

by KhainJumper

NSFW Dragonball Fusion Jump

You have jumped into a sexually charged version of the Dragonball multiverse. Base of a combination of the various different canons, such as the games, shows, and manga. Brushed over with a heavy layer of Rule 34.

What you make of this world is up to you. Will you simply indulge in your carnal side, seducing the characters you know or meet new ones unknown. Will you aim to be the most powerful fighter in all of the universes and if you do will you use your power to protect or conquer.

+1000 CP



Origin

You may choose your gender and age freely, however you must be an adult.
You have one of the following as your origin. You gain discounts to perks, based on your origin. If you have the hybrid perk, you may spend your discounts in any origin you possess, however you do not gain additional discounts for doing so.



Earthling: You are human, or some other species that has lived on earth for generations. Such a varied beastmen or the descendants of the three-eye tribe.

Saiyan: You are a member of the mostly dead powerful warrior race known as the saiyans. You are similar to humans, but more violent in nature, with abilities suited to grow in pure power.





Offworlder: You are a non-saiyan alien or some kind of magical/spiritual species. Including and not limited to Namekian or Majin. Your abilities tend to be strangely unique or some form of quirk of biology, which can still somehow be learned by others.

General Perks

Bukūjutsu Flight (Free/100 CP): The ubiquitous technique. Either with Ki manipulation or magic power you have the ability to fly. You are capable of using this for long flight, in combat or even during sex. **[You can sacrifice this freebie to gain 50CP]**

Basic Ki Blast (Free/100 CP): You can use the simplest of Ki attacks. The basic Ki blast. Against other fighters these are little more than distractions but can easily take out non-combatents. Instead of a normal size climax, you can instead have dozens of much smaller climaxes in a row. You get this for free during this jump, but can pay 100 CP in order to keep it after this jump. **[You can sacrifice this freebie to gain 50CP]**



Porn Physics (Free/100 CP): Total porn physics set. No STDs, or no danger from large insertion. Whatever you can think this is within reason that isn't covered by another perk comes with this one. You can pay 100 CP to keep this after this jump. **[You can sacrifice this freebie to gain 50CP]**



Hybrid (200 CP): You may choose an additional origin. You may spend your discount on perks in those origins. While this does not provide additional discounts. Your exact nature depends on your combination. You could be half-human, half-saiyan, or a Majin that has absorbed an alien. For an additional 100 CP you can pick a third origin, and For an additional 200, you may have all four origins. You still do not gain additional discounts.

Breeding Across Lines (200 CP/300 CP): You are capable of breeding with those of other origins (or species in other jumps). Creating hybrids as if they were using the hybrid perk. For an additional 100 CP you can breed/create Quadrids that have all four origins (or chimera without limits in other jumps).

Paragon of the Species (400 CP): You exemplify some of your species traits, and are more skilled in their usage. The effectiveness of any non-capstone abilities from your origin (or origins in future jumps themed around what your species/race is), are improved. 100 CP Perks are improved by 100%, 200 CP perks by 75% and 400 CP Perks by around 50%. You can pass any ability affected by this ability to your offspring, if you want to. If these offspring have additional origins/species that you do not, those are not affected by this ability.



Unlocked Potential (400 CP): You have had your potential unlocked by the influence of another person or force. This acts as a capstone booster for your origin's capstone abilities. This only applies to your original origin, if you gained additional origins from the Hybrid perk. Additionally you become the best at sex you could possibly be with your current skills and/or physical abilities. You could still grow sexually, but would so when you acquired new abilities and/or grew as a combatant.



Impossible Wish (600 CP): Whenever you have a wish granted by the Dragonballs, Genies or other forces. You are not restricted by the normal rules on wishes except asking for more wishes. Eg. Shenron could resurrect people multiple times.
If the restriction is because the wish giver is not powerful enough rather than a specific restriction, then your own power is added to theirs for determining what is within their power. Eg. Shenron normally could not kill someone more powerful than his creator, now your power plus the creator is used to determine this.

