1000cp** to get started.

Time and Place

Feel free to choose where and when you appear in the fanfic. Whether that's at the very start of Dragon Ball on Planet Vegeta with baby Goku or the end of Dragon Ball Super the choice is yours.

Origin

Drop-In: You arrive at your location as you are. You have no new memories and nothing except whatever items, perks, and companions you've bought.

Martial Artist: Whether it's for fame, glory, or the thrill of the fight you've taken up martial arts to pursue your goals. Whether you choose to use these talents for good or evil is up to you.

Scientist: Brains beat brawn every time and you live to prove that right everyday. You prefer working in a lab then in a gym and enjoy pushing the limits of science. Just be careful not to go too far.

Guardian: You are a protector, someone who has chosen or was chosen to defend the planet from threats large and small. How you do this is up to you, whether by defending the planet yourself or training others to do so while you provide aid from afar the choice is yours.

Race

Pick a race to choose from. To be a hybrid simply choose 2 or more races and then pay full price for the most expensive and half price for the others. Bio-Androids pay half price for extra races.

0cp - Humanoid: You are a member of a race that are similar to humans in terms of abilities or skills. Whether you're an alien, anthropomorphic animal, or a human you have no traits that give you an advantage over regular humans.

200cp - Tuffle: Tuffles were a race of human-like beings who lived on the Planet Plant until the Saiyans wiped them out and took over the planet. Despite their similarities to humans one key difference between them is that the Tuffles possessed amazingly high intelligence, allowing them to build extraordinarily advanced technology. For example, an average Tuffle has a level of intelligence that matches that of the smartest human scientist.

200cp - Namekian: Originating from the planet Namek these green skinned beings can survive entirely on water and sunlight alone making them similar to plants and slugs. All Namekians have the ability to extend their limbs, regenerate limbs at the cost of some ki, and hear from extremely far distances. There are 2 clans of namekians to choose from, the magic using Dragon clan and the stronger, more combative Warrior clan.

400/600cp - Demon: Born in the Makai Realm you exist for mayhem and destruction. Your physical abilities far surpass normal humans, allowing you to crush scores of them with ease. To compliment your physical might you also have a natural talent for magic, specifically dark magic. However, 200 extra cp can have you be far more than just a simple demon. Born from a corrupted Kaiju fruit, you were cast into the Makai Realm and altered further by its dark energies. You possess similar abilities to Supreme Kais with the added ability to enter a powerful state known as "Demon God" with a high enough level of power.

400/600cp - Kai: Found on a planet called the World Core these beings are born from fruit from giant trees known as Kaiju. These Core People or Kais as they're more commonly known exist to help maintain and monitor the balance within the universe and protect it from dangerous threats. All Kais are long-lived beings able to live up to 75,000 years and come in a variety of skin colors with pointed ears as well as an affinity for magic. For an extra 200cp you can instead be a Supreme Kai, born from a rare golden

Kaiju fruit with far greater abilities. Supreme Kais not only have a far stronger affinity for magic compared to their lesser counterparts but they also have a strong affinity for god ki which not only increases their lifespan indefinitely but allows them easier control and mastery of god ki.

600cp - Frieza Race: This strange race from an unknown planet has the ability to lower their power levels by creating special transformations. These transformations allow them to use less power with greater skill, enabling them to perform feats such as telekinesis. They are also known for their resilience allowing them to survive the vacuum of space as well as near death.

600cp - Saiyan: Originating from Planet Vegeta this race of monkey tailed beings are known all across the galaxy for their ferocity and love of battle. All saiyans have a natural born talent for fighting which makes it easy for them to learn and create new techniques. Their most impressive traits are the Zenkai, an ability that boosts their power based on how much damage they recover from, the giant ape form known as Oozaru, and a powerful transformation called Super Saiyan.

800cp - Bio-Android: You represent the pinnacle of biotechnology and will soon be on the verge of achieving perfection. Created from the combined DNA of saiyans, namekians, humans, and frieza's race you are more than the sum of your parts. With regeneration strong enough to restore you from a single cell and zenkai boosts that won't diminish you are a force to be feared. In addition to all of this you also have a tail that grants you the ability to grow stronger by absorbing the biomass of others. However, your greatest ability is the ability to evolve into stronger, more efficient forms with enough energy. Whether by absorbing powerful androids, the biomass of an entire world, or just simple training you'll continue to evolve until you achieve your perfect form.

800cp - Majin: Whether you're a child of Majin Buu or a direct sibling you now are composed of a strange goo-like substance that can be shaped and molded in virtually every way. You also possess regeneration so great that your opponent would have to destroy every atom in your body in order to kill you, otherwise you'll just return. You are both immortal and require no sustenance for survival such as food, air, or water. However, their greatest ability is the power to physically absorb their enemy which grants them a massive boost in power as well as access to all their abilities. Only downside to this is they also gain their personality traits so be careful when you absorb someone. As a creature born from magic you have a naturally strong affinity for it.

Add-On (Incompatible With Bio-Android):

200/400/600cp - Android: You are no longer simple flesh and blood, you are now something more. Enhanced with advanced cybernetics you stand above your peers. For 200cp you are enhanced with simple cybernetics as well as red gems embedded into your hands that allow you to absorb energy from both living creatures and energy blasts. Paying 400cp would render that pointless by giving you an infinite energy generator, thus allowing you to never run out of energy allowing you to fight endlessly. But for 600cp you can become a Super Android, a being so powerful that even their fellow androids are merely fodder to them. Possessing both the energy absorbing capabilities and infinite energy generator of your lesser counterparts you are a force to be reckoned with. Regardless of which tier you choose all androids are unable to be sensed by ki users.

Perks

Origins get their 100cp perk for free and other perks are discounted 50%

General Perks

0/100/200cp - Ki: Ki is the life force of all living beings in the dragon ball universe. There are those in the universe who have learned to harness this energy for multiple uses and now you are one of them. You start with the basics of ki training: how to sense it, use it, and hide it. With further training you'll gain better skill and control over your ki. For 100cp rather than having normal ki you can instead have a unique variant. As an example you could have fiery ki, poisonous ki, silent ki, etc. For an extra 100cp you gain an affinity for this type of ki, making it easier to use and more powerful. With this your base power level is equal to that of Goku at the end of the Saiyan Saga. With training and certain perks this can change. The color and shape of your ki is yours to choose. Can purchase multiple ki types and affinities. See **Notes** for further details.

