



Dragon Ball Heroes Jumpchain 1.0.4

[Made By GinryuB & A Lot of Others]

.those that help will be in the **Thanks** at the bottom of the jump

.Special Thanks to **Burkess**, **Færret**, **DeverosSphere** & **Aldar** for doing just so much work for this jump.

[Introduction]:

.So Welcome to this "Completely" normal world that just happens to have this game that so many people love, its yu-g@@@###. I'm joking with you, is the world of Dragon Ball Heroes, a world that has developed a massively popular card/arcade game based off the Dragon Ball franchise, the only real problem is soon a number of the games players started going missing, this has been the fault of the demon realm as in order to ruin the Dragon Ball timeline they have been adding and replacing people, best i can say is have fun in this world of heavy altered Dragon Ball. Here's some points **+1000 CP** and try your best to not die, it's not just a card game after all, you start a month before our soon to be Beat falls into his first adventure, and if you can save a few people lost in the new world, well that's up to you.

[Origin]:

.Player

-Drop-in, just a random player that walked into the shop that day looking for a new hobby.

.Hero

-Part of the Hero Lab Program

.Collector

-A Collector of cards, trinkets, and stuff

.Martial Artist

-Martial arts buff and probably a Dragon Ball fan

[Avatar Races]:

(No matter the Race you begin at Start of Z goku)

.Earthling or Non-Descript Alien (Free)

-A race that is hominoid, Anthropomorphic, or Monstrous in appearance they are between 4 to 9 feet tall with minor strength or odd powers.

.Android Free/200 CP

-An artificial life form that has a much slower Growth rate but don't run out of energy

-This race can become a full robot for **Free** or a cyborg augmentation to another purchased race for **200 CP**

.Namekian Free/200 CP

-Humanoid creatures with plant and slug-like characteristics, including green skin and antennae can Regenerate lost limbs and fuse with other Namekians.

-For 200 CP you can be a member of the dragon clan capable of creating Dragon Balls.

.Frieza Clan 200 CP

-The members of Frieza's race are able to survive in the vacuum of space and have multiple transformations that are used to suppress their power's.

-With time and training members of this race can gain more power through further forms such as the armored and golden form's.

.Saiyan 200 CP

-Members of a warrior race that can get a massive power boost after healing from the brink of death.

-Though training they can obtain the super saiyan transformation and beyond.

-You may pay **300 CP** to make any other purchased Race into a Half Saiyan.

.Supreme Kai 300 CP

-The Supreme Kais, also known as the Creation Gods are the Core People who are naturally born divine and who have the ultimate duty to protect the universe of their position.

-They have a long life span and can use God Ki.

.Makaiōshin 300 CP/400 CP

-Makaiōshin are evil entities who rule the Demon Realm and are the opposite of the Supreme Kais.

-They have a Long life span and can use Demon Ki

-For an additional 100 CP at a total of 400 CP you can instead become a **Dark Demon God** gaining a more powerful boss form with ways to gain further forms.

.Majin 400 CP

- The Majin are a magical race that have eternal life, Powerful regeneration, Body manipulation and the ability to absorb others for their power but be warned their personalities may affect your own if used too much.
- The Majin race are able to Learn ki and magic after just seeing it once

.Nano Mutant 400 CP

- A Machine Mutant of the Tuffle race who has the ability to snatch the Body's others.
- They are virtually Immortal, have Increased processing and can learn ki and magic after just seeing it once.

.Angels 1200 CP

- Angels have no need for food, though they can eat as a luxury. They also have no need for sleep, unlike Gods of Destruction and Supreme Kais. Angels are almost completely unable to die, with the only way they can be removed from existence being if they are "eradicated" without a trace - which will occur automatically if they violate the Angel laws, though for you this has been waived. The Angels possess unfathomable might, having power beyond the Gods of Destruction and creation skills similar to the Supreme Kais. They are always in the perfected Autonomous Ultra Instinct state, and as such have instinctual dodging capabilities. They have an assortment of mystical abilities, such as Warping, Magic Materialization, Divination, Healing, Resurrection and space-time manipulation. However, they are unable to revive anyone killed by a Demon. (Note: This Race can't be a half race. You will Start off at Start of Z Goku's level, but unlike the others it will only take a year or so of training to get to Merus's Level of power. This does have a Number of downsides, as the only angle that is both free of the laws and not one of the grand priests' kids.)

.Import 200 CP

- Add and/or fuse any number of alt form races to make a hybrid Avatar Form.
- Can be bought with other races on this list.

[Avatar Powers]

- Start with 10 Avatar points

.Extra Points 50 CP

- Gain 1 Avatar point

.Ki color (free/1ap)

- Select 1 Color for **Free** all of your ki is now this color.
- Pay **1ap** to add another color to the options of Ki colors you can make.
- Each purchase adds a new color, your ki can be any of these colors or a combination of them.