Earthling Perks

If you have this origin, you may use your discount in this section. You get one discount for 100 CP, 200 CP, 400 CP, and 600 CP. This halves costs, with an exception for 100 CP perks which cost nothing. If you gained this origin from the hybrid perk you may spend your discounts in this section but do not get more discount. You may also use a higher level discount on a lower level perk.

Underdog (100 CP): You face down impossible odds with fervent determination. Whenever you are fighting an opponent that is stronger than you/fucking someone more experience then you, your abilities improve. This is more effective, the larger the gap but only improves your skill enough to give you a fighting chance. Not equal to their ability.



Ki Control (100 CP): You are capable of suppressing or flaring the Ki you naturally release, as well as any other form of energy that could be used to ascertain your strength. You can make these energy levels seem as if you were weaker or stronger than you really are, and methods that attempt to read it such as Scouters will either read you as being weaker or could fail by being overwhelmed.



Solarflare (200 CP): You can use the solarflare technique, an ability that creates a blinding flash of light. Additionally you know how to prevent yourself from being blinded in sexual situations such as receiving facials or are skilled at blinding others in sexual situations such as giving facials.

Multiform Technique (200 CP+20 CP): You can create clones of yourself by splitting your power between them. You can create up to 3 copies, for four total versions of yourself but your power/skill in all ways is split between any copies equally. For each additional 20 CP you spend, raise the limit you can create by one. However each additional clone you make reduces power even further.

Kamehameha (400 CP): You gain access to the trademark ability of Master Roshi and his pupils, the Kamehameha. This charge Ki blast, is vastly more devastating then the basic ki blast and can be charged up to use more and more of the users power. During sexual situations, the longer you can hold off your climax, the greater you can charge it, leading to explosive climaxes when you do finally do so.



Destructo Disc (400 CP): You gain access to Krillian's trademark ki attack. This charged disc attack is capable of slicing through targets vastly more easily than the damage dealt by other attacks to the way the Ki is concentrated. Though it is easier to avoid because of the smaller size then major ki blasts. A small disc is also good for cutting clothes open in a hurry if used carefully.



Android Generator (600 CP): You have been modified cybernetically in the same way as Android 17 and 18. This grants you unlimited energy. This also slightly increases the amount of power you can use at once, but even with infinite energy you cannot use all of it simultaneously, however it effectively means you have cannot run out of energy to fuel Ki attacks or in the bedroom.

Capstone boosted: Your infinite energy comes with a significant boost to all of your physical abilities. The amount of energy you can access, at the same time, from your infinite generator increases significantly.

Creative Ki Manipulator (600 CP): You are capable of manipulating ki in an impressive way. Homing attacks, constructs, remote manipulation and direction. Your Ki is malleable to your will in ways others cannot manage. You can also use these in the bedroom to achieve inventive results.

Capstone boosted: You can create autonomous attacks, Ki clones that explode and have enough will of their own to react and adapt to achieve the best results.



Saiyan Perks

If you have this origin, you may use your discount in this section. You get one discount for 100 CP, 200 CP, 400 CP, and 600 CP. This halves costs, with an exception for 100 CP perks which cost nothing. If you gained this origin from the hybrid perk you may spend your discounts in this section but do not get more discount. You may also use a higher level discount on a lower level perk.



Saiyan Pride (100 CP): You are addicted to fighting, especially against strong foes. This improves how effective training for you is. If you are training with another, the greater their strength is in comparison to your own the faster your training will give results. You make sexual bets with those you train with, if they accept whoever wins in your training session is submissive to the other.

Afterimage Technique (100 CP): When you move fast enough, you can leave behind an image of yourself. This image for all intents and purposes looks as if you haven't moved from the location you have for a very small amount of time, and can lead your opponents to attacking where you were rather than where you are. You can use this ability to prevent your partners from targeting your sexual weak spots accurately. Effectively meaning that you can last longer in bed, by giving yourself a short break in pleasure.

Rage to Power (200 CP): You have the power to turn your Saiyan rage into additional power, pulling out additional strength when needed such as after losing someone you care for or against a stronger foe. If you also have both the Saiyan and Earthling Origin, this is even more effective due to being in tune with your emotions. You are masterful at angry sex and hatefucking.



