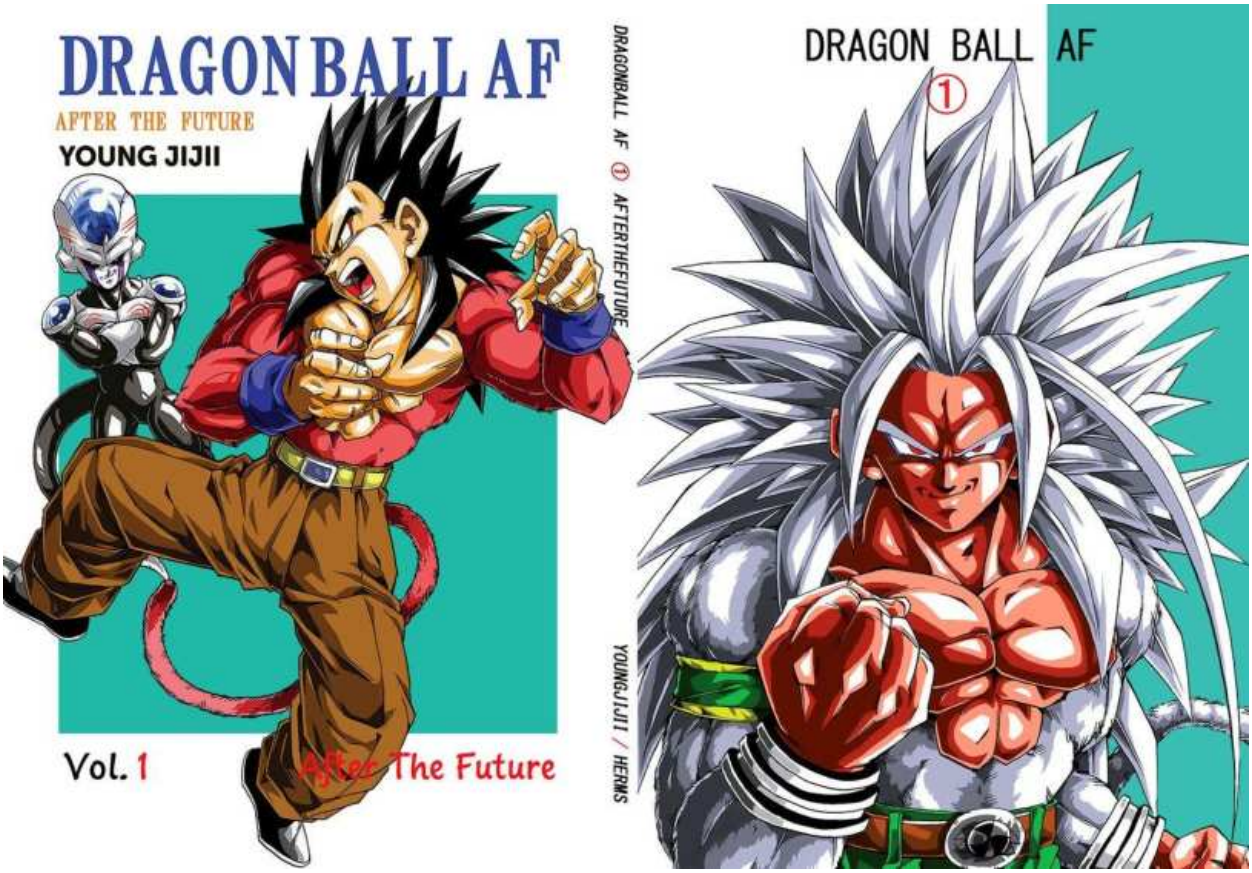
Created by Tamerai

Dragon Ball AF



Welcome, Jumper, to the world of Dragon Ball. You have come here long after the rise and fall of countless villains, from Frieza to Omega Shenron, and you begin your stay here several years after the latter's defeat at the hands of Son Goku and friends. The world has become peaceful in that time, with the Z fighters of yore living out relatively normal lives as they await the return of their old friend. Alas, peace is not eternal. A dark power has risen from beyond the stars, a relative of an old enemy and far more powerful than anything they've faced before. Frieza's son, Ize, has awakened from thaw, the birthing process of his species whereby their power is gained. Frieza, the villain that pushed Son Goku to unlocking his Super Saiyan state and was capable of destroying planets, had a lengthy thaw of over 5 years. His son, however, had a thaw of 50 years! Power untold, the Z fighters rush to face him as he lands on Earth, a months' time from when you will begin. If you wish to survive this world you may need some help, so you will hereby be granted **1000 Choice Points** to help you on your journey.

Origins

Your origin, your history, may be selected from the options below. Alternatively, should you not want a history, you may take any option below as a Drop In. Age and gender may be selected freely.

New Fighter

You're new on the scene, kid. You've worked your way up the martial arts tournaments and have beaten countless scrubs, and all this time you feel like somethings been missing. They've all been so weak, after all. You've known about people like the Great Saiyaman and the Great Papayaman for a while, you've even seen them in action, but they can't be too tough. Can they?