.Ki Combinations 1ap

-Instead of having to change between each Ki type you can combine any types of Ki into a singular Ki Type.

.Demonic Ki 3ap (Free to Makaiōshin and Dark Demon God)

-Grants the user a type of Ki used by demonic beings.

-An extremely corrosive type of ki that tends to be more damaging and mentality harmful.

-While being used it forces an overwhelming pressure on beings in possession of ordinary ki.

.Metamoran Dance Master 3ap

-Grants the user the knowledge of multiple Metamoran dances including the fusion dance, the strengthening dance, the defence dance and the focus dance.

.Ki Constructs 3ap+ (First purchase Free to Majin)

-Start with 2 Constructs and add an extra 1 for 1ap

-Make the Constructs able to take animal form for 1ap

.Techniques of the Yadratian 4ap

-Grants the user Instant Transmission, Ki Sense, Telepathy, Spirit Control, Manipulation of fusions and Healing Ki

.Reinforced KI 4ap

-Grants the user a type of Ki that is far more nourishing.

-While being used this increases the Stamina and Ki reserves to 10 times its amount increasing proportionally as you grow.

.Hell Ki 4ap

-A type of Ki used by the ogres who judge the dead it deals more damage based on the Sins of the target.

.Poison Ki 5ap

-A Naturally Toxicity Ki which leaves a corrosive Life burning effect when inflicting damage.

-Normal status Immunity won't protect from this making it hard to cure and even harder to resist.

.Time Stop 5ap+

-Gain the ability to stop time, the first purchase stops time for 1 second.

-1ap per extra second of stopped time.

.Divine Ki 6ap (Discount for Supreme Kai, Dark Demon God and Free for Angels)

-Grants the user a type of Ki used by divine beings.

-An extremely pure quality of ki making ki attacks using the same amount of ki denser.

-While being used it is impossible to sense by beings that don't possess Divine ki.

.World Eater 10ap

- The power to drain energy on the scale of an individual or on the scale of worlds.
- The drained energy can be used to boost your own power or condensed into a single attack.

.Power of Destruction 10ap+

-Plus 5ap more to make avatar a **God of Destruction**

-With the power of Destruction, the user can create, shape and manipulate destructive energy, capable of destroying anything from small objects to entire universes including the energy and souls within. At basic levels it will only destroy the bonds between things, for example, at this level it would turn a rock into sand. At higher levels the user can destroy abstract concepts, natural forces/laws and even destruction itself completely erasing anything, putting the target into a state of non-existence so that nothing can restore them.

.Power of Creation 10ap (Discount for **Supreme Kai and **Angels**)**

-Through the power of Creation the user can create, shape and manipulate creation energy to create matter from nothing, either as finished objects or simply unfinished elements. Higher level users can create anything they can think of, whether conceptual or sentient. This includes the creation of energy, souls and life of any complexity at the higher levels they could create fundamental forces, dimensions and realities. As well as being able to draw sustenance from creation to slow or stop ageing.

.Stored Ki 15ap

-Removes the upper limit of store power so it can be built up and used at any point like Jiren the Grey.



[Age]:

13+1D12 or Pay 100 CP to Pick

[Location]:

.Any Arcade in Japan

-If You Purchased Portable Game Terminal you may start at any public place on our earth.

[Perks]:

[General Perks] (discount any two)

.A Great SoundTrack (Free)

-You get a soundtrack from the games that will play in your head, you can turn this off and on, the best part is you can let others hear as well and no one will question it.

.Log In (Free (Mandatory))

-Can use avatar card to enter into the Dragon Ball world from the game, and in later jumps use it to go into other games, be warned if you die in the game you don't know what could happen. Comes with a free Hero Switch item.

.The Adventure Doesn't End (free)

-No matter how strong you get, you can always find a worthy challenge to prevent boredom.

.Battle Power Limit 100 CP

-No matter how weak or powerful you are able to hold back so as to not badly harm others.

.Dragons Resolve 100 CP

-You have gained the will of a Namekian sage greatly boosting your will power.

-You gain resistance to Mind Control with it needing to overpower your reserves.

-Pain will never hinder your actions and you will never be in too much pain to move.

.Just Need to Hit Harder!! 200 CP

-With enough strength you can punch through any hax.

-All you really need is to be stronger than your opponent, admittedly a lot stronger.

.Prof.Hax It All 400 CP

-Your Skills with tech become something of legend, you could fix a spaceship at the age of five? To you it's not that much harder than fixing a normal toy.

-You know how to build and repair any dragon ball technology.