Zenkai Boost (200 CP): Whenever you are defeated in combat, if you were close to death as a result but manage to recover, your power increases. The increase is greater, the larger the gap between your strength and that of the one who defeated you. This ability cannot take place if you are invulnerable, but does work if you have a super accelerated means of healing.



The Legendary (400 CP): This ability modifies transformation abilities that you possess. Making you stronger while using them, but with a risk of losing control. When you use abilities boosted by this ability you tend to be larger than others would and have some major change in appearance. Such as green hair vs blonde hair in Super Saiyans. *This ability acts as a capstone booster for Super Saiyan and other similar transformation capstone abilities.*

Great Ape (400 CP): You can transform into the mighty Oozaru or similar massive form. This ability grants a significant boost to all physical abilities. However it requires certain conditions to activate, such as a full moon for Saiyans. You have a major weak point in this form that if debilitated undoes this form and prevents it from being used until it has been healed.

Super Saiyan (600 CP): You can turn into a super saiyan or some equivalent transformation, if you don't have the Saiyan origin. This heightens your physical abilities in every way at the cost of burning through stamina faster. This perk can be capstone boosted multiple times, both by perks in this jump or by other jumps if those capstone boosters apply to physical abilities/transformation.

Capstone Boosted: Each additional capstone boost unlock the next level of transformation. Such as Super Saiyan to Super Saiyan 2. For even greater strength. Lower tier versions have their stamina consumption decreased as well.





God Ki (600 CP): You gain access to god ki, allowing you to sense other god ki and only able to be sensed by those with go ki. This also turns your transformations into divine ones. *This ability acts as a capstone booster for Super Saiyan and other similar transformation capstone abilities. This ability is also boosted by Super Saiyan in return.*

Capstone Boosted: Your highest tier of Super Saiyan as, if you didn't have this ability becomes your base state. You still have that many levels of transformation, plus the one provided by this perk, on top of this new base state.

Offworlder Perks

If you have this origin, you may use your discount in this section. You get one discount for 100 CP, 200 CP, 400 CP, and 600 CP. This halves costs, with an exception for 100 CP perks which cost nothing. If you gained this origin from the hybrid perk you may spend your discounts in this section but do not get more discount. You may also use a higher level discount on a lower level perk.

Stretchy Limbs (100 CP): All of your limbs are capable of growing and stretching. Allowing you to throw long distance punches, or around objects like a Namekian. If damaged you can regrow limbs, but doing so is draining and painful.



Alien Intelligence (100 CP): You come from a species that naturally has a heightened intelligence of some kind, such as the tuffle. You are better with technology than others, and other species tend to copy/steal your designs because they are better. Also applied to technological sex toys.



Body Switch Technique (200 CP): You possess some technique that allows you to switch the bodies between yourself and another. You can even swap the bodies of others, though you may have to do so via yourself. This technique is hard to use correctly. However if you do, you gain any physical perk/traits from the body you steal, while maintaining your own mental perks/skill.

Biological Teleportation (200 CP): You possess an innate ability to teleport from one location to another. This technique has some start up delay but this reduces with mastery, as does the distance and precision of where you teleport to. There are some restrictions to this power, either you must be able to target a person with the sense to teleport to them or you must know the location you are going to well. One method of gaining this as a non-offworlder, is usually via the Yardrat species.

Fusion (400 CP/600 CP): You possess one of the techniques for achieving a fused state from another. For 400 CP you have learned the Metamoorans, fusion dance allowing you to become one with an individual near your power level temporality. For 600 CP you instead possess the Namekian Buu means of fusion, which allows a more permanent form of fusion with one party dominant.



I'll Eat You (400 CP/ 600 CP): Instead of fusing willingly with a target you instead have some means of consuming them to grow in power. For 400 CP, this method is directly physical such as Cell using his tail. For 600 CP, you instead gain the ability to use this effect at a range, such as Majin Buu being able to turn others into food. YOu strength must overcome a target to affect them with this, but the stronger a consumed target the great strength this provides.