100cp - Battle Scarred Looks: In the world of Dragon Ball you're going to be in a lot of fights and sometimes if you're not lucky you can end up with a few reminders of them. This perk ensures that no matter how scarred or damaged you get they'll always look visually appealing.

200cp - Count Your Lucky Dragon Balls: Did the last dragon ball just land at your feet? You now have great luck when it comes to finding important and rare items. From

dragon balls, to magic seals, to advanced technology you can bet you'll find them eventually. Just be careful and make sure no one else wants it too.

300cp - Transformation Is/Isn't A Free Action: WHY ARE YOU GUYS JUST STANDING THERE?!!! Bet you asked that question a lot, now with this perk you now have the ability to prevent your opponents from transforming. In addition, any transformations you have will not be stopped.

400cp - Death Is Cheap: People don't stay dead for long in the DBverse and that fact is now true for you as well. Whether it's by dragon balls, magic, or divine intervention you are guaranteed to be brought back to life in a year. Only works once per jump.

500cp - God Ki: With this perk you've taken your first step into the realm of the divine. God ki is a special type of ki unique only to divine beings like gods of destruction and their angel attendants. This type of ki comes with many advantages such as, it can't be detected by those with normal ki, it's far easier to use and control, and boosts your power tremendously. With this ki you could face opponents several times stronger than you and match them in power. However, you can be overwhelmed if the opponent's power far surpasses yours. See **Notes** for details. **Capstone Booster.**

Drop-In

100cp - Controlled Power: It's hard to live a normal life when one errant sneeze can obliterate the planet. With this perk that is now a thing of the past as you now have complete control over how much power you use in any situation as well as control the amount of destruction you cause.

200cp - Always Another Fight: Another issue with being so strong is the lack of a good challenge. Now you'll always be able to find a good fight to enjoy if you go looking for one. What's more, they can be made to fit your specific needs. Do you want a fun and simple sparring session or a brutal, no-holds barred fight to the death? The choice is yours.

300cp - A New Level Of Power: Super Saiyan, Golden, Perfect Form, etc. It doesn't matter what kind of transformations you have, what matters is that you now have the ability to unlock new and more powerful transformations. From SSB to SSB4, Golden to Platinum, and Perfect to Super Perfect the potential for higher levels of power is nigh

infinite. The only downside is that the stronger the transformation the harder it is to attain and master.

400cp - Potential Unleashed: With the aid of a mystical ritual you have obtained great power. Your hidden potential has been unlocked allowing you full access to your power. In addition to this any transformation you use will be more powerful and less stressful on your body. You also gain the ability to use this ritual on others. Just hope you can ignore the funny looks.

500cp - Mutant: You are a rare existence, a one in a million chance. Just like Frieza you are now a mutant among your chosen race, with power surpassing that of the oldest and strongest of your kind. Any abilities your race possesses would be far more powerful in you, allowing you to match experienced users without any training. Your growth is astounding as well, ensuring that should they bridge the gap you can quickly surpass them again. This affects any race you've acquired. See **Notes** for further details.

> **Legendary:** Forget one in a million, you are now one in a BILLION. Your existence was found and told only in stories but now the legends are real. Your power is so great that not even the combined might of an entire galaxy's worth of your race can pose a threat to you. Any abilities and traits of your race will not only be further boosted but even evolved into a better form. And any transformations your race has will have their power boosted tremendously. Your growth rate is legendary as well, guaranteeing that only someone similar to you could ever hope to keep up. This also affects any race you've acquired. See **Notes** for further details.

Martial Artist

100cp - Martial Arts Master: You know the drill, pick a form of martial arts. This can be mundane like karate and muay thai or something special like Goku's, Vegeta's, or even Hit's fighting style. You gain 20 years of experience. Can be bought multiple times.

200cp - Teach Me, Please!: It's so hard to find a good teacher these days. Not for you as finding a suitable teacher to learn from is easy. From martial arts, to cooking, to tv repair you can find a teacher for nearly anything and you learn at a rapid pace.

300cp - Unbreakable: You're not but you'll appear to be in the eyes of your opponents. From your organs to your bones to your skin your durability has been boosted

tremendously. This level of durability grows with your power. As an example, an ordinary human could get punched in the face by pre-DBS Frieza at full power and would only get a black eye.

400cp - Unkillable: Once again you're not but you'll appear to be. You are insanely difficult to kill, able to survive things most people wouldn't. From impalement, to being cut in half at the waist, to getting your neck snapped there are few things you can't survive and come back from. Only incredibly powerful attacks and techniques have a strong chance to kill you and even then they'll only bring you to the brink of death instead of death.

500cp - Prodigy: You put the FIGHTER in natural-born fighter. Your skill and growth when it comes to combat are insane. Your ability to learn and develop new techniques is equal to that of Goku and Vegeta. You could see someone perform a technique and with some time and practice perform that technique as good as they did. The only limit is techniques that require any alternative energy sources such as chakra, magic, reiryoku, etc.

> **Combat God:** Your level of skill and growth in martial arts have increased to the point that only the angels of Zeno-sama can keep up with you, if you allow them to. Whereas before you could learn and perform someone's technique as good as them now you can analyze and break down their technique, find and fix the flaws, and then improve on it. You also gain a form of combat precognition that allows you to read and predict an opponent's moves.

Scientist

100cp - Field of Study: Choose a field of study from biology and engineering to capsule tech and quantum mechanics. You gain 20 years of experience. Can be purchased multiple times.

200cp - Beautiful Brains: Not all scientists are weird old guys, Bulma and now you are living proof of that fact. You've become at least an 8/10 in terms of looks and best of all your appearance will not deteriorate with age ensuring that even in your 70s you'll still be turning heads.

