

Welcome Jumper, to planet Earth I'm sure you're familiar with this world and its planet busting escapades, filled with super powered aliens and ancient evils, and as per usual, has found itself in peril, it is age 779, and as of recent things have been quiet following the events of the arrival of the God of Destruction Beerus and Frieza's resurrection.

It's been about a month since Frieza's resurrection and his subsequent defeat at Goku's hands once more... and things have been quiet. Of course, this world being as it is, that is about to change.

Android 21 a mysterious hybrid of past villains has revived villains of the past and cloned them as well as our heroes in order to satisfy her cravings and to stand against these powerful adversaries has used tech to drastically decrease everyone's power and has decided that they would satiate her greed, but she seems to be rather unstable and has quite the sordid past, perhaps it could be helped?

Normally a strange anomaly would take control of our depowered heroes, that anomaly being a disembodied soul to guide them and their team to victory, but instead you'll be the anomaly and the extra warrior needed on either team to end this conflict.

Rather than staying for 10 years your goal is to survive the Fighterz event with whichever team you're a part of, and however long it takes to quell Android 21's hunger, Good luck Jumper.

Location
This event takes place on earth therefore you'll be starting off here you may choose any location known on Dragon Ball's earth.
Your age or gender doesn't really matter so choose whatever you want.

Origins

Hero
Ah, another hero to fight the seemingly infinite outpouring of evil in this universe.
Whether an ally fighting alongside the Z-warriors through their many perils of the past or a new do-gooder that just so happened to join this event, you're an ally of justice, you have an understanding of ki and a history of fighting evil, this is your chance among to prove yourself amongst some of the most terrible villains and the greatest heroes this universe has ever seen, don't waste it Jumper.

Your past is your choice.

Villain
Oh? Another villain here to cause chaos. Whether an ally of a previous villain or a new evil you've been doing as you please for a while and have no intention of stopping anytime soon like your many prideful predecessors You're one in a sea of villains who've done far more damage to the universe than even 21's antics will bring about, what makes you so much more dangerous than the rest? You could form some strong alliances here or make the beings here remember your name in fear.

Your past is your choice.

Scientist
Man, I'm sure this universe is tired of seeing your kind around here by now.
As most scientists in the Dragon Ball Universe, while you likely won't be fighting yourself, a being with intelligence on your level will never have to raise a finger when an army of androids is waiting to pummel your enemies into the dirt, or maybe with a bit of gene splicing and editing you'll be doing it yourself?

Races
If you've purchased these races in a previous jump they'll be free of charge and allow you to resume your history in this universe in your former body.

Import [0 CP]: Or if you've been to the Dragon Ball Universe and don't see your race as an option you may import your race entirely free of charge in case you wanted to be a Demon God or an Evil Parasite. However this option while free comes at the cost of bringing your personal history here as well, be cautious of what additional tools you may have given Android 21 and what additional enemies may've been added to the enemy team on whatever side you're on.

Earthling (100 CP): An earthling huh? While everyone for the duration of this event will remain on similar footing in terms of power, honestly I still think you're the underdog here, with the number of unfair genetic advantages everyone else here will have on display. As the name may lead you to believe you're from Earth, you may be a human or an anthropomorphic animal of some kind fucking freak. While not typical for earthlings you have an affinity with Ki, and for what it's worth you're definitely the most flexible and well rounded of the races involved in this conflict.

Alien (100 CP): Forgive me if it's a little vague but there's a lot of races in this univer- excuse me multiverse with not enough time to cover every single one of the Technicolor big-headed bastards you may encounter while you're here, so here, choose a specialty, no really any specialty, Elements, Core Strengths, laws of the universe?
Time could give you similar control over time to Hits Time Skip, while not absolute control; it will leave most of your enemies completely frozen or dazed as they realize there's a hole in their abdomen.
Speed could give you the same disproportionate speed that is utterly ridiculous compared to your power level like Burters, just remember your speed won't save you from getting a fist in the face from someone much stronger than you.

Namekian (100 CP): A race of tall hermaphroditic green humanoids hailing from Planet Namek those possess both Slug and Plantlike characteristics that are divided into powerful warriors and blessed priests, being the Warrior clan and Hermit clans respectively. Your race has a powerful regeneration factor allowing you to regenerate any lost limbs and require nothing but water to live; all this is to say your race is quite hardy.
But your race's mightiest abilities are turning themselves into mighty giants or fusing with your fellow Namekians increasing your power by massive amounts, though I'm not sure how many Namekians you'll be meeting during this conflict.