Z Warrior

At one time you were a friend of Goku, or at the very least an ally. You fought alongside him against perilous enemies and during perilous times, against foes big and small, all in the name of peace and justice. It has been years since those glorious times, but your spirit remains, ready to face any foe, at any time.

Alien

Earth. The home world of humans and, now, of the saiyans. It's not your home world, but it's nice enough to stay a while, though the common people may give you odd looks from time to time. Not too odd, mind you, their leader is a talking dog after all. Regardless, your relatively new to the area and looking for something exciting. Maybe you could hit up the martial arts tournament coming up, or go sightseeing? You've heard some good things about Earthling cuisine, so get some while you can.

Villain

Pain. Suffering. Destruction. You have partaken in distributing each to those unlucky enough to cross you path. Everything you've come across has filled you with a desire to fight, to destroy, a feeling that just doesn't seem to go away. Especially when you keep hearing things about some papaya shaped man or whatever it was going around and beating up criminals. It's about time he faced a real villain.

Race

Earthling [Free]

The standard species present on earth. It comes is several variety, such as human-type, dog-type, cat-type, and more, with the specific type being left up to you.

Demon [200]

Like Dabura before you, you have come from the Demon Realm, a native of its hostile environment. As a full-fledged demon yourself, you possess great innate strength beyond any normal human, colored skin, and possibly horns protruding from your head. As a demon, you will receive the perk Weird Guy free and a discount on the Fusion perk.

Namekian [200]

The proud Namekians hail from the planet Namek, a world long since destroyed by the tyrannical Frieza oh so many years ago. As a Namekian yourself, you possess their physical attributes such as green skin and two antennae on your head, along with their innately superior hearing and physical capabilities. You also receive a discount on the Art of Ki and Knowledge of Your Foe perks.

Frieza Race [300]

A Tyrannical species wielding immense power, the Frieza race is as well known for their brutality as the Saiyan's are. And they, too, have transformations of their own. While their forms and stature are highly variable, dependent on which transformation state they are manifesting, they still retain key features such as a white, often carapace-like layer, and purple skin, as well as immense power well beyond that of other species. As one of Frieza's kind you will receive the Reduced Form perk for free while the Behold My Power perk is discounted.

Saiyan [500]

A powerful race, the Saiyan's are battle hardened and battle hungry being with nearly limitless potential. Appearing almost entirely human, with the exception of sporting a monkey tail, the Saiyans stand out due to their immense power and, more so, because of their transformative capabilities. By experiencing intense emotion, Saiyans are capable of powering up into their ascended forms, the Super Saiyan state. These forms grant them immense power, more so with each iteration of the form, and finally peaking at the Super Saiyan 5 state. As a Saiyan you will receive the Go All Out and Willpower perks for free, while Go Further Beyond will be discounted.

Shinjin [500]

The Kaioshin are the most exalted group of beings in the universe, a group of Shinjin born from the Kaiju and exalted to their position as the literal creation gods of existence. Their power is innately immense, well beyond that of most other species, as is their wisdom. Despite their position as gods, they have humanoid appearances with the only major distinctions being their colorful skin color and their white hair. As a member of the Kaioshin you will innately have access to Godly Ki, and will receive the Instant Transmission perk free, as well as the Art of Ki perk at a discount.

New Shadow Dragon [600]

The Shadow Dragons, unbelievably powerful beings born of the negative energy collected by the wish-granting Dragon Balls. With each selfless wish they gathered more and more of this negative energy, eventually solidifying into the corporeal Shadow Dragons, beings filled with power and the desire for destruction. Eventually they would be defeated, and the cycle would begin anew with a second set of Shadow Dragons, to which you now belong. You now replace 1 of the 7 AF Shadow Dragons, having free choice over the Dragon Ball that you represent, although the wish that led to your creation shall be taken from the one you replace. The form that your new body takes will be mostly up to you, although you must be at least vaguely humanoid and must have your chosen Dragon Ball implanted upon your body, such as your forehead or chest. You receive the Ridiculous Strength perk for free, as well as a discount on the Corrupted Dragon Balls in the Items section. With both purchases, your power will be pushed to the limits of the Shadow Dragons, putting you on par with the likes of the final villain, Super Su Shenron, a being with enough power to overwhelm a normal Super Saiyan 5.

Hybrid [Variable]

Species is not always such a definite thing. On occasion there are those who are made up of the parts of several, and in turn they are made all the more powerful for it. You may select a second race beyond your first of equal or less cost, which you may purchase at half price, granting to you its free perks and discounts as well as a boost to your potential.

Racial Import [Free]

It seems you've been here once before, although it has been quite some time. As you already have a history in this world you may freely import your race from your time in one of the previous Dragon Ball jumps, receiving said race for free along with all of its free perks and discounts, however you must take the Past Connections in the Drawbacks section to meld your past to this world and, should you crave to be an all-powerful hybrid, you must pay the full price of the other race even if it would normally be less than your imported race.

Perks

Origins receive 100CP perks free and others at half price. Double discounts from race and origin reduce perk price to free.