300cp - Resourceful Thinker: Just like Bulma your knack for resourcefulness is something to be admired. For example, she was able to restore and upgrade an ancient and derelict spacecraft while her future counterpart was able to build a fully functioning time machine with few resources. And now so will you with the ability to build and repair advanced technology with only half of the required resources for twice the quality. But should you choose to add more resources into the project you'll see its capabilities boosted exponentially.

400cp - Scientific Survivalist: Facing dinosaurs, evil armies, genocidal aliens, and everything in between it's a wonder that you're still alive. You now have a form of plot armor that ensures that should you get into a seriously dangerous situation you'll always have a way out. It might not be easy getting there but rest assured you'll have an exit when shit hits the fan.

500cp - Superior Science: From machines powered by literal hatred, androids capable of defeating super saiyans, and even time travel it's no surprise that scientists like Bulma, Gero, and Lychee are capable of inventing great things. And with this perk you can now count yourself among them as you are now capable of creating technology capable of incredible feats. From time travel to infinite energy engines you're only limited by time and resources.

> **Maker of Miracles:** It has been said once that any technology if sufficiently advanced enough is indistinguishable from magic. And for you that's basically the truth. From zero-point energy reactors to quantum teleportation devices to time lock stasis prisons the only limit to the things you can build is your imagination.

Guardian

100cp - Peace and Tranquility: In this hectic universe where worlds can be destroyed without any warning or reason it's good to kick back and relax from time to time. This perk ensures that whenever you want a break from all the wild antics of the DBverse you'll always have some time for yourself.

200cp - Healing: In this universe of hectic battles the risk of permanent injury is quite high, as such an ability like this is a massive boon. You now have the ability to use your ki to heal and repair serious damage and injuries. From broken spines to missing limbs to

gaping holes in someone's chest the only limits to this ability is how much ki and time it will take as well as whether or not the person your healing is still alive.

300cp - Wisdom of the Ages: You have lived a long time and have learned an important lesson: there is an important difference between doing something and doing something *right*. It doesn't matter how OP a power, technique, or item is, you won't be blind to the flaws. In addition you won't allow your arrogance or pride to make preventable mistakes. And any mistakes you do make you'll learn how to avoid repeating them, just as well as you learn from your victories how you won.

400cp - Magic Master: In this universe of ki users and advanced technology there is one source of power that is often overlooked and ignored yet in the hands of a skilled user can be just as powerful. From conjuration to transmutation and even mind control you are a very powerful and very skilled master of the mystic arts. You can cast spells on the fly as well as learn and create new ones. In addition to all that you have a vast amount of magical energy, to the point that you could use the most powerful spells nonstop for a week before you get tired.

500cp - Ki Technician: Despite its versatility many beings don't use ki beyond just simple attacks and the ones that do use it in alternative ways barely scratch the surface of what ki can do. For you however that has changed as you now have master level skill over ki allowing you the ability to do great things with it. From having ki sense strong enough to detect someone from across the universe to complex ki constructs the possibilities are nearly endless.

> **Spirit Control:** What is ki? A simple question with nearly infinite answers, and you have found your own. It's one thing to use something but understanding it is another. You have trained and mastered the art of spirit control: the complete understanding, mastery, and control over your own ki. With this your usage of ki is extremely efficient ensuring that there is no waste or loss of control when performing techniques. As a result, your ki blasts and techniques gain a massive boost in power, to the point that a simple finger blast could vaporize a mountain range and ki shields that can withstand galaxy destroying attacks. This level of control also allows you to perform extremely complex techniques such as cloning, gigantification, and instant transmission. But the greatest technique it allows is the Forced Spirit Fission, an ability that allows the user to separate and manipulate energy

from a target. This allows them the ability to undo techniques like fusion and absorption and can even be used to free trapped souls.

Items

If lost, used, or destroyed they replenish in a day
+500cp for Items

0cp - Dragon Ball Merchandise: Every manga, tv show, movie, game, and apparel of the Dragon Ball franchise is now yours. Comes with the hardware to use it all.

50cp - Rock The Dragon: One of the many great things about the DB franchise is its music and now with this you have access to your own personal soundtrack to play. You can choose whether or not other people can hear this.

50cp - DB-Brand Hair Gel™: Have you ever looked at one of your favorite characters and thought "I wish I had their hairstyle"? If so, then consider your wish granted thanks to the patented **DB-Brand Hair Gel™** which will shape your hair into the style of any Dragon Ball character you choose.

Drop-In

100cp - Capsules: These tiny pill shaped objects are what made Capsule Corp the household name it is. You can now store any item you want within these capsules and with a press of a button release them for usage. Comes with a case to store them in and will always be replenished with fresh, new capsules for usage.

200cp - Kame House: Your own little home away from home. This tiny house is fully stocked with supplies for four people and has infinite electricity. It can be placed anywhere in future jumps and you'll always be able to find it no matter where you are. Best of all, no one else can find it without your permission.

300cp - Ultimate Food Box: When you're in the mood for a picnic or feast look no further than the Ultimate Food Box, a house-sized box containing delicious and nutritious food and drinks of all types. All food and drinks remain fresh within the box and at the perfect temperature, hot food stays hot and cold food stays cold. Replenishes after an hour once you've eaten everything. Contains enough food to feed 1000 people.

400cp - Senzu Bean Tree: Behold, The Mighty Senzu Bean Tree! This house-sized tree grows 100 Senzu Beans that replenish your stamina and repairs all damage. From broken bones to missing limbs to gaping holes in your chest these beans can heal them all. They also contain enough nutrients to keep someone full for ten days. They replenish in a week after usage. This tree can be stored in your warehouse for safe keeping.

500cp - Super Power Pole: This little staff is similar to goku's power pole but with far greater abilities. In addition to being able to grow and shrink in length near instantly it can also change its weight, becoming lighter than a feather or as heavy as a planet with a thought. It can also be summoned and controlled with your mind, ensuring that you'll rarely if ever lose the staff. This staff is nearly indestructible and can only be wielded by you and those you choose.

Martial Artist

100cp - Gi: This form fitting gi comes in a color of your choice with a symbol of your choosing. This gi can shape itself to fit any and all body types from the standard humanoid to the strange and bizarre like Reapers. It's also extremely durable, able to take planet busting attacks with few scratches. In the event of extreme damage it will repair itself back to normal in an hour.