Frost Demon (200 CP): Frost Demons are a race of alien subjugators with terrible hereditary power, feared enough that even dead the galaxy still serves their will, and continues to run their organization, and even in this age of gods they are still worthy of the fear they cause and delight in. They're terrifying beings even among the current Dragon Ball universe's universe-shattering standards whether it be because of their use of transformations leading up to them finally revealing their powerful final forms to their opponents or their survivability that'll allow them to live even floating adrift in the vacuum of space mortally wounded. However their primary weakness is stamina, should you reach your final form unless you train that is you'll find yourself

sputtering out into exhaustion, which in time, would reveal the many potential transformations your kind have never thought to be possible, be on your guard Jumper, most people here don't have a good history with your kind and those who do have only the worst intentions.

Saiyan (200 CP): The Legendary Saiyan race, a once mighty race of humanoid warriors with monkey tails feared throughout the stars as one of the strongest races in the galaxy for using their Great Ape to eradicate countless civilizations overnight for money and to sate their own bloodlust.
But that was long ago, ever since your planet's destruction at the hands of Frieza the amount of pure-blooded members of your race can be counted on one hand, and many would be thanking the gods for that fact, your kind as aforementioned are born with amazing power and even more astounding potential, because of Zenkai Boosts that'll let you get stronger after every defeat and the many transformations that a member of this race can undergo on top of the fact that Saiyans remain in their prime for most of their life you'll find that no matter what your body will evolve in some way as long you make the effort you'll always get stronger.

Android (400 CP): You sure took your sweet time waking up didn't you? Whether you're a modified human or a robot made to resemble one you're an overwhelmingly powerful being. You have a perpetually infinite energy generator inside your body that'll let you fight as long as you want with no stamina drain and makes you undetectable at least through ki sensing or energy detection means, you'll never age and have no human biological needs, any organic being should think twice before tangling with you, even the mighty Super Saiyans at one point were a complete joke to your kind, maybe you can make that past the present again?

Bio-Android (800 CP): Imagine that, Gero had another backup plan that being you, or maybe you're just one of the surviving Cell Juniors that are a thing for some reason, any who you have the Z-fighters cells and Frieza and his father's cells and with it you possess have the same incredible potential Cell has, however unlike Cell you'll begin in your perfect form, as a result of Gero's progress between 21 and Cell, your abilities make you a terrifying and versatile foe possessing an inherent knowledge of every technique within your DNA, you can spawn miniature clones of yourself, use the Zenkai boost and transformations of the Saiyans, the survivability of Frieza's race with the ability to breathe in space, the regeneration of a Namekian improved enough to regenerate from a single cell, and will remain unburdened by the ravages of time and the combined potential that dwells within these races. I can't imagine the limits you can break by pushing your body to its limits.

Majin (800 CP): Hmmmm. I'm not sure what to make of you, maybe you're a piece of Kid Buu that just found their way here, or perhaps another Majin entirely? But there's no mistaking it you're another pink nightmare, your body is like rubber, able to stretch and morph without limits and no need for sustenance, endless reserves of stamina and ki and the ability to regenerate from even smoke.

Provided nothing terrible happens to you this form can live eternally without any necessities but your kind's most dangerous ability is to absorb your enemies you can absorb people to add their skills, powers and memories to your being, however you run the risk of personality death and becoming an entirely different being from the one you were before, but even with or without absorptions your power is terrifying, so much so that just the stories taught about your kind and the memories of encountering them will keep many out of your way.

New Type Android (1000 CP): Gero always comes with a backup huh? You, like Android 21 possess the cells of the Z-Fighters, Frieza and his Father, Cell and Majin Buu. You are capable of using magic, specifically turning enemies into confections and eating them, adding their power, skills and knowledge to yours and possess photographic memory that can copy almost any technique after seeing it once, adapting opponents fighting styles mid-fight.

But this isn't to say you are without flaw...this comes with the same cravings that 21 has, as a result of your Majin cells being **very dominant** that you'll need to learn to control, lest they control you.
But with or without these cravings one thing's for sure, your potential is beyond anything the Dragon Ball Universe has seen thus far. [Must take Majin cells for no extra cp]

Perks
All 100CP perks are free to their respective origins, the rest are discounted.

Jumper is a savage [Free]: Why is every word out of everyone's mouth snarky insults?
You'll always have the wittiest, most smug remarks just waiting to be spat out and likely get you killed, or some hilarious banter.

Theme of Jumper [Free]: Looks like the developers have noticed your arrival and have been given a theme song tailored to your taste by the various composers of Fighterz soundtrack that'll play whenever you find yourself in a duel.
You'll be hard pressed to find a more intense battle theme than this one that matches your aesthetic to the T. Are you a villain jumper? Maybe your theme will feature the feeling of impending doom that awaits those who oppose them, felt throughout Frieza's theme or the ominous Latin chanting of Jumper's holy, revered name similar to the chants heard in Fused Zamasu's theme. If you're a hero, maybe your theme captures the triumphant determination that proudly blares in Trunks' theme or the mysterious oriental feel that radiates mastery and the demand of respect in Master Roshi's theme.
Whatever your alignment and case may be, may your anthem signify victory for you and defeat for your opponents Jumper.