Unsurpassed Prodigy (600 CP): Your ability to grow in strength is absurd. Even when you don't try very hard, you tend to keep pace or even exceed most foes. If you are ever defeated due to meeting someone who does manage to surpass you by any significant degree. A few months of training can close a gap that otherwise would take a decade. This does require a reachable target and significant motivation to make you train. But when you do train the results are extreme and timely.

Capstone Boosted: Whenever you are forced to actually train in order to catch up to another. If that target you are training towards has multiple stronger forms such as with Super Saiyan, you can unlock your own transformation or access a higher tier if you already have your own transformations.Bringing the two of you closer to being equal foes once more.

Temporal Manipulation (600 CP): You are capable of stopping time completely, during this time you can move around and move others but cannot do any harm to them until you restart time. No form of pain or injury can be inflicted, however you can inflict pleasure on them. Instead of stopping time you can instead skip 1/10th of a second forward in time, allowing you to vanish and attack unexpectedly if you have the skill and strength to pull it off.



Capstone Boosted: You can now inflict pain but not injury while time is stopped in addition to pleasure. Any damage prevented by time being stopped causing greater pain instead. Your ability to skip forward in time improves to match your ability, effectively meaning that the weaker you are the longer the time skip you can perform is to compensate. You may also rewind time for yourself an equal amount.

Items

You have discounts for items, the same as perks but they are not locked to origin. You get one 100 CP, 200 CP, 400 CP, and 600 CP discount each. They provide 50% off, except for 100 CP items which are free when discounted. You gain a 300 CP stipend to use in this section.

Power Pole(100 CP): You gain a copy of Goku's power pole. A red magical staff that is capable of extending and shortening in length at the will of the user. Way more resilient than a staff normally would be, and its additional size when made larger does make it un-wielderable.

Flying Cloud (100 CP): You get a copy of Nimbus, a flying cloud capable of carrying multiple people. Unlike the original, your version will carry you regardless of if you are pure of heart. Additionally passengers you allow can also ride it, even if they are not pure of heart as long as you have had sexual relations with them, before or during your flight.



Senzu Beans (200 CP/400 CP): You get five Senzu Beans. These small beans can be eaten to recover you to your full strength all the way from near death, however cannot cure death. For 400 CP, you get an entire bag of Senzu Beans, while not limitless you should find running out difficult. This supply refreshes at the beginning of each jump.



Scouter (200 CP): You get a scouter that can measure the power level of others. Unlike other scouters, this scouter will not break if overloaded and just come back with an error. This scooter can also tell you about the sexual biology and kinks of those you look at.

Capsule Corp Spaceship/Timeship (400 CP): You gain a spaceship that can be used to travel across space at faster than light speeds. For 600 CP, you instead gain a timeship which can also travel to alternative timelines, however these timelines do not interact with each other.

Dragonball Radar (400 CP): You get a Dragonball rader. This device allows you to find the dragon ball more easily than others would be able to without it. Streamlining the process of recollecting the dragon balls after their use. However it cannot find them until after the inactive period between usages is over.



Lookout (600 CP/1000 CP): You take over the lookout, and can use it as a remote viewing platform to watch the rest of the world. In future jumps you may import any species for Dragon Ball into the next world along with the Lookout. For 1000 CP, your version of the look out will come with a copy of the hyperbolic time chamber.



Dragon Balls/Superior Dragon Balls (600 CP/1000 CP): You gain a single wish on one of the normal sets of dragonballs such as the Earth Dragonballs or the Namekien dragonballs and are limited to the effect of those dragon balls. After which they scatter. At the beginning of future jumps you may import one of these kinds of dragon balls into your jump to use. During this jump Piccolo/Kami must live, after which you are the anchor for the dragon balls.