200cp - Dojo: This moderately sized building contains everything required for the cultivation and training of martial arts. Practice weapons, training dummies, sparring rings and more to help students achieve their full potential. Even better is the fact that any training done in the dojo will be 10x faster and 2x as effective.

300cp - Training Weights: You now gain 4 special weighted bands that when attached to your limbs can change their weight instantly with a thought. Their current weight is 100lbs each but that can be increased infinitely. Perfect for training and building strength and speed.

400cp - J-Sword: This legendary sword is a powerful weapon, only to be wielded by those deemed worthy. This blade is unbelievably heavy in the hands of anyone else but to you it's no heavier than a feather. It's also surprisingly sharp, able to cut through even the toughest materials with ease. But its greatest ability is the power to channel and enhance

any energy focused through it. From ki to chakra to mana this blade can channel it with ease. But if swords are not your style you can choose a different weapon.

500cp - Hyperbolic Time Chamber: Behold, the ultimate training tool that is designed to push both your body and your mind to their limit and beyond. This dimension is nothing but an empty white void with one central building used as the gateway to and from the realm. In the center of this dimension the gravity is 10x that of Earth, the air is approximately 1/4th of Earth, and the temperature rapidly fluctuates as time progresses. These effects get worse the farther you get from the center. In addition to all of these features time moves faster in the chamber than outside to the point that one year inside equals one day outside. Yours has no limit on the amount of people and time you can spend in it and any training done within is boosted greatly. Comes fully stocked with food and water that replenishes daily within the chamber.

Scientist

100cp - Scouter: This device is a standard issue tool for all members of the Planet Trade Organization. This device is capable of scanning a target and calculating the power level of targets. In addition to this you can also use it for galaxy wide audio and video communication as well as information gathering. You get 10 scouters in colors of your choice and unlike normal scouters these won't explode from reading high power levels.

200cp - Spaceship: Congratulations! You are now the proud owner of your very own spaceship. This ship is fitted with space for 10, fully stocked kitchen, warp drive to travel quickly and comfortably and an advanced piloting system with autopilot.

300cp - Dragon Ball Radar: Bulma's gonna throw a fit if she finds out you have this. You now have your own dragon ball radar that can track and locate said dragon balls anywhere in the universe. But unlike the original this one can be used to track down any set of powerful items based on where you are. For example, if you're in the Marvel universe then you could use this to find the infinity gems.

400cp - Jumper Corporation: Great job on the promotion, Jumper! You are now the proud owner of your very own corporation, one equal in power and wealth to Capsule Corp. The net worth of this company is in the billions of zeni, or whatever type of money is used in your current jump, and makes almost a dozen billion per year. This company

can either specialize in one product, cars for example or take on multiple ventures like medicine, tv, video games, and more.

500cp - Time Machine: GREAT SCOTT JUMPER! Looks like we're going back to the future, or past if that's more your style. With this machine you can now go to the past to change any event you want. Just be aware that this won't change the future directly, instead creating an entirely separate timeline where the changes occurred. But if you want to explore a new timeline where things are different then this is a good thing. Usually time travel is heavily frowned upon by certain beings such as the Supreme Kai of Time and the Gods of Destruction. But with this you can easily avoid getting caught as any changes to the timeline will go unnoticed by them.

Guardian

100cp - Wooden Staff: It's a staff, a simple wooden staff. Nothing special about it right? Well, whenever you're seen holding this you emit an aura of wisdom and peace causing those who look at you to see you as a wise elder and teacher to learn from. Also good for hiking and smacking people on the head.

200cp - Crystal Ball: This magical glass orb is used by beings such as Fortuneteller Baba, Bibidi, and Old Kai to see into the past and future, locate and watch certain people, and even locate items like dragon balls. Able to view from a great distance, even across dimensions. Please don't use it for anything bad.

300cp - Ultra Divine Water: This teapot is filled with a magical water that will instantly bring out a person's full potential if they survive the painful and poisonous effects, which can be toggled. Unlike the original this version can be used to undo seals and limiters on a person, cure fatal illnesses, and even remove curses. Replenishes in one day.

200/400cp - Dragon Statue: You are now the owner of your very own dragon statue! With this and a little magic you can introduce the dragon balls to any setting you want. RWBY, Yugioh, Friends, the choice is unlimited. The power and capabilities of the dragon balls are limited to the ones created by Dende. However, if you want something cheaper for just 200cp you gain access to the dragon statue. But, any dragon balls you now create will build up negative energy with each wish. The amount generated is proportional to the wish granted. A wish for cake will barely generate negative energy whereas a wish to resurrect the entire world will cause a large amount of negative energy

to be created. Once full the dragon balls will create 7 evil dragons that will terrorize the world unless stopped. See **Notes** for further details.

500cp - Lookout: LOOKOUT! You are now the proud owner of your very own home in the sky. Located in the upper atmosphere in a stationary orbit this place functioned as both a home for Kami and a base of operations for the Z-Warriors. Complete with fully stocked larder with food and beds for 20 people as well as a teleporter to quickly travel to any location in the world. However, its two biggest features are that one: it cannot be sensed or located without your permission and two: it boosts any sensory abilities you have a hundred-fold.

Companions

100cp - Canon: Want to take Goku with you on your adventures? How about Piccolo, Vegeta, or maybe Frieza? Well for 100cp each you have a chance to convince those characters to join you.

50-400cp - Import: Want to bring some companions with you to join the fun? For 50cp apiece you can bring up to 8 companions (400cp) to join in with 800cp each for races, perks, and items.

Drawbacks

No Limit

+0cp - Character Insert: Rather than inserting yourself as your own person you instead take the body of one of the characters of Dragon Ball. Goku, Vegeta, Broly, Krillin, Puar, some random guy, the choice is yours. You also become the race of the character you become.

+100cp - Abridged: I AM THE HYPE!!! Instead of the regular Dragon Ball cast you're familiar with, you instead have the pleasure of interacting with their abridged counterparts. From a Goku whose only brain cell bounces around inside his head like a Windows screensaver to a Vegeta that's basically pride personified, I hope you can handle whatever weirdness comes by.