Dragon Ball Xrd [Free]: The gorgeous cell shaded Fighterz style is a real marvel isn't it? A style that puts most anime art to absolute shame and left many wishing their favorite franchise could get the Fighterz treatment. You may purchase this style to make your world a permanent Dragon Ball Z wet dream and if you ever wanted to see what Superman looks like in a cel-shaded DBZ style. You may toggle it off, but why would you want to? And it's free because who shouldn't be able to come here and leave seeing everything gorgeous as this place? Hitsparks are optional.

Tutorial [Free]: To be honest this conflict isn't for newcomers of this universe, while you could make a difference, getting involved in fighting 21 and whatever nightmarish clash will ensue once she's been dealt with is a game of Russian roulette, this universe is dangerous to newcomers at the best of times, and you'll be jumping into an all-out war here and all the soldiers fighting on the battlefield are veterans who've seen enough action for a few lifetimes, even the children, hell 21 herself is ten years old, but should you had not had it, you've been given enough expertise with ki to defend yourself in this event and not get beaten to death by UI Goku and Broly Unga Bunga spamgorillas.

You are strong as Vegeta at the beginning of the Buu saga and are likely a threat to the solar system at this level.

<u>Hero</u>

Makafushigi Adventure [100 CP]: When you're fighting alongside experienced warriors who don't mind explaining their moves and certainly have no problem displaying them you'll likely completely unintentionally pick up some moves like a certain Monkey Boy did so many years ago in his youth, while you won't become an equal to warriors such as these for the short time you'll be here, but you'll be surprised by the end of this conflict how much you've adapted to constant fighting and subtly absorbing the fighting styles of the veterans around you.

Special Link [200 CP]: Something about you puts people at ease like another fighter with unmatched power here. Assuming they don't bitterly hate your guts it seems that just by fighting side-by-side with someone you'll quickly become friends or at least allies with them just by fighting together and learning how to efficiently work as a team you could crack Vegeta's hardened shell and talk about his personal life, and calm the rambunctious Majin Buu down and give you half of his treasured candy, now while you won't be turning Frieza into a hero, you

could certainly influence him to maybe be a bit kinder. There's a good chance you could become best friends with some of the people here regardless of your stature, hero or villain before the conflict's over.

Become the Ultimate Fighter [400 CP]: Cowardly scientist types as this universe has a history which are far more likely to give their opponent a disease or sap their power from afar and employ machines as a proxy rather than fight their enemies face to face like a warrior should. But this perk will ensure that they won't be able to comfortably rely on their little gadgets to handle their problems.
You can now defeat any man-made affliction, such as a certain heart virus or odd power-sapping waves, no matter how dastardly a virus or how devastating a cancer is, should you still be able to stand and fight, you can adapt to its strain by training be trained off with some intense fighting and returned with a vengeance assuming you have enough time to train. Whatever coward wishes to see you fail will have to make it happen with their own two hands.

Fighters are ready! [600 CP]: And prepared to battle. This conflict really came together nicely didn't it? By purchasing this perk similar events will play out should you face a dangerous enemy whose made the foolish decision to involve both you and your enemies, one who connects of your allies and enemies into a web far beyond your power almost all the warriors you know will come together, old enemies that you've destroyed, old friends that may have been left behind by rising power and evolving enemies and even the dead. Fate's conspirators will ensure these fighters will rise once more and come together to fight alongside you as long as there's a greater threat looming.

Just be mindful this'll ensure these warriors will come together for any crisis like this. Not what happens after, which may entail them getting sent right back to the grave.

<u>Villain</u>
Hammiest Of Hams [100 CP]: You're a villain already so just by that virtue you must have at least some hamminess in there somewhere. But on top of that you're a Dragon Ball villain, from a lineage of Villains that love the looks of shock and awe they produce with their showboating. However it shows, you're a Dragon Ball villain through and through making you a true master on the stage of villainy whether you're a flowery, condescending prick, a sadistic thrill seeker, or a sociopathic monster you're always entertaining through and through and will always be able to

keep up the act, take care that your enemies don't start applauding after your speeches or joining your side.

Jump Force [200 CP]: Shitty anime arena fighters aside. It's almost telepathic the way you and your team fight together able to fight cover everyone of each other's weaknesses and improve upon your teams strengths, well, at least when you aren't letting your team fight in pairs that is, as a bonus this makes whatever teams you may fight yourself fighting with more energetic about their job even if it is..Well murder, you and your team will slaughter everything in your way and have no problem with going to get those parfaits afterwards.