Ki [Free]

Ki is the life energy of the universe, present in nearly all beings and the source of their power. By coming to this world you, too, shall receive the ability to use ki, and will begin with power and skill equal to the level displayed by Trunks in his base form at the beginning of Dragon Ball GT.

New Fighter

Weird Guy [100]

Whether it be your unusual appearance or your disarming demeanor, your very nature causes opponents to take you less seriously. Where many would normally hit you with all they had right from the start, any foes you face will now instead treat you as a non-threat, lowing their guard and giving you ample opportunity to strike where it hurts.

Tricky Fighter [100]

You have an… odd way of fighting, to say the least. By adapting your moves on the go, you are capable of fighting with a degree of randomness, allowing you to throw off your opponents during fights and preventing them from entirely learning or adapting to your style.

Behold My Power [200]

You have power well beyond others, and it is time they realized how doomed they really are. At will you can allow another being to feel and understand the difference in power between you and them, and should yours be far greater they will feel a sense of hopelessness or awe, whichever you choose.

Adaptive Combat [200]

Knowing your foe is the first step to defeating them, a phrase that you know exemplify. The more you understand an opponent, from their techniques to their motivations and history, the easier it becomes for you to adapt to them and counter them. Knowing merely their techniques would allow you to easily predict their moves, knowing their motivations on top of that would make countering them and striking back more effective. And should you know everything there is to know about them, their skill will become useless before you, though their speed and raw power may still overwhelm you.

Instant Transmission [400]

Teleportation. A powerful technique learned by Goku during his time on the planet Yardrat, the Instant Transmission technique allows a user to focus on the energies of another and instantly teleport to their location, a technique you know bear as your own. With time you may even learn the variation displayed by the Kaioshin, allowing you to transport yourself to any location known to you.

I Am Majin [400]

You are Majin. Within you exists a dark and twisted ki, the boundless negative energy of a Majin. The same power that resides in Uub. This power may pulled to the surface at will, granting you an incredible temporary boost to your power while simultaneously darkening your ki to that of one with a heart filled with evil, regardless of your normal moral alignment. This power comes with a cost, however, as it will cause you to go berserk once your foes are defeated, posing a risk to friends and allies alike, though this berserk state may be removed with time.

Potential [600]

To be a warrior is to climb the mountain of power, always seeking whatever peak may exist. For you, however, there exists no peak, no limit to how far you can climb. You possess unlimited potential and unmatched growth, allowing you to train forever without limit while simultaneously outpacing almost all around you even when performing the same training. Your growth is such that you could gain the same power in a day that others would need a month to achieve, and the more you push yourself the faster your growth will become.

Fusion [600]

The melding of two beings, and the creation of one whole larger than either piece alone. This is fusion. A powerful ability used by few, the most notable fusion is that between Goten and Trunks using the rather silly process of the Fusion Dance, a series of movements performed in unison to initiate the fusion process and to bring about a temporary fused state. But you have something greater. You, like the demons Marble and Chiyoko, are capable of fusing with another permanently, creating a fused being with power beyond the combined power of both individuals. However, this form, while capable of lasting an indefinite amount of time, can still be undone should the fused being be severely damaged or rendered unconscious, and can also be undone should either individual wish it to.

Z Warrior

Willpower [100]

The will of a warrior is without limit, and so too is your own. You possess the same nigh-limitless willpower of Goku, allowing you to stay clear and focused in nearly any situation and strengthening your resolve to incredible heights. The true power of your will, however, is your ability to push beyond your own limits in a time of strife. When all hope seems lost, you will stand, and whether it be surviving just a bit longer or boosting your own power at the cost of damaging your body, you will push forth in some way to close the distance.

All Day Every Day [100]

The greatest pleasure a warrior can feel is the trading of blows with another of a similar caliber. The second greatest pleasure is preparing for such an occasion. To you, training is now an excessively fun event, one that never ceases to excite you and will almost always make it into your schedule.

Turtle Style [200]

Combat is, in essence, an art form of the body, filled with the flowing movements of its participants as they trade their own arts with, and against, one another. The Turtle Style of martial arts, practiced by Goku and friends and perfected by Master Roshi, is one such exemplary example, and is one of many forms you have the potential to master. To you, the mastering of the physical arts is a simple task, with you learning and mastering martial arts and fighting styles far faster than your peers, learning in days what would take others weeks.

Turtle Schooling [200]

The skill of a master martial artist is brought to them by long and grueling years of training, both their own and that of their forebears. This cycle, when properly applied, allows these arts and forms to grow with their learners, changing over time and becoming greater for it. By teaching another your own techniques, whether they have been learned from another or developed wholesale, your disciple will in turn adapt the form and make it better through use, though they must first master it. Should they, too, pass it on themselves this cycle will continue, with the techniques being altered and improved with each generation, though so too will the arts difficulty.