+200cp - Prideful Fool: There is no one greater than you and you refuse to believe otherwise. Your stubborn pride has a tendency to cause serious problems for yourself due to the belief that you're better than everyone.

+300cp - Natural Malevolence: You're quite the sadist, you know that right? You can't help but be overly cruel to others, even your own allies. From killing someone's family in front of them to murdering your own allies simply because you got bored you don't just kick the dog you stomp on it.

+400cp - Stupid Good/Neutral/Evil: Why did you give him a senzu bean?! Why didn't you just flee when he let you?!! Why are you letting them power up?!!! You just can't help but make things more complicated than they need to. When it comes to thinking outside of the box and finding alternate solutions to problems you're quite lacking.

+500cp - Weak Gains: Getting stronger is now an uphill battle for you as it's now harder to train and grow in power. Whereas most people would see growth in a year's worth of training it would take you three years to reach them. Any techniques you learn will be greatly weakened and take longer to master

+600cp - The Goku Show: It doesn't matter how powerful or special you are at the end of the day this is the Goku show. No matter how powerful you get, Goku will always be one step ahead of you. You unlocked SSB2? He now has SSB3. You've achieved Ultra Instinct? He's mastered and found a higher level of it. No matter what you do you'll always be in the shadow of his power. In addition to this you'll occasionally come across opponents that only Goku can defeat. Hope you last long enough for him to show up.

+700cp - Uncontrollable Rage: KAKAROT!!! Within you lies a nearly limitless pool of rage just waiting to be unleashed. You'll find yourself becoming easily angered by even the smallest things and should you not take care you'll find yourself lost in a crimson haze of pure, destructive rage that will not be quenched until you're either stopped or you've reduced everything around you to ash.

+800cp - Jumper Black: [Insert Spiderman Meme Here] Talk about seeing double am I right? Someone has stolen your body from another timeline and is now using it to wreak havoc across the universe. This person is smart, ruthless, and cunning and will use your abilities in ways unheard of. With each battle they become stronger and stronger, eventually to the point of overpowering you. What's more is that this person has an item

that allows them to freely move through time, letting them escape when things look dire. Either stop them from traveling through time or find your own method of time travel or else this duel of doppelgangers will never end.

+900cp - God of Destruction's Wrath: WHAT THE F**K DID YOU DO?!!! You have somehow managed to attract the attention/divine wrath of a God of Destruction and they are now gunning for you. While each God of Destruction has great strength and power, enough to destroy the universe with ease, they also have their own unique abilities to use against you. But their greatest ability is the Power of Destruction which when used allows them to destroy nearly anything.

+1000cp - Tournament of Power: Get ready for the fight of your life Jumper. Instead of the canon Universe 7 participating in the Tournament of Power the fanfic universe you're in takes its place in the tournament. This means you and 9 other fighters will have to face all of the other fighters from seven different universes in a battle royal to decide who lives and who gets erased. And if you're expecting some grand reward for winning remember this is a drawback not a scenario. The only reward you get is that you get to live.

+1100cp - No Outside Help Allowed: With the exception of the body mod and any perks purchased here you will be unable to use perks or abilities not from the jump.

+1200cp - Beginning to End: Forget 10 years, you're here for the long haul as you are sent back to the very beginning of Dragon Ball and will be here till the end of Dragon Ball Super (Anime). The opponents you face on your journey will be far stronger and smarter.

Ending

Whatever choice you choose, any and all drawbacks you've taken will be removed.

Go Home

Stay Here

Move On

Scenarios

Gods of Destruction's Wrath (*God of Destruction's Wrath* required)

Well, it's been nice knowing you Jumper. You've attracted the wrath of all 12 gods of destruction and now they are coming to destroy you. Each one of them has the power to destroy the universe with the skill to match. Wielding the Power of Destruction allows them the ability to destroy virtually anything from people to ghosts to planets. They also have their own unique abilities to give them an edge against their fellow gods. From Hele's arrows that can pierce a God of Destruction's flesh to Rumsshi's roar that paralyzes anyone within earshot to Beerus' incomplete skill with Ultra Instinct they possess many abilities that will be quite the problem to overcome. Your goal is to defeat all 12 destroyers, not an easy feat but luckily you'll have 3 advantages to give you a sporting chance. **First**, you'll have one year to prepare for their arrival giving you ample time to train or get your affairs in order. **Second**, despite all of them attacking you together they are **not** a team and are just as likely to hinder and harm themselves as they will you. **Third** and most importantly, due to your 'unique' existence the Hakai technique will have no effect on you meaning that if they want you dead they'll have to do it the old-fashioned way. So don't worry about instant death, unless you're incredibly weak. Should you manage to succeed in defeating all twelve gods of destruction there is only one way to reward you. By proving yourself greater than all 12 destroyers you are rewarded with the perk **True God Of Destruction**. With this perk you have ascended and become a destroyer among destroyers. Whereas they merely use the Power of Destruction you have become **destruction incarnate**. Your very presence can end the existence of anything in your vicinity and your power is enough to erase the entire multiverse. Not even immortal beings or concepts of reality can resist your power and what you destroy stays destroyed forever.

Black Future (*Jumper Black* required)

We're going back to the future Jumper! Out of nowhere you'll encounter Trunks who suddenly attacks you violently. After subduing him you'll find out that the future is currently being destroyed by you, or rather a dark version of you. You, Trunks, and your companions travel to the future to find it reduced to a nearly lifeless wasteland. Your task is both simple yet dangerous, defeating your dark counterpart. This will not be easy as not only is your copy capable of rapidly getting stronger as the battle continues they also have darker, more powerful versions of any abilities and transformations you possess. Add all that with a tool that allows them to move through the timeline and you have a

very dangerous opponent. But should you manage to succeed in defeating them they will suddenly be absorbed into you, turning you into **Fused Jumper:** an immensely powerful, almost divine-like being capable of many feats both great and terrible. Not only do you have access to the darker versions of your abilities and transformations you also have a powerful new ability called the **Barrier of Light**. This ability manifests as a large white halo of light that protects you from damage and boosts your power even further. In addition to this, the barrier can unleash devastating bolts of lightning and fire a barrage of red energy blades that explode. While immensely durable the barrier can be destroyed if enough damage is taken, but with a few minutes of rest the barrier will be restored.