From Beyond the Grave [400 CP]:
Frieza in the two times he has returned from death has gotten massively more powerful than before each time because of thinking of his various defeats at Goku and his friends hands and preparing for their next meeting, Alongside Cell who's been training in hell since his death on the off chance he meets Gohan again.
It doesn't matter how hostile the environment, how soft its inhabitants or even if you're unable to move, because then you'll still practice mentally, all by keeping the image of an enemy in your head and focusing your mind on your hatred of them you'll be able to train with incredible results all the way until your next encounter with those dirty monkeys.

Honor among monsters [600 CP]: If you're going to be on this villain team you'll need to be a good coordinator, when working with villains with conflicting goals and clashing egos, but, once again you're working with Dragon Ball Villains, Villains who consider genocide an evening picnic and hunt down and torture innocents for fun, you're dealing with extremes of extremes here, and ordinary competence couldn't even register here, you need **s**upreme **b**eing competence, this competence that could force Batman and Joker to play nice, you'll have Frieza and Cell working fine and fighting back to back with Goku and Gohan, their respective killers and force villains to see the benefits of forming alliances with people that wouldn't even conceive working with before you opened your mouth.

Scientist

Loose Ends? [100 CP]: Those don't exist in Dragon Ball, like a space emperor's much more powerful older brother coming to seek revenge for his death, or a dead scientists wife coming back to life and trying to kill every single person associated with his murder. Anyways, you get the idea, no one ever seems to expect you'll come for them, and tend to forget you when it's time to start investigating any associates related to any related villains, allowing you the time to build a proper retaliation plan if they ever remember you exist. Also helps you play the innocent damsel in distress act when those heroes do come for you, but if they've got the proof, the only act you'll be playing is the role of a punching bag so make sure that first backstab counts.

Cells don't lie [200 CP]: Isn't it strange that despite Android 21 having even more genetics shoved inside her DNA she doesn't look like half the horrific insectoid creature that Cell is.
And fortunately for you like Android 21, the various genetics of the many appearances you may assume, can all mix together well enough for you to look aesthetically pleasing, and normal enough to not look like a flying bug monster although when you leave this fever-dream of a universe some people may ask about your technicolored skin…

Solo Splicer [400 CP]: Gero was a lot of things, dedicated, meticulous and insane… BUT he still had a certain amount of self-preservation, making sure to program 19 to be his perfect lab assistant to make sure his conversion from human to cyborg went well and he didn't pull his own brain out, you know, probably ending the operation prematurely. You, however don't have these worries, self-experimentation is nearly casual to you, so much so that turning yourself into a Bio-Android entirely independently is not out of the question, should you have the DNA lying around somewhere.
Even if it's clear you shouldn't be shoving the DNA of that horrific ancient Lovecraftian abomination inside yourself, somehow you'll turn out fine in spite of whatever cursed bloodlines you've inherited in your biological melting pot of a body.

Soul tech [600 CP]: The Soul, believed by most spiritual people and religions across the world to be the very center of one's being and what connects them to the forces beyond our understanding that govern the universe and you've found a way to exploit these things like your usual Jumper nature.
This technology has much, much potential from creating the power suppressing waves by weakening the spirit to reduce your enemies overwhelming power to a less dangerous and more manageable level, to adding artificial souls to disobedient creations to keep them in line or enemies you can get a hold of, and even further linking said enemies to a linked soul to direct an entire army through souls or inserting your soul into someone else's body if you're really feeling like a dick, the possibilities are endless with the malleability of the Soul.

General Perks

Kaio-what!?[200 CP]: First Taught to Goku during his training with King Kai, the Kaioken is a technique that amplifies the users Ki, Speed and Strength. But like many old techniques here it's

become rather useless in this age of gods and biggatons, but it has certainly served our heroes quite well in the past. **But** there is something different about this version besides the absence of the toll on the user's body; its usual components are there. However this version will ensure the further you're pushed against the wall the more powerful this version of the Kaioken is, the more comrades that have been defeated, the more this version of the Kaioken will amplify your strength, just shout Kaioken and charge forward Jumper.

A Cheap Tactic [600 CP]:
Man, this particular incarnation of the Dragon Ball Universe really likes its fusions, huh? God Fusions, Monke Fusions, Hybrid Fusions, what's next? Maxi-fusions?
Your particular brand of fusion is strange, your merging will conveniently end after your battles, and the fusion will last even through straining transformations like SSJ3 and Super Saiyan Blue far longer than it has any business to, all as long as you take the proper precautions to fuse right before a fight rather than suddenly during one, only defusing when you've been defeated and are left unconscious. But hey, fusion's never been anything other than a cowardly tactic to make weak fighters stronger.

Items
Majin Meal [100 CP]:
This small pretty nondescript paper bag with an 'M' emblem on it is full of gourmet candies, cupcakes, donuts and every other tooth rotting pastry you could want, but this bag isn't just for whatever gluttonous purposes you may have, the special thing about these various snacks are that they're filling and sweet enough that they can temporarily keep even the black hole that is Android 21 sated at least for a while before she chases another warrior down. Please go brush your teeth and go for a jog.