You instead gain a wish on either Super dragon balls or the Black star dragon balls. Either of these sets of dragon balls can grant almost any wish at once but have downsides. The super dragon balls require the use of the divine language (or some polyglot skill) to use, and to be reused require means of interdimensional travel as they scatter over multiple universes. While the black star dragon balls will destroy the planet they were used on after a year if not brought back there to prevent it and will scatter over the entire universe to make this as hard as possible. You cannot import a Superior Set of Dragon Balls without completing the related scenario.

Companions

Import/Create a Companion (50 CP/100 CP): You may create or import a companion into this world. This costs 50 CP, if they are given the Earthling origin they have 400 CP to spend. If they are given the Saiyan or Offworlder origin, they are given 600 CP to spend, but cost 100 CP instead.

Canon Companion (0 CP/200 CP): You may add any character who willing joins you or is otherwise enslaved or mind controlled by you as a companion for free. Any character can be added as a companion even if they wouldn't be willing/forced into doing so by spending 200 CP.

Drawbacks

You can take drawbacks to gain additional CP. There is no limit to the number of drawbacks you may take. However you must make sure not to take drawbacks that are listed as conflicting with each other.

Setting: The following drawbacks relate to the setting, and change towards it.

- **Choosing Canon (+0 CP/+200 CP):** You can choose to exclude characters, or objects from certain different canons as you choose for 0 CP. For 200 CP you must pick a specific canon, such as the anime, games, manga or even the TFS Abridge version. Only objects and characters that have appeared in that canon can appear in this jump.
- **Collateral Damage (+100):** The dangers of superhuman fighters make damage to moral normal cities/planets inevitable. Random death on mass is likely. You better ‘wish’ you had some dragon balls to fix stuff every now and then.
- **Plot Beacon (+200 CP):** No matter how much you try to simply use this jump as a relaxing and enjoyable sexual escape, the plot always seems to

find you. Goku will want to fight you, New Androids are to kill you or pulled into fight some major threat.

Gender Swapping: The following drawbacks relate to the swapping or rearranging of genders and sexual characteristics.

- **Generic Genderswap (+0 CP):** You can swap the gender/sex of canon characters that appear in this swap on a case by case basis. Applying it to characters as you choose.
- **Dysphoria (+100 CP, take only if you have been changed by another genderswap drawback):** You suffer from dysphoria due to the changes in your self identity or physical body. Your mental well-being is frayed due to you not being who you think you should be, and you are more prone to anxiety and depression.
- **Mandatory Genderswap (+100 CP, cannot be taken with other genderswap drawbacks):** All characters including yourself have their gender/sex swapped. Those who non-binary/agender do not change their gender but if they have biological sex, that is still swapped.
- **The Third Option? (+0 CP/+200 CP):** You may choose to make any biologically female characters in this jump into futanari. Giving them large balls and cocks, along with retaining their pussies. They can both be bred and breed others. For the 200 CP option, this applies to all characters it could apply to (even you, if applicable) and they will expect you to show their cock attention in sexual situations.
- **The Fourth Option!? (+0 CP/+200 CP):** You may choose to make any biologically male character in this jump into a breedable sissy. Shrinking their cocks, and giving them anal wombs. They can be bred, but would find breeding other difficult without intervention. For the 200 CP option, this applies to all characters it could apply to (even you, if applicable), plus they are completely unable to get hard or breed others.

Time Sensitive: The following drawbacks relate to the length of time you will spend in this jump and what you are expected to get complete in that time.

- **Speedrunning (+200 CP/+400 CP, incompatible with Completionist):** For 200 CP, you time in this jump is reduced to 5 years, you can only take up to 2 scenarios, if you do you must complete them prior to the end of your five years or you fail your jump. For an additional 200 CP, you can further reduce your time to only 1 year in this jump, if you do you may only take one scenario and must complete it if you do.

- **Completionist (+300 CP/+600 CP, incompatible with Speedrunning):** For 300 CP your time in this jump is extended to 20 years, additionally you must take every scenario that you meet the requirements for. You must complete all but two of those scenarios during your time or otherwise fail your jump. For an additional 600 CP, your time is increased to 30 years, and failing more than one scenario you meet the requirements for will end your jump.