Tournament of Power (*Tournament of Power* required)

Get ready for the ultimate battle Jumper. You and nine other combatants will take the place of the canon Universe 7 team in the Tournament of Power. Your goal is to survive and win the Tournament of Power. This will not be an easy situation as the other 7 universes have fighters with a wide variety of abilities and techniques to use. From time manipulation to magical girl transformations to legendary power the abilities and enemies you'll encounter are quite numerous in size and shape. Should you manage to make it to the end you'll be face to face with **Jiren** himself, a warrior whose might surpasses that of the Gods of Destruction. Defeating him will not be easy as his power and skill is immense enabling him to grow in combat at an extraordinary rate. Should you manage to succeed in defeating him you'll earn the following perk: **Ultra Instinct**. The power that belongs to the Angels of Zeno-sama is now yours to wield. This perk comes in two forms: a passive form that allows every part of your body to act independently without any thought. And an active form that acts as a powerful transformation boosting your power level exponentially. Unfortunately, the active form currently is a massive drain on your ki and can potentially cause fatal damage to the user. With immense training and time you'll eventually gain full mastery of the form. You still don't get to wish on the Super Dragon Balls but if you truly, genuinely want that wish then there is only one option to take.

Strongest In The Universe

Someone in the far reaches of the universe has made a wish on a set of dragon balls for one goal: to become the strongest being in the universe. Now with their wish fulfilled they seek to prove their might by hunting down and defeating the current strongest being in the universe: you. Whether this statement is true or not they will be gunning for you,

so you must prepare yourself. This will not be an easy battle as the longer the fight continues the more your opponent will grow accustomed to their newfound strength and acquire new abilities. This battle will push you to the brink and then some, but should you succeed in beating them then you will be rewarded with the power of **Ultra Ego**. Whereas **Ultra Instinct** is based on having a calm and focused mind while using your instincts to guide your movements in battle, **Ultra Ego** requires the user to delve into the darker, more destructive aspects of themselves. This form not only increases the user's power tremendously, it also allows them to use the **Power of Destruction** in their attacks to inflict heavy damage to their opponents while protecting themselves from enemy ki attacks. This form also allows the user to grow in power the more damage they sustain in battle. See **Notes** for further details.

Wrath of the Shadow Dragons (*200cp Dragon Statue* required)

When you tried to use the dragon statue something went wrong, horribly wrong. It turns out that the dragon statue you received was heavily tainted with negative energy and by activating it allowed the shadow dragons to escape. These shadow dragons are immensely powerful, having achieved their Omega forms due to the high concentration of negative energy. Now free they have scattered across the universe to cause mayhem and destruction and it's your job to stop them. You must travel across the universe hunting down and defeating each shadow dragon to get their dragon ball. After you've successfully acquired 6 you'll face the final, and most powerful, shadow dragon on Earth who during the fight will absorb the remaining 6 dragon balls, turning into a colossal dragon of universe destroying power. Defeating this beast will reward you two-fold. First, a new 400cp dragon statue for free as reward for your actions. Second, you become a **Light Dragon** due to absorbing the now purified dragon balls. Your might is now equal to that of the last shadow dragon, before they absorbed the dragon balls. You have the ability to emit positive energy that can purify and heal entire worlds and their inhabitants. You also have access to one unique ability that you can use with planet-wide scale and power. See **Notes** for further details.

Endjump Scenario

TRUE Tournament of Power (*Tournament of Power* and *Beginning to End* required)

Prepare yourself Jumper for the greatest battle of your life, not long after you've been sent to the beginning of Dragon Ball you and 9 other people of your choosing are given a

message informing you that in the future a great tournament will be held between 8 different universes for survival. Good news is you now have a lot of time to prepare for the tournament, bad news is so does everyone else. When you enter into the tournament on its canonical beginning everyone will be much more powerful and skilled than their original counterparts so I hope you used your time wisely. Should you manage to make it through this overpowered slugfest you, and any members of your team still standing, will be face to face with Jiren, having unlocked and mastered his hidden power. During the fight Jiren will unlock even more power, pushing you to your limits. Should you manage to succeed in this ultimate of ultimate battles you shall be rewarded three-fold. Your spark which allows you full freedom and access to the omniverse, **Burning Ultimate Warrior:** a perk allows you to combine all of your perks, skill, abilities and more into an ultimate transformation that's stronger than the sum of its parts, and most importantly a wish on the Super Dragon Balls that has no limitations. Go out into the omniverse Jumper, such is your right for proving yourself the most powerful being in existence.

Notes

Thanks to everyone who helped me with ideas for this jump I really appreciated it. This jump, while difficult to make, was one I really enjoyed doing because I love the Dragon Ball franchise.

Dragon Statue

Regarding the dragon statue item, the dragon balls created by Dende allow 3 wishes (2 if one wish is used to revive a large group of people), can save wishes to be used later, and resurrect people multiple times. Unlike the original dragon balls no negative energy is created with each wish, unless you take the 200cp version. You're only allowed to take one version of dragon balls. The dragon statue can only be used by you and those you allow. Upon introducing dragon balls into a setting the dragon statue will vanish and will not reappear until the next jump. If you change your mind about having dragon balls while in a jump you can restore the dragon statue, rendering any dragon balls created inert and powerless. Be warned however that if the shadow dragons are free you can't do that until they're dealt with.

Ki, God Ki, and Ki Affinities

When purchasing ki types be aware that you **CANNOT** pick god ki. You have to purchase that separately down below. Aside from that any other type of ki is fair game as long as it is not too overpowered. As an example, no ki that lets you instantly kill your enemies regardless of power. Should you choose multiple ki types you'll be able to

switch between them with ease. Regarding ki affinities, it basically means you have a much easier time using this type of ki compared to others and it will be far stronger for you than other users. To give an example, if Jiren's fiery ki is the sun than yours would be a blue supergiant.