Z-Capsules [100 CP]:
Right next to the Arcade Door if you purchased it, sits a dispenser full of capsules with a variety of goodies inside them. It churns out music tracks, costumes and funny colored outfits in case you ever wanted to walk around in an Easter version of Goku's outfit or Yamcha's Baseball uniform, and you can even somehow get differently colored… bodies, but hey you're in the Dragon Ball Universe, you didn't come here for sane and rational logic.

Arcade Mode [600 CP]:
A mysterious training course that appears in your warehouse or whatever property you want to attach it to. It has various courses ranging from three battles to endless survival, with a battlefield that will constantly shift for each match, each opponent you face in this arena will be familiar and will add anyone you happen to duel on your journey to its library of opponents, depending on how well you do the opponents you face will get smarter and stronger with each victory, surely pushing the mightiest warrior to their limits. Of course should you lose it'll just kick

you out safe and sound, while the injuries on your body and pride won't remain the experience you'll find will.

Hero

Gi [100 CP]:
This traditional uniform is commonly used to practice Martial Arts and thus pretty common attire in this world of Fighters.
As simple as these outfits may be they allow lighter and freer movement to practice the speed and agility of martial arts much easier than constricting modern clothing or tight restrictive armor. As a bonus it comes with a weighted version that'll effectively let you train anywhere and everywhere just by going through your daily routine. It also bears a symbol on your back and front, the symbols that it bears will change depending on your current mentor and their style. And comes with various colors, also machine washable.

Bag of Senzu Beans [200 CP]:
Senzu bean- bean. Singular. There's always one, but let me tell you, when you dig in the bag and see that thing it might as well it'll be everything but disappointing, you'll always have it luckily hidden in a big in your pocket, just.. Make sure to protect it with your life should someone blast the bag or the bean. You'll just have to sit there and face down Majin Buu with no healing on hand and all your teammates wasted.

Capsule Corporation Ship [400 CP]:
The ship is circular, almost bubble shaped with a dome-like window covering it's upper half, engineered by the brilliant Bulma Briefs, as most useful machinery seems to be around here.The ship is insanely fast, being capable of following Android 21 and our heroes to Planet Namek within a few hours or so from Planet Earth, a feat that took Kami's ship a month and some change!

To assist in this conflict, Bulma modified it to negate the power-sapping waves and can even somewhat heal its occupants, at least bringing them back into fighting shape for the next wave of clones. As a bonus, in future jumps with ambient effects such as the waves seen here, while inside this trusty ship, it'll protect you from future malicious status effects as well, good flying Jumper.

Potara Earrings [600 CP]:
As it always works when two nearby people wear the opposite earrings on their opposite ears the two fighters will combine into a much greater sum than either fusee could imagine, becoming a fusion of the fusees appearance, abilities and even voices now I'm sure there should be some boost here but trust me the fusion is all the incentive you'll need. Especially being sure what an instant win for your team is probably should someone fuse here.

Of course the 60 minute for non Kais time limit isn't a hindrance for these Potara earrings.

Villain

Saibaman Seeds [100 CP]:

Within this normal looking small bottle is a greenish liquid used to grow the plantlike Saibamen in a seemingly endless supply, created by an unknown Saiyan scientist using biotechnology and used as a common tool and weapon by Saiyans and the Frieza Force they're pretty much drones just sapient enough to follow orders and perhaps do manual labor, normally a Saibaman's strength is normally dependent on the quality of the soil they're grown from but these seeds are all strong enough to grow Saibamen that'll surprise anyone with their nearly second long incubation from the ground and eagerness to attack the first thing they're directed at.

Saiyan Armor [200 CP]: The Original Saiyan Armor was first seen when the Saiyans initially arrived on and attacked Earth, elastic enough to stay together no matter what you turn into and protective enough to stop any damage that isn't sufficient enough to hurt you, as useful this all may be, unfortunately this version of Saiyan armor stopped being useful quite a while ago in this universe of galaxy wrecking monsters, but if Nappa and Ginyu are still running around in it you should be fine...Probably, you may choose its appearance.

> **-Bulma's Saiyan Armor [+200 CP]:** This model of Saiyan armor was, well as the name suggests made by Bulma, just before the Androids attack and first given to the Saiyan prince himself, this model of Saiyan armor has truly stood the test of time, able to last a full year of battle in the time chamber even against the likes of Goku and Gohan and take a beating by almost every major threat since Cell, not that it'll save you from Gods like Beerus mind you, comes with blue spandex.
>
> **-Modern PTO Armor [+200 CP]:** The newest armor instated by Frieza first seen after Frieza's resurrection and will eventually be worn by a certain raging Saiyan. This armor far surpasses the original Saiyan armor with all its benefits while Bulma's model will stand against any opponent, this armor will see beatings from the likes of Super Saiyan Blue Gogeta and stand firm! Green waist fur optional.