The Art of Ki [400]

Beyond the physical combat many on earth are accustomed to, there exists the art of ki manipulation. This energy has many purposes and capabilities, and when gathered can be turned into powerful beams and balls of destruction, some even capable of destroying planets and stars alike. It is this use of ki for which you are a genius, as you are capable of manipulating ki in extraordinary ways. Given a short time nearly any ki based attack could be replicated, and given more time you could even develop techniques of your own, even going so far as to create solid ki constructs or shaped ki attacks.

Creation [400]

The Kaioshin, the Gods of Creation, are those who uphold the balance of the universe through the act of creation. This power has now, too, been granted upon you, allowing you to create any normal matter at will, whether it be a simple set of clothes to the strongest material in the universe, katchin. These new creations may take any shape, though the creation of living beings is still beyond your grasp.

Go Further Beyond [600]

The Saiyan race is known for overcoming their previous limits, transcending their previous stages and unlocking new forms wholesale, each granting immense power. You, too, have unlocked such an ability, allowing you to enter transformed states akin to that of the Super Saiyan form. While you will initially begin with a single transformed state, you will with time and great efforts be able to achieve even greater heights. Unlike the Saiyans of this world, however, your transformed states are not only not racial, meaning you may transform regardless of which form you take, you will also be able to achieve new ascended states without limit, requiring only the mastery of each form in order to unlock the next. As a bonus, you may also choose what each transformation looks like, and may even have the appearance be unique for each alt-form if you so wish.

Perfected State [600]

The Super Saiyan state is one of great power, brought about by the intense emotional state of its user. In this way each stage was unlocked, starting with rage for the first, rage once again for the second, pleasure for the third, and sorrow for the fourth. It is this intense emotional response that provides the Saiyan’s with their power, and by controlling and releasing the emotions of rage, joy, sorrow, and pleasure their power can be increased to levels far beyond normal, to the point that a Super Saiyan 4 could fight at and even exceed the level of a normal Super Saiyan 5. This power is now yours, giving you the ability to bring out the full potential of any transformative state, meaning any transformation you take will be empowered well beyond its normal capabilities, although this effect will not be dependent on your emotions.

Alien

Welcoming Party [100]

You are, by nature, merely a visitor of the cosmos and dimensions in which you walk. It is only fitting that you be treated as a guest. Whenever you arrive in a new location, whether it be a new planet or a new continent, you will be met by the most powerful and important individuals available, who will come to either gauge the threat that you pose to them, attack you outright, or extend the hand of diplomacy, as the case may be.

What Wonderful Delicacies [100]

As a traveler of the stars you are likely to come across delicacies and entertainment of all varieties, some worse than others. It's a shame, really, to go to a brand new world only to find out that their food is subpar. Well, it would be if that ever happened to you. You seem to have a bit of luck in this regard, as you have a much wider palate than most other beings and can find food and entertainment at least mildly entertaining regardless of content, though it may still not be enough to keep you from blowing up the planet.

Space Age Wonders [200]

The greatest minds of the Dragon Ball universe were capable of a great many things, ranging from simplistic devices such as the energy scouters used by Frieza's forces to the advanced androids created by the likes of Dr. Gero. You will now stand among them, although only as high as their ankle to start. You have the same intellectual gifts that they do, and can make a variety of creations such as the energy scouter and basic space ships. Given time you could recreate technology on par with the more basic android models like Android 8 and even the gravity chamber, and with decades or more of study you may eventually match, or even exceed, Gero and those on his level.

A Strong Opponent [200]

There is no limit to power, merely a limit to growth. And how can you grow without enemies to push you to those limits? To push you past them? This is an issue no longer. By actively searching for them, you will always be able to find an opponent near your own level and who is just as willing to fight as you are. While survival is not guaranteed, doing so will always result in a sizeable boost to your own power as you grow to match, or exceed them.

Reduced Form [400]

The most notable ability of Freeza's race, other than their terrifying strength, is their transformative ability. In contrast to the transformations undergone by Saiyans, however, theirs

is not an increase in power. Rather, it is a reduction, a form generated to more easily contain their awesome might. An ability you now have. At will you are capable of creating weaker transformation states for whatever form you hold, sealing a degree of your power by at least half for each reduced form. These reduced forms grant benefits twofold: the first is enhanced energy regulation, essentially granting you enhanced stamina, while the second benefit is an increased growth from training. The more your power is sealed by this reduced state, the greater your gains will be, and when the time comes to unleash your full power your opponents will wait until your transformation is complete.

Special Attribute [400]

Aliens aren't always one of a kind. Many, like the saiyans and humans, share an appearance but none of the ability, whereas others are the reverse, having vastly different appearances with the same abilities. You, however, are exceptional even by your races standards. Choose between speed, strength, or durability. The selected attribute is far greater than it would normally be for one of your kind at your level of power, being easily twice that of another of your race. May be purchased more than once, however only the first purchase is discounted.

Weird Physiology [600]

Across the universe there are beings with unusual biological abilities, ranging from green beings capable of regenerating an arm in seconds to beings that can survive nearly any injury. Your own physiology is now a match for these beings, as you no longer have the basic needs expressed by many across the universe nor are you so easily put down. You are capable of subsisting with merely water and sunlight, having no need for normal food or oxygen, and your body is such that anything short of reducing you to less than a single cell is incapable of killing you. To match this, you also have a powerful regenerative capability, allowing you to regenerate limbs in an instant, while reforming your entire body would take no more than an hour or two, and could even be sped up at the cost of some ki.