Ultra Instinct and Ultra Ego

Note that **Ultra Instinct** and **Ultra Ego** require their own unique mindsets in order to use properly. Acquiring one of them will allow you to enter that required state of mind easily. Gaining both options will allow you the ability to swap between mindsets when you need to. Combining both would require the usage of perks due to their conflicting nature. Regarding **Ultra Ego** you can only use the **Power of Destruction** while in that form and must take damage in order to grow stronger while transformed. No turning yourself invincible and then letting your opponent beat on you.

Light Dragon

The **Light Dragon** reward replaces whatever race you chose originally, but if you wish to keep your race you can instead become a hybrid for free as well as keep any android add-ons you've purchased. Your form can be customized to your personal preferences. The **Light Dragon** reward is also affected by the **Mutant** and **Legendary** perks and will be described down below. The power of this **Light Dragon** form is equal to Omega Shenron. Your unique ability can either be a copy from the original shadow dragons or your own version as long as it's not too overpowered, such as the ability to instantly kill someone by looking at them.

Clarification on Mutant and Legendary Perk

For both the Mutant perk and the Legendary capstone they greatly boost your power level as well as enhance and evolve any racial traits you might possess. Here is my best attempt at explaining them. In addition to that, these examples showcase the new base level of power for each race for the perk and its capstone. Also, if any race you've purchased here has a higher tier that you've also purchased then you gain all the abilities from the previous tier as well. These are my examples of what the perks would do, if you find them lacking or simply don't agree then feel free to fanwank your own ideas for them. These perks also affect any races you have acquired. Also I apologize if it's too long. Also the reasons for some races being stronger than others is that I primarily

focused on enhancing their racial traits and some races are naturally more powerful than others. Hybrids can choose the strongest race's power level.

Human:

Mutant: You would become a genetically perfect specimen of humanity, with a body and mind greater than the smartest human scientists and the strongest human athletes. In addition to this your charisma is enough to get you elected as the leader of an entire nation with ease and give your enemies pause. You also awaken a dormant power hidden deep within you. Choose a power shown in the DBverse, you are now one of the strongest users of that power. You're not **THE** strongest user but one of the many contenders. Your base power would be equal to Goku when he reaches Namek.

Legendary: You have transcended the limits of humanity and achieved great power and intellect, able to destroy continents with pure strength alone and learn and master every subject on Earth in a matter of days. Your charisma is boosted to the point that with enough effort you could be crowned king of the world and sway your enemies to your side with enough time and words. The strength of your awakened power now surpasses that of the greatest user. Your base power would be at End-of-Frieza Saga Goku

Tuffle:

Mutant: Your intelligence gets a massive boost, allowing you to match and outpace the smartest of your kind. Your ability to learn and process information is greatly bolstered. Enough that you could learn in a tenth of the time what took others decades if not centuries. You now possess an eidetic memory, ensuring that you'll only forget what you want to forget. You also gain a power boost as well, enough to contend with Saiyan Saga Vegeta in his Great Ape form.

Legendary: Your intelligence is further boosted to the point that calling you the smartest being in the universe would be true. You consume knowledge and information like how Saiyans consume everything in their sight. Not only can you learn subjects faster you can improve on them as well. Read a book on medicine and you could create the ultimate cure-all in a day. In addition to this you also gain a powerful psychic ability in the form of technopathy, allowing you to build and control advanced tech with your mind alone. Your base power is further increased to End-of-Frieza Saga Vegeta.

Namekian:

Mutant: Your senses have gained a massive boost to the point that you could hear across the galaxy and see just as far and in the dark. You also gain a passive form of regeneration, enough to survive and regenerate from losing half your body in an hour.

Only weakness is that your head must be intact. Your base level is equal to Nail for Dragon Clan and End-of-Frieza Saga Piccolo for Warrior Clan

Legendary: Your senses have further enhanced to the point that you can see and hear across the universe. Your passive regeneration is now powerful enough that unless your body is completely destroyed you'll regenerate in a couple minutes. In addition, you are now both Dragon and Warrior clan which allows you to use the abilities of each clan and boost those abilities greatly. Your base level is now equal to Piccolo after fusing with Kami.

Demon:

Mutant: You can release a dark miasma that slowly corrupts anyone near you, bringing them under your control. You also gain a powerful **Dark Mode** that boosts your abilities greatly. For the corrupted Kais they gain the ability to access a monstrous **True Form**, a powerful transformation accessible only to those who have become a Demon God. You also gain the ability to use a dark form of ki that saps the life from any living being it comes in contact with and increases your power. Your base level is now equal to Buu Saga Dabura for normal demons, and Demon God Dabura for corrupted Kais

Legendary: You now can use the dark ki to create a form of protective aura that can nullify nearly any ki attacks. Only god ki or a powerful enough attack can break this protection. The power of your **Dark Mode** has been boosted to match a Demon God. For corrupted Kais they can access the **Transcended Demon God** form, a powerful transformation achieved when they push their power while in their **True Form** to its limit. Your base level is now equal to Demon God Dabura for normal demons, and True Form Demigra for corrupted Kais.

Kai:

Mutant: For Kais you gain a great increase in physical and magical abilities as well as an increase in your sensory and telepathic abilities, enough to sense and communicate with beings across universes. You also gain a light form of ki that can be used to heal people, resurrect the recently dead, and severely harm demonic/evil beings. Supreme Kais gain these abilities as well as the ability to manipulate one aspect of existence. Time, Space, Reality, Life, Death, and more are yours for the choosing. Base power is Grand Kai for Kais, and Grand Supreme Kai for Supreme Kais.

Legendary: Your light ki is now poison for demonic/evil beings, powerful enough to kill weaker enemies instantly and weaken the stronger ones. This ki can also purge people of any mind control or corruption that is affecting them as well as protect them from further attempts. This light ki can now resurrect people who've been dead for at

most a day. Supreme Kais can now take on a powerful transformation based on the aspect they've chosen. This form, known as **[Aspect] Power Unleashed**, greatly boosts both your control and power over your chosen aspect to the point the even beings greater than you are affected for a short while. Base power is Grand Supreme Kai for Kais and Chronoa for Supreme Kais.