Jump Force [400 CP]:

These 3 are miscellaneous aliens that have formed a team dedicated to you and totally aren't just a bunch of rejected Ginyu force members, perhaps due to inventing ways to screw up by either accidentally exploding the planet they were trying to invade or murdering their targets when they were supposed to be brought back alive. To be honest they're total fan girls, and sometimes will show up just to cheer you on and squee as they watch you doing cool things.

They're certainly not afraid of displaying their affections for you despite their rough mercenary backgrounds; they're pretty casual about their job, perhaps even more so than the Ginyu Force about killing.

No matter what jobs you assign to them whether you keep them as your bodyguards or your mercenaries and whether they're getting paid or not, none of these things matter to the Jump Force. As long as they can support you they'll be happy.

Hops is a rabbit-like alien with a ditzy, excitable personality, who excels in dizzying speed but has a tendency to get tunnel vision when moving at max speed.

Skips is akin to a Kangaroo with extraterrestrial features with absurd physical prowess and a focus on up close and personal combat and raw strength.

Leaps resembles a frog, who's an excellent assassin with a talent for ki and using it creatively in ways most of the Planet Trade Organization has never thought to use.

They're a handful and well… they're good at killing things so there's that, they're your problem now, no take backs. They're a group but if you wish you may import them separately.

Your Home For Infinite Losers [600 CP]:

To reiterate, you're a Dragon Ball villain, which likely means you're in and out of Hell like every decade or so like some kind of Mafia Boss or Politician, so much so that it's a wonder why a lot of you don't have a timeshare down there or some kind of membership, to which I guess this item satisfies both of those conundrums.

This place is your own little piece of Hell to sit back and train in that maintains changes between afterlives, as you patiently sit and wait until the day you're summoned back to the realm of the living by whatever means you'll find yourself dragged back into reality.

Because we know they'll need you again like it or not, whether it's for a multidimensional tournament to decide the fate of reality because you're the strongest enemy they have or being revived so you can be eaten by a pink alien hybrid to alleviate her hunger for powerful opponents or your loyal subjects search for mystical artifacts to revive you, you will be back.

As long as you're alive by the end of any given jump, you'll be safe and ready to continue wreaking havoc across the multiverse.
P. S may or may not come with a cul-de-sac inhabited by dead villains that changes depending on which universe you're in.

Scientist

Spybot [100 CP]: For one trying to remain under the radar as a scientist like yourself, you probably shouldn't be running around observing fights up close and jotting your findings down while explosions are ravaging the landscape nearby. But that's what this gadget is for, a microscopic bug-like robot similar to the one that helped birth Cell by observing Goku and his friends over the years, collecting information on fighting styles, techniques and their overall progress that needed to be kept up with while Gero was busy with his Androids, this spybot is connected to any Computers you may own, relaying important information about your enemies and how to best strike them down, but highly intelligent Computers such as the **Jumper Computer** are its main uses to keep them working entirely autonomously.

Jumper Computer[200 CP]: Dr. Gero seems to have a million more contingency plans that'll ensure no matter the timeline he and his machinations will always remain a threat with creatures such as Cell, Androids 21, 13 and Super 17. And the reason is usually a computer similar to this one. You can rest assured knowing that should you be put in any peril this A.I modeled largely after your own personality and intelligence will independently continue working, gathering data and DNA using spy bots to create your next masterpiece and managing your machines in your place, even making clones using the DNA you've gathered across your chain by itself, and as a bonus, once every ten years, this brilliant machine will create a new body to your specifications, using gathered DNA to create an even more powerful one should you fall in battle. As long as nothing happens to this A.I no matter what fate befalls your body, your plans will still come to fruition.

Clones [400 CP]:
Oh dear you've gotten yourself quite the army, this option grants you a rather dull colored army of clones of all the characters in Fighterz' story mode, minus 21 of course.

Do keep in mind that these Clones are mindless, only programmed to fight, wreak havoc, and follow your commands, they're only a quarter of the strong of the originals and are currently to be used purely to sate 21's appetite and punching bags for the heroes but I'm sure with genius like yours this could be changed.

You'll get a group of obedient clones of all the most powerful and well known heroes and villains the world has seen and in future jumps from anywhere and everywhere past and present however, divines and warriors in those realms of power cannot be received through this method.

> **-Season Pass Package**
> For an extra 400 CP, your clones include the DLC characters in Fighterz as well, I can't guarantee you that either Broly's will behave themselves or not attempt to murder you, but hey science can't be perfect all the time. And keep in mind, what could end up happening if Android 21 starts eating Broly clones like candy.