Chilling Hibernation [600]

The birth of one of Freeza's race is rather unusual in nature. After birth their members encase themselves in ice and enter a thawing period. This thawing period is where they gain their strength, as the longer it lasts the more powerful they will be. Freeza, the tyrannical ruler of countless planets, was said to have thawed for 6 years while his son Ize's lasted for over 50. You now also share this unusual ability, although slightly different. At any point once per jump you may enter your own thawing period, encasing yourself in ice for as long as you wish, although this will still count against your time in said jump. During this period your strength will undergo vast improvements far beyond normal training, meaning the longer you wait to thaw the more powerful you will become.

Villain

Go All Out [100]

Sadly, most opponents don't put their all into battle. Instead, they hold back, gauging their enemy and looking for weaknesses or sometimes just having fun. No more. With just a few words you can push others into using their maximum power, making them go all out in a fight. Of course, you don't have to be the one fighting for this to work, although some will have morals strong enough to resist your temptation.

Knowledge of Power [100]

So many would like to believe that power is simple. They have it, while others do not. A foolish notion. One you have removed from yourself entirely. Any confrontation, from a quick exchange of blows to a simple hello on the street, will allow you to discern someone's full power and, more interestingly, their full potential in comparison to your own. However, the full potential of this power requires their blood, as with a single taste of a person's blood you will be able to learn everything about them. Their memories, their weaknesses, their trauma. All will be open to you to do as you wish.

I'll Become Your Worst Fear [200]

Allies. Friends. Loved ones. These attachments provide many the strength to continue ever onwards, travelling to new horizons. For others, they are but a weakness. A weak spot. Especially for you, as you now have the ability to shapeshift into any being that you know of, perfectly mimicking their voice and appearance, making you the perfect choice for subterfuge or betrayal.

Deadly Strings [200]

The threads of fate, the fabric of life, the string of theory. Strings can be a powerful tool, one you are capable of utilizing. At will, you are capable of creating and manipulating powerful strings of thread, allowing you to launch them at opponents at high speed or bind them with hundreds of nigh-invisible threads, requiring significant amounts of power to break free.

Negative Energy Field [400]

What is positive energy? Nothing. To you, at least. The energy from those with justice and hope in their hearts is like a bright light, cascading across darkness and extinguishing it. You, however, have a 5 meter field of negative ki energy surrounding you that dissipates all positive energy, preventing those with the power of justice in their hearts from harming you with their

energy. Though this power may seem impenetrable, it is still possible for those with darkness in their hearts and those who use dark energy to harm you.

Sweet Sweet Energy [400]

Ki, the delectable source of energy permeating this entire universe. Oh, how sweet it is to be able to drink it up. Ki blasts, energy beams, even the aura of your foes and more, all of this can be consumed by you, diminishing the energy of your opponents while increasing your own without limit. No matter how much you consume, you will always have room for more, with this new energy empowering you permanently. Do note, however, that large enough attacks such as the Spirit Bomb contain too much energy to eat all at once, and thus may still cause some harm.

Greater than its Parts [600]

Nearly every species within the cosmos has an ability or two that makes them a contender in battle, while others wield raw power. A hybrid, however, can be a whole greater than its parts, a whole that you are now capable of making. You have the ability to, through science, combine the DNA of two or more beings in order to create a hybrid, though more using DNA from more than two beings increases the difficulty of creation. This new being will be one that is loyal to you to an extent, and will possesses enhanced variations of the powers and abilities of its forebears while having reduced, if not nonexistent, weaknesses, truly being greater than its individual parts. Beyond this, obtaining this DNA without raising alarm is another of your specialties, whether it be in battle or otherwise, allowing you to make your creation in peace.

Ridiculous Power [600]

Power. Unimaginable, absolute power. When you are all powerful, there exists nothing to stand in your way, nothing to oppose you. And you, you are power solidified. Your power strikes fear into all who can sense it, for you have power beyond their comprehension. Your innate, raw power alone makes you a match for even the most powerful of the Z Fighters' previous enemies, Omega Shenron.

Companions

Import [50/200]

A world without friends is a boring one indeed, so I offer you the chance to import a companion for 50CP a piece or 200 for 8. Each companion will gain an origin and 800CP to spend, though races for them must be purchased with their CP.

Canon Companion [100]

Old friends are good, but new friends are good too. With this option you may choose any canon individual in either Toyble's or YoungJiji's version to take with you as a companion.

Items

100CP items are free to origin, all others discounted to origin. Double discounts from race and origin reduce perk price to free.

General

All You Can Eat [50]

Choose three normal food item of your choice. You now have a limitless supply of said food that comes on a table buffet style sitting in your warehouse. May be bought more than once, table is limited in size so in order to change foods merely close the lid and it will change.