Frieza Race:

Mutant: Just like Frieza you were born powerful, never needing to train to acquire your great might. Your physical abilities far surpass that of your kind allowing you to defeat their greatest warriors with ease. Your telekinetic abilities are bolstered as well, allowing you to move and destroy mountains with surgeon-level precision. In addition, you can alter your bio suit for different situations. For example, a defensive suit that's thicker and more durable, a combat suit covered in sharp protrusions, a speed suit that's lighter and offers more maneuverability. The possibilities are nearly endless. You also gain the ability to enter your **Full Power** form, a bulky transformation that allows you to access the full 100% of your body's potential. Currently this form is quite exhausting to use and mostly for finishing fights quickly, but with time and training the drawbacks can be lessened greatly. Base power is equal to Final Form Frieza (DBZ).

Legendary: Just like Cooler you have unlocked a 5th form, possessing power greater than even the **Full Power** form. However, unlike Cooler this is not the end of your abilities. You can now create weapons out of the same material as your bio suit, these weapons are just as durable as your suit and can always be repaired if damaged. From hammer to swords to spears the weapons you can create are nearly limitless. You also gain a regenerative ability that can restore limbs in an hour. Your body can also adapt to survive in any environment in a short amount of time. Base power is equal to Final Form Frieza (RoF).

Saiyan:

Mutant: Just like Broly (Super) you are a mutant variant of the Saiyan race. You are able to unleash and use the power of the Oozaru form without having to transform. In this **Wrath State** you're larger and have far more power yet still able to maintain your speed and skill in combat. Your zenkai boosts are far greater, enabling your power to grow immensely as the battle progresses. Base level of power is equal to SSJ3 Goku.

Legendary: You now represent the next stage in Saiyan evolution, a perfect hybrid of Oozaru and Saiyan. This **Primal Saiyan** form boosts your power, and the power of your transformations, tremendously. Your zenkai boosts are now passive, causing you to slowly grow in power out of combat. In combat your power skyrockets at

an exponential rate, allowing you to quickly surpass most opponents in a matter of minutes. Base power is now equal to SSG Goku.

Bio-Android:

Mutant: You gain the mutant traits for all the races that are a part of you. In addition, any transformations they possess you'll be capable of unlocking and in time mastering. You also gain the ability to extract and absorb the DNA of living organisms to add to your own. This process is slow and will require consuming either hundreds of members of that race or one extremely powerful member. You also gain the ability to plant and grow a bio-seed, a cluster of cells that will regrow your entire body should you perish. Base power is equal to 1st Form Cell at the start of the Cell Saga.

Legendary: While you don't gain the legendary traits of the races you are made from you do gain something potentially greater, the ability to combine the DNA within you to create new abilities and forms. Super Frieza, Golden Saiyans, Wrath State Humans, the possibilities are nearly endless. Just be careful about what you combine, some things do not go well together and if you are too reckless you may end up dying or **worse**. You can now produce up to 5 bio-seeds that you can use either to resurrect yourself in case of death or grow 5 Jr. versions of you with the **Mutant** perk. Base power is equal to Perfect Cell.

Majin:

Mutant: Your shapeshifting abilities have grown immensely, enough that you could fashion simple weapons from your mass. Speaking of mass, you now have the ability to grow the more you consume should you choose. Eat a mountain's worth of food and you'll be the size of one. In addition, you can also shift your body's density letting you become virtually indestructible or able to phase through objects. Anyone you absorb will have less of an impact on your mind. Base power equal to Super Buu.

Legendary: Your shapeshifting abilities have reached the point that you could mimic the form of any creature or object you gazed eyes upon. From dogs and people to swords and cars the only limitations to the forms you can take is your imagination. Instead of growing when you consume a large quantity of food you can instead use the extra mass to split off a copy of yourself, creating a hive mind in which you are in control. In the event of your death you simply take over one of the copies. As a creature born from magic you now have a very powerful resistance to it, only the most powerful spells able to affect you. Any being you now absorb will have no effect on your mind and should they be removed from you, willingly or not, you'll still retain their abilities albeit in a weaker form. Base power equal to Super Buu (Gohan Absorbed).

Light Dragon:

Mutant: You have achieved your Omega form, a powerful state that boosts your powers tremendously. In addition, you also have 6 new abilities totaling 7 with power and scale in the galactic range. You also gain the ability to consume and absorb magical items to get stronger, your strength increasing in proportion to the power of the item. Your positive energy can now restore long dead worlds and greatly boost the power of those you consider allies. You also have the ability to become a mountain-sized dragon that enhances your power 10 fold. Base power equal to Omega Shenron.

Legendary: Your 7 abilities are now universal in range and power and your dragon form now enhances your power 100 fold. You can now weaponize your positive energy, giving you the ability to combine it with your attacks for immense damage against evil beings. But, it's your ability to consume magical items that has been enhanced the most. Now whenever you consume an entire set of powerful magical items then you gain a new powerful form based on that set of items. Base power equal to Xeno Omega Shenron.

Fanfic Recommendations

Dragon Ball Z: Dynasty by Feraligreater328

To Go Even Further Beyond by 0Jordinio0

Going Native and Going Native: Earth Saga by Ideas-Guy

Dragon Ball Legends by Veema

Honor Trip by American Vigor

Birth of the Saiyan King by Sliver1991

Changelog

V1.3: Updated the Ki perk, edited the God Ki perk, provided clarification for ki perk in the notes, provided clarification for the dragon statue item, added fanfic recommendations, added new scenarios, added new mutant and legendary explanation for Light Dragon, added cp tier for dragon balls, increased the amount of companions you

can have, added a new drawback, edited the **Beginning to End** drawback, edited the note section.

V1.2: Edited the "Goku Show" drawback, edited the android add-on, added another perk level of android, added another scenario, edited the Hyperbolic Time Chamber, edited the Mutant and Legendary perk, provided clarification for the Mutant and Legendary perks in the notes, edit the Ki perk, minor grammatical fixes.

V1.1: Added new drawback, a stipend for items, one new scenario, one endjump scenario, minor grammatical changes.

V1: Jump Created.