Power Suppression Devices [600 CP]: While you won't be here for very long, for the short time you'll be spending here you'll be going up against some of the most powerful enemies in this universe, able to sneeze and decimate planets and possibly wipe out all life in the universe without control over their immense power and as such you'll likely need something to weaken these gods, and this device here is just what you need for this scenario.

As you may have put together this machine weakens all powers within a certain radius, this one having the limit of affecting Planet Earth, but I'm sure you can change that should you work to improve it.

It can also outright cut off access to the strongest transformations and techniques of those afflicted by this equalizer; however, Divine beings (excluding those who've obtained divine power) aren't affected by the waves and likely won't be happy to find out what you're planning. So don't think you can use this on say Darkseid and get a very noticeable decrease, use it wisely to equalize the uneven playing field, not drag literal god into the battle.

Companions

Grab a Bowl [100 CP-300 CP]: This conflict isn't about power, or at least not in the physical strength sense, it's about numbers and cooperation, who can best train together and fight as a combined unit, so why not bring a couple of friends? For every 100 CP you spend you can bring friends from previous worlds into this one giving them 600 CP and their choice of origins and perks. For 300 CP you may bring up to eight companions onto the battlefield each with their own 600 cp stipend to spend.

Canon companion [200 CP]: There are some powerful and experienced warriors who won't have much to do after this event ends and or might be going right back to their graves. So why not take them with you? They'll find that they've developed a fondness towards you upon your first meeting and are guaranteed to meet at least three times no matter which side you're on; you must get them to agree to come with you though.

Android Z [??? CP]:
Somehow you've made or found a perfect clone, on an entirely different level from the dull-colored worthless clones 21 has thought to drown her enemies in and sate her appetite with. No no, you've come into possession of a completely indistinguishable clone from their predecessor, in terms of power and potential at least.
Do whatever your ~~horny~~ heart desires, whether that be Genderbending these clones or implanting them with intense desires and love for their creator or if you're boring they come vacant and obedient, but frankly it's none of my business. However, regardless of whatever modifications you make to their personality or bodies, they're pre-programmed with absolute loyalty towards you. As you may know if you've spent even a second in this universe, not all powers are built equal. And as such, higher powered individuals' clones will cost more, and weaker individuals' clones will cost you less.
Your Low Tiers such as Krillin, Tien and Yamcha will cost a meager 100 CP.
Mid Tiers like Majin Buu and Cell will cost 300 CP.
Your Current High Tiers such as Goku, Vegeta, and Frieza will cost 400 CP.
The Top-Tiers, your Brolys and Jirens and such are going to cost a steep 800 CP.

No fusions of course, you can already get a Broly and or a Jiren you don't need an army of Fused Zamasus and Super Saiyan 4 Gogetas.

Android 22 [400 CP]:
You've been cloned by Dr Gero Jumper, by now you know the deal. The Z-Fighters and Villains cells and so on, but has added even more chaotic genes to this monster, those genes being yours, but strangely enough your genes in this chimera of genetic warfare have won out, looking like a cross between you and Android 21, and have caused this Android to break past its creators influence and decide their blood is more important never mind how it creeps around every corner watching you and might subtly threaten your other companions while gladly skipping around, doing everything you request and enjoy together and referring to you as a parent or sibling far too invitingly.

Drawbacks

Gauntlet Mode [-1000 CP]: The Fighterz conflict is very short, like, probably a couple of days of fighting straight, which barely even registers to our hardened warrior heroes, but the point being, this event is short and dangerous, a perfect place to increase the stakes and earn your power here.

Soulful [0+]: …. You want to be the floating disembodied soul present in the canon Fighterz story?... Very well, I suppose this isn't the dumbest thing you've wanted to become, you may be the body-hopping spirit if you desire and may disregard the species selection and begin as the titular Goku following the canonical arc of FighterZ through whichever path you prefer.

Hold My Hand [+0]: If this isn't your first visit to this universe you may import whatever changes you've made to its history and world, whatever awful effects this option may entail for you I have no involvement in and take no responsibility for, I only gave you the option, if you give yourself a Super Saiyan 4 Android 21 or Xicor clones it is entirely your own fault.

Cell is a savage[+100]: Well, not just Cell, almost everyone should really expect to get insulted frequently for the duration of this event with insults that'll never fail to make you wonder who you should be fighting, and likely ending up smacking around teammates that you should be working with, how far these squabbles go are likely to go are entirely dependent on who you are and who you happen to be verbally assaulting or being verbally assaulted by.

Deadbeat Cat Dad [+100 CP]:
Oh? Are you having trouble with a specific powerful opponent, Jumper? Sorry but I'm tired and I'll go sleep this one out. Do you enjoy that? Having the far stronger, far more capable allies of yours immediately fuck off the second you actually need their help? Showcased many, many times in Dragon Ball Super? Well if you don't then too bad, because everyone who could easily solve whatever problems you have will suddenly become a cloud of smoke, what? Everyone needs their beauty sleep.