Drop In

AF Manga [100]

The AF manga comes in two variations. One was written by the current illustrator for Dragon Ball Super, Toyotarō, while the other was written by YoungJiji. Now, you have a copy of both in their complete form, giving you a heads up on the events soon to pass and the enemies you'll have to prepare for.

Crystal Ball of Seeing [200]

Roshi's elder sister, Fortuneteller Baba, is known not only for being a mischievous witch but also for her crystal ball. Likewise, Old Kai is also known to be in possession of one, and that is because of its ability. With this crystal ball the viewer may view any location in the universe, including side dimensions such as hell or heaven.

Training Gi [400]

Goku, at least in the early days, was known to use weighted clothing in his training, only removing it in order to fight incredibly strong opponents. This set of clothing in particular is imbued with magic that makes the outfit weigh just enough to lower your top speed to a crawl each time it is worn. And once you're finally able to move around at the speed you did before while wearing it? Just remove it and put it back on again to increase the weight once more.

Gravity Chamber [600]

The Brief family is one of geniuses, and their company, the Capsule Corporation, is responsible for many of the luxuries used every day by the people of Earth. One such invention is the DynoCap, of which you now have one. While miraculous on its own, yours is special. Within yours is a sizeable gravity chamber, one that can increase the gravity inside of it to any amount conceivable without affecting the world outside or damaging the machine itself, while also increasing gains from training by 5% for every 10g of gravity.

Z Warrior

Training Dummy [100]

This dummy, oddly shaped like Yamcha, is perfect for practicing techniques as it is not only invincible, but it will also move rapidly to avoid attacks and will even display a list of hits and how much damage they would have done in units of Yamcha. As in, how many Yamcha would it kill. Yeah, someone really hates Yamcha for some reason. He isn't even in these fan comics. Odd.

Sacred Water [200]

At Korin's tower lies a bottle of Sacred Water, which has been blessed with the ability to remove the effects of corruption and mind control with merely a splash. Bottle refills weekly.

Z Sword [400]

The Z Sword was, like the sword Excalibur of yore, embedded within the earth and awaiting the arrival of the chosen one. In truth, the sword had been merely a seal for the Supreme Kai known as Old Kai. This sword, an exact replica of the original, can be used in a ritual done by a Supreme Kai in order to seal another being for eternity. Or, at least until someone breaks the sword. As a weapon it is also incredibly sharp, able to slice through rock with ease. For brevities sake, you are also capable of using the ritual to seal another being. Be warned, however, that should the ritual be done incorrectly the sealing will be temporary and last only a month.

Hyperbolic Time Chamber [600]

In your warehouse rests a door leading to a copy of the Hyperbolic Time Chamber, a giant white expanse with only a single building. Inside of this chamber the gravity is increased tenfold and, when the door is shut, time inside moves separately from the time outside at a rate of 1 day outside equaling 1 year inside. Alternatively, at the start of each new jump you may choose to instead manifest this as your very own Lookout, which will float far up in the sky and remain undetected unless you allow otherwise.

Alien

Scouter [100]

Frieza's warriors, unable to sense the Ki of others, require these devices worn over a single eye in order to detect lifeforms and gauge their power. Yours is a cut above the rest, able to detect the actual power of any being rather than just their Ki and assigning a number value to them. For reference, the average human has a power level of 5 and most rarely exceeding 20.

Dragon Radar [200]

The device created by Bulma in order to search the world for Dragon Balls is now yours. While the Dragon Balls of this world are useless, this device has been altered to locate any and all supernatural items within its planetary range.

Battle Armor [400]

The advanced warriors of this world seldom use armor anymore, but despite that someone has made a suit of advanced power armor that could give even them a run for their money. This armor is made of incredibly durable material and has advanced targeting and weapon systems, having easily enough defense and fire power to match even the likes of a super saiyan.

Alien Fleet [600]

What good is an alien overlord without an army? At your command now stands a small fleet of ships of the variety used by Frieza's forces, along with generic aliens and sentient species. The ships are FTL, have advanced bio-tanks for healing, and have impressive weaponry that would easily demolish modern civilizations. If you wish, you may change the race of said fleet to that of the one purchased for yourself, although in the case of hybrids you must select which race they will be.

Villain

Miasma Pipe [100]

Good guys don't smoke, so obviously you do. This pipe, when smoked, will release a thick black fog that will surround you and protect you with illusions formed from the smoke.

Dimension Sword [200]

The sword of Janemba is now yours. This sword, transformed from a mere club, is not only supernaturally tough and can channel Ki, allowing you to slice at opponents from a distance by sending out blasts of cutting Ki.

Staff of Corruption [400]

Magic is a powerful thing, though seldom seen. In your possession is a staff of dark magic that, once you've defeated someone in combat, allows you to corrupt them and force them under your control while also providing a sizeable boost to their powers. Note that this hold can be broken by those with strong willpowers or those who would become more powerful than you with the boost to their strength.