Jump Restrictions: The following drawbacks relate to restrictions on your other jump abilities and possessions. If this is your first jump you cannot take these drawbacks. Instead you gain a consolatory 100 CP.

- **Powerless (+300 CP):** For 300 CP you gain none of your perks or powers from previous jumps. You also arrive in this jump feeling tired until you have rested.
- **Poverty (+300 CP):** For 300 CP you have no previous items, bases or the warehouse. You also arrive with no valuables.
- **Private (+300 CP/+150 CP):** For 300 CP you cannot import companions or followers into this jump. You can still create or purchase companions from this jump, however if you do this drawback only provides 150 CP.



Scenario: Tournament of Power

Requirements: God Ki or Unsurpassed Prodigy or Super Dragon Balls

You have managed to gain the attention of Zenos, due to your acquiring God Ki or due to you previously using the Super Dragon Balls. During one of your meetings, you or another in your presence suggested a tournament and Zenos took this suggestion to heart. You are now a contestant in the tournament of power along with nine others from the universe you represent.

Failure: The universe that was defeated as part of the contest is erased, this means if your universe fails you should also be erased. Instead you jump ends and you are kicked out by Zenos from the Dragon Ball multiverse.

Rewards: You may pick up to two of the following rewards.

- You gain one wish on the Super Dragon Balls for free. If you use this wish to undo the destruction of the other universes destroyed as part of the tournament of power, Zeno will grant you a lesser wish as if using the normal dragon balls for free.
- If you bought the Super Dragon Balls at the beginning of this jump, you may now import them into future jumps.
- **Ultra-Instinct:** This special state is different from other transformations. Instead of changing your power, it instead allows your body to defend, dodge and attack purely on perfect martial artist instinct. You don't even have to be aware of most attacks to be able to effortlessly dodge them, and you will attack opponents in the most optimal way without even thinking.
- Whenever you enter a tournament of any kind in the future, you set the stakes of the tournament for your opponents if they lose to you. You do not have to suffer the same if you lose. The only way to avoid the stakes you set, is to either defeat you or concede before their match with you. They know this is binding.



Scenario: Black Star Saga

Requirements: Super Saiyan or Great Ape or Black Star Dragon Balls

After achieving a certain level of power or after you use the Black Star Dragon Balls. Someone has used the Black Star Dragon Balls to turn you into a child, in hope of depowering you enough to defeat you. Now you have to track down the Black Star Dragon Balls again. Bring them back in order to save the planet, as well as find a way to undo the fact you have been de-aged. As long as you are performing this scenario, you cannot engage in sexual activity of any kind.

Failure: The planet is destroyed due to your failure to stop the black star dragon balls effect. Additionally you are now stuck as a child. While you still grow, you will have to spend years waiting until you are an adult again before you can engage in any form of sexual activity.

Rewards: You may pick up to two of the following rewards.

- You gain the **Super Saiyan** perk or if you already possess the **Super Saiyan** perk, it is capstone boosted enough times to grant Super Saiyan 4 (or equivalent level of transformation).
- You gain **Great Ape** perk or if you already possessed the **Great Ape** perk it became the **Golden Great Ape** perk, which allows you to use the **Super Saiyan** perk at the same time while in great ape form.
- If you bought the Black Star Dragon Balls at the beginning of this jump, you may now import them into future jumps.
- You become immune to effects that would reduce your age against your will or otherwise prevent you from being able to take part in sexual activity.

Artist Credits

Krabby	Apteraclytia/Spacy	EliteNappa (Again)
PenPen	Shadow soulless	rhodesio
Guillion + Waru-Geli	Naturalman3	Zhiendmch
Amonzone	Rickert kai	Shablagooo
Bloodchann	EliteNappa	Arakai / AKA Nobody
Frostedink	Thegoldensmurf	Edtropolis
Adsouto	Elee0228/Skyraptor	mr. chuushuu setsu
Novasayajingoku	Jammeryx	Kameseru/Kamekuzu
Dacro	Tensa-zangitsu	dindakai
Unski113d	Loonyjams	
Ttrop	Axlexcima	