"I, Jumper" [+100]: Am a supreme being right? And hold on, hold on "How dare you, you filthy mongrel" I'm guessing is another one of your favorite insults I bet huh?
I've heard it all before, especially in this world, anyways you now have every major Dragon Ball villain's most fatal flaw: Arrogance, you'll refuse help and insult and maybe even attack those who insinuate you do need it, Zamasu would be blushing in pure rage if he had to witness your arrogance and measure it with his own, you'll play nice just like the other megalomaniacs for this conflict, but your words could likely get you into some trouble you aren't prepared to handle.

22 Shots [+200]: Great job Jumper you've made something hate you within a millisecond of appearing in its presence... Again...Fortunately for you, the new Jumperdroid created using your DNA, Android 22 was able to break past her murderous programming and unfortunately her

obsessive mental affixation with you has changed from Love to Hate, and that same obsession will be used to hunt you down relentlessly, she also has a perfect library of all your attacks that over the course of her fighting will reveal themselves, until she can kill you and claim your body as her own, as she eats you and will mercilessly plow through both teams until she can get her hands on you, fortunately this version of 22 doesn't have 21's DNA it's design solely being based around your DNA, but it's purpose is too outshine you and will if given enough time to grow.

Old Grudges[+200]: Somehow, everyone for the majority of the story would normally cooperate and battle shoulder to shoulder with sworn enemies, at least until 21 was dead, however unfortunately for you this won't be the case for the duration of your time here, everyone's murderous intent towards their killer is their primary concern, Frieza wants to explode Goku, Cell wants to murder Gohan's family in front of him and the Ginyu's want pretty much all the Z-Fighters heads, try as you may the teams won't be working together and each meeting will likely result in someone's death, good luck.

BLACKED [+200]:
Oh dear. Edgeku has joined the story and is about to try to enact his zero mortal plan, most likely just getting himself sucked into the event and having to fight with everyone else stuck fighting wave after wave of clones.
Using this option you can add whatever villains you prefer, if you have the odd desire to fight Jiren or Merged Zamasu, once again, I claim no responsibility for whatever nightmare scenario you create.

Good enough to eat [+300 CP]: Is probably what you'll hear in your first encounter with Android 21, for some strange reason Android 21 has deemed you as the snack that will finally satisfy her endless cravings and has made you her number one priority putting both the Hero and Villain teams aside should you encounter her and will stop at nothing to finally see what you taste like and no, it won't be in the fashion that your coomer ass is likely wanting it to be in.

Majin Cells [+300]: You're **Insatiable**, having an endless hunger for food and a worthy opponent, and these urges must be satisfied, while the stronger the opponent you consume the longer these urges will be satisfied, don't expect anything except gods to completely satisfy

these urges, You can also hold these urges back however, the longer you suppress these urges the more likely it is that you'll lose yourself to them as well and become nothing more than a rampaging monster.

Android 22[+300]: You thought that Gero wouldn't have another back up plan? Gero's AI seems to have found a mysterious anomaly, with incredibly strange genetic material and potential to be the ultimate android, and believed should those genetics be researched further, it could destroy Goku once and for all and has set its sights on you.
This android has every one of Android 21's powers and traits and plus all of your alt-forms DNA, and has decided that you are an obsolete model and must be destroyed like Android 21's evil half has no intention of talking their problems out with you, the only way you'll be getting rid of them is by killing them.

FighterZ Xenoverse[+600]: Well you're in for it now Jumper, now not only has Android 21 revived the canon main villains, but non-canon as well, with clones to add on to that, and well, even I can't say for sure what they'll do. While the waves power decrease has just as much of an impact on all of them as everyone else in the story, I doubt either the hero or villain teams can handle the overwhelming amount of heroes, villains and general monsters headed their way and I highly doubt they want to talk, this'll also give Android 21 even more powerful beings to increase her power through absorbing these new adversaries, be careful Jumper, this'll increase danger on all sides.

Ending
Well your time here as once again come to a close Jumper you've defeated 21 and perhaps fought the opposing team and eradicated them.

Time To Say Goodbye: Headed back home Jumper? That's fine; I hope you've enjoyed your time in the multiverse.

Don't Stop! Don't Stop! : Oh? So this'll be your stop? Very well then, have a Super time Jumper. Oh! And ...avoid any shadowy edgy Goku-like figures and Gray aliens with abnormally muscular upper bodies for no reason, there's much to be found yet in this multiverse, farewell Jumper.

Don't Let Me Down: Excellent, I hope you've gained as much knowledge and experience as you could from this event, and it's time to move onto the next world, don't let me down Jumper.

Notes

Divine beings (excluding those who've obtained divine power) aren't affected by the waves, you also count yourself as being exempt from the waves.