Corrupted Dragon Balls [600]

The Dragon Balls. A set of seven orbs with corresponding stars that, when all are brought together, summon the great dragon Shenron, a being capable of granting nearly any wish. Alas, you have the corrupted variation, and it seems they no longer hold the power they once did. Instead of summoning the great Shenron you may use these Dragon Balls to summon one of the 7 Shadow Dragons at the prime of Shadow Dragon power, matching the might of Omega Shenron himself, although you may also summon all seven Shadow Dragons at once at their normal power levels. Should you be a Shadow Dragon yourself, however, these will grant to you another option. By consuming these corrupted Dragon Balls you will be empowered with unimaginable might, with the increase to your own power being equivalent to the Ridiculous Power perk.

Drawbacks

Past Connections [+0]

The world of Dragon Ball is a large one, filled with many years of adventures, many characters and stories, and many, many battles. Should you have taken a Dragon Ball jump, such as Dragon Ball GT, prior to this one, you may link the history of that jump to this one, making your actions in those jumps canon to this one. Beware, however, as your past choices may have irreparably altered this new world.

Bring Me Toyble [+0]

By default you begin in YoungJiji's version of Dragon Ball AF, which details a series of events different from one of the more popular AF doujinshis written by Toyble. While YounJiji's version includes a new set of Shadow Dragons, Toyble's (which remains unfinished to this day) initially begins with the arrival of Xicor, a hybrid of Goku and a long lost Supreme Kai who was thought to be dead. By selecting this option you may instead traverse to Toyble's world and face of against this unusual threat, though the events that occur there will be primarily up to you until, and unless, Toyble's version is ever completed.

Ugly Color Scheme [+100]

Vanity is now your sin, and your curse is the colors making up your form. Whether it be your skin, eye and hair color, or even your clothing, the colors making up your appearance will be off-putting at best, a fact that many will deride you for, much to your displeasure.

Hungry Hungry Saiyan [+100]

Just like a Saiyan your appetite is tenfold that of a normal human's, although in your case your hunger never subsides. For your duration here you will feel incredibly hungry regardless of the amount you eat.

What are you, Yamcha [+100]

You're useless. Or at least, everyone treats you like you are. For the duration of your stay you'll be treated as an annoyance at best, with all of your deeds earning you nothing in the minds of others. Prepare to be ignored constantly.

Frieza's Army [+200]

Frieza's Army, a group with an untold number of soldiers, has marked you for death. As such, they will pursue you across the universe and attempt to kill you at every opportunity, sending wave after wave of opponents with barely a week of respite between them. While not particularly strong, they will not cease their volley of attacks until you leave this world.

Villain Mode [+200]

The Z fighters are determined to beat the crap out of you at every opportunity, constantly finding you, attacking you, and leaving you an inch from death. Or at least, they will if you do anything not considered morally good. You will often be presented with opportunities where you can do the morally good thing, such as donating or helping the old lady cross the street. If you don't, you'll have to fight one of the Z fighters, and you will have to seriously fight as they are always scaled to just below your max power if they weren't already. After the fight you have a 1-day grace period from summoning a fighter, during which all evil acts committed will increase the next Z fighter's strength. Do to many evil deeds and they'll surpass you and become a very real threat to your life.

Caught in the Crossfire [+200]

For the next 10 years the Goku and the other Z fighters will be neck deep in constant battles which you will inevitably get dragged into, each one threatening the Earth and occasionally bringing forth beings that would require the help of every single fighter in order to defeat them. Expect to be outclassed constantly.

Villains of the Past [+400]

Frieza. Cell. Buu. The Shadow Dragons. You will face them all at the top of their game, all at once, at least once a year. Each year all of them will appear around you at a random moment and attack, and while during the first year they are only at canon levels, each year after they will grow stronger and learn how to counteract your moves until, by the end of your stay here, fighting them all alone may very well be impossible.

Sealed Away [+400]

You've been sealed away. Whether it be in the realm of dragons above heaven (Toyble) or within the Dragon Balls themselves (YoungJiji) you are trapped and must rely on the power of your friends, allies, and companions to save you. If they don't find out a way to release you from your entrapment by the end of this jump then your chain is over.

Disaster Known as Fanon [+600]

Something's gone wrong. The world's quality has… fallen. There are beings reaching Super Saiyan 6, 10, even 1000, and it just keeps getting worse. Their thoughts and speech are like that of a retarded duckling being broiled alive, and their power levels are total bullshit. Surviving in this new world filled with fanon rejects is going to be nigh impossible unless you can run and hide.

Scenario: The Spark of Combat

Incompatible with drawbacks

In the world of Dragon Ball, combat is king. It is a way of life and existence that permeates across planets, galaxies, and even universes. Many live and die thinking that they are the greatest existence, ignorant to the beings around them, while many others live and die striving for that power. There is no roof, no ceiling, no limit to how high one can climb, a fact that has become difficult for some to bear. And you will need to climb with all your might if you wish to prevail.

You have found the Dragon Balls once again, and with their power you have wished for one thing: the ultimate challenge. And your wish has been granted. You will be faced with the greatest challenge you have ever been faced with, a challenge that may prove to be your greatest ever. You will need to use all of your might, your experience, your powers, all that is available to you in order to succeed. Should you rise to the challenge, should you push yourself enough to overcome your foe you will gain your Spark. If you fail, however, then your journey will be at an end, regardless.

The End

That's it. You've survived what may have been your most difficult challenge yet. Or maybe it wasn't. Maybe you've already surpassed this world? Regardless, you time here is done. Or is it? I have an offer. You see, there were two options at the beginning, each pertaining to a different universe, a different set of events. And so far you've only experience one. If you wish it, you may enter the other world, the Dragon Ball AF universe who haven't already gone to. You gain nothing new, no extra perks or friends or items. Merely more experiences. As you've already completed this jump any drawbacks will not carry over to this new adventure, as it is just that. An adventure.

Regardless of your answer, you now have the choice of remaining in this world, either the world of Toyble, YoungJiji, or an amalgam of both. Or maybe you wish to move onwards toward a brand new adventure in a completely different universe? Or maybe you just want to go home? The choice is yours.

Notes

While Toyble's version was never completed, unless it ever picks up again assume the power levels are equal between the jumps

Also in Toyble's version, the Brief family at some point figures out how to dilate time within confined spaces, allowing the main cast to train in a gravity chamber for years inside while only days pass outside. This isn't offered in jump as one item, but if you decide to steal this technology for yourself do note that time may behave differently in different universes and that there will be no fiat backing from this jump.

On the Dragon Balls: the ones on Earth no longer work, so you will be unable to use them for wishes. If you manage to get them working again you will be restricted from making wishes that would trivialize this jump, i.e. true immortality, unlimited power, etc.

On Dragon Ball: Battle of the Gods/ Dragon Ball Super: While Battle of the Gods is canon to YoungJiji's version, due to AF being in its final stages during the release of Super its connection to Super is dubious, while neither is displayed in Toyble's version in any capacity. As such the canonicity to the events of Super are at your discretion for either version of the jump, and will be considered canon should you link a Dragon Ball Super Jump (should we ever get one) to this Jump with the Past Connections drawback.

On Potential: Without the perk and assuming no other jumps your training potential and growth will be about the same as the average member of your chosen race. With it, your growth will be several times as much, allowing you to essentially achieve gains in a single day that another member of your race would need weeks to accomplish, although this may vary depending on the quality of training.

On Go Further Beyond: To start, the power of each transformed state is equal to that of the equivalent Super Saiyan state, while all states beyond the 5^{th} will have a power increase proportional to that of Super Saiyan 4 & Super Saiyan 5, i.e. the difference in power between your Super Form 7 and Super Form 8 is proportional to the difference in power between SSJ4 and SSJ5. In terms of unlocking new forms, mastery of each form, and thus the unlocking of the next stage, will increase exponentially with each new form.

On Reduced Form: Note that each stage below your base created with this is at least half as powerful as the stage above it, meaning that the first stage below your base form is half of your base power, the second below is a fourth, the third an eighth, and so on, although you can make these differences in power larger if you wish. Each form can be customized to look however you

want within some limits (be reasonable), and once per jump you may clear all created forms and start from scratch. I will not give hard values as to how much of a training boost the reduced forms give, however assume that the gains from reducing your power by 90% would be considerable.

On Alien Fleet: The fleet comes with a single mothership, 40 ships about a quarter the size of the mothership, and 10 space pods each. Each ship also has 10 soldiers and 2 pilots, with the exception of the mothership which has 40 soldiers and 4 pilots, for a grand total of 524 soldiers. Each soldier is rather weak, being about as strong as Goku at the start of DBZ. The fleet & its members follow you, however the members of this fleet do not count as companions and cannot be imported, however they will retain all memories, knowledge, and relationships if you wish. If a soldier dies they will be replaced with a new one in the next jump, however they will be a new, distinct soldier. You may increase the size of the fleet, although in order to add soldiers they must either be cloned or bred from other members of the fleet. No, you can't use this to cheat the companion system.

Quick synopsis posted in thread:

In Toyble's version the Western Supreme kai that was supposed to be killed by Buu a long time ago is still alive and has stolen Goku's DNA, creating a hybrid son between the two. He's incredibly powerful and the only way they stop him is by sealing him in the Z sword, but they fuck it up and it only lasts a month. So they train for a month. Goku, during all this, is trapped in the realm of dragons above where the Supreme Kais live, and the only way to bring him back is to summon him using the dragon balls because he is also shenron now, which require them to have Porunga resurrect Broly so they can jumpstart the balls. When Xicor is about to break free the series ends and has been on hiatus for quite a while.

In YoungJiji's Ize comes instead, seems to be just as powerful, but gets defeated by SSJ5 Gohan. Then they find out Goku has been sealed inside the dragon balls, keeping back the shadow dragons, and they find out it will only last a short while longer before Goku dies and they get released. So they train and master the SSJ5 forms. Meanwhile a new demon king comes and gets beat by Gotenks, and later a new set of shadow dragons come back. Then GT sort of gets redone but with stronger guys, and Goku beats the new Omege Shenron, called Super Su Shenron in the translation I read.