.And You thought it Was a Game 600 CP

- This Perk may be discounted if you spend less than 1,000 CP in the Avatar Race/Powers
- With this you can take the form of your avatar in the real world.
- There's no limit on the time in the form, but it will be uncomfortable for the duration of the jump.
- Post Jump the avatar becomes an alt form, and the Avatar Powers become perks that the other forms can use.

(Capstone Booster)

.Army From Another World 800 CP

- You can activate 7 Other cards in the real world and they stay out for an hour, each card has a 12 hour cool down.

[Player]:

.I'm Probably from Yes 100 CP

- No questions here, people won't stop and ask you things like where you're from and do you have an id.

.You're A Wizard! 200 CP

- You gain the knowledge and ability to use Dragon Ball Magic using your energy.
- Magic is primarily used for supportive techniques, with few offensive techniques.
- Although magic is completely distinct from ki you can reinforce your magic with it.

.I'm New Around Here 300 CP

- When it comes to this world or others, gods, demons, and even normal people will be more flexible with the rules for you then what is normally acceptable.

.I WILL SURVIVE!!! 400 CP

- Plot armor, this only protects you from surprise attacks or high power attacks in battles you are trying your best in.

.Do you want to train me? 500 CP

- Its Funny really, you show up out of nowhere and just start doing stuff that should be difficult to pull off right? Well yes so that's why whenever you want to learn a new skill it will at most take only a few days to find the perfect Teacher for both you and your budget.

.Temp Ban 600 CP

- Video games are dangerous when you really think about it. With this if you die in a virtual world then instead of ending the jump you are kicked out for a year. Post jump functions as a 1-up when not in a virtual world.
- (**Boosted**) The maximum duration of any ban is now 1 week.

[Hero]:

.Know the Job 100 CP

-As a member of the hero lab, you need to know the codes, have the right plans, and at least have an idea of what you're doing. This perk allows you to learn rules, laws, codes, and computer systems at an extremely fast rate.

.Heroic Calling 200 CP

-You are skilled at finding people in danger and knowing how best to help them.

.That Was A Close Call 300 CP

-If you set your goal to save something or someone that is still intact or alive , you will find that more often than not you will make it just in time, living things will be a inch away from death instead of dead, and stuff will still be able to be repaired. This doesn't protect them after you arrive.

.Those That Save 400 CP

-When saving or protecting someone you get a x2 booster to both strength and will power.

.How is That Allowed 500 CP

-Half the town got blown up!!!, well I guess you did save a bunch of lives so, I guess just don't do this again. This perk basically lets you do as much collateral damage as possible as long as you honestly save lives and did so without the goal of destroying anything to begin with, in other words you won't get sued, arrested nor even charged for property destruction as long as it was done to save someone, as a side bonus laws broken in your efforts to help will at most get a slap on the wrist.

.Plan To Be Saved 600 CP

-As a hero you need to help others and now they can help you, anyone you fight alongside is boosted to be at least your power during the battle.

-(**Boosted**) This boost now works both ways with everyone now getting boosted to the level of the strongest person you are fighting alongside.

[Collector]:

.Appraisal 100 CP

-You can see the attributes of any object to gain an idea of the object's value both in money and in potential use.

.Lucky Find 200 CP

-You gain a boost to your luck letting you find More Money/Items/Equipment from battles.

.It's A Fixer Upper 300 CP

-With this perk you now know how to repair anything that you've set your mind to collecting even if its barely fixable, on top of that you can do so with just objects in supply stores without the need to get specialized parts, and even then, parts and tools you need always seem to be half off for the project at hand.

.Card Crafting 400 CP

-You have both the skill and knowledge on how to make new cards with their own custom powers and abilities using the items that you find.

-This also lets you find skill items to make more cards in future jumps as well.

.Let's Make A Deal 500 CP

-Your Skills at Bargaining are stuff of legend, hell as long as the trade is fair you could get your worst enemy to trade their most prized Possession, you could find ways to bribe Gods and Demons alike with little effort and get employee discounts at any store with just a minute or two of talking.

.Mastery by Accident 600 CP

-Through large amounts of studies to see what's the best to collect and has value, you honestly have memorized all the abilities, and due to watching tournaments for what will be the next big card to grab, you have a pro level of skill, this skill lets you make the most out of the cards you have, and then some, this can help with other items over time as well.

-(**Boosted**) This skill is no longer limited to cards allowing you to optimize the combinations of any skills, abilities and items within any circumstance.

[Martial Artist]:

.I WENT TO SCHOOL!!!! 100 CP

-You have Mastered any one mundane martial art to the point that even without ki you could give episode one kid goku a difficult fight as a normal human.

.What Was That? 200 CP

-This bestows a boost to your Perception allowing you to see in UV, as well as R, G, B.

-You are able to hear a pin drop from across a crowded room and can pick out others from just smell.

.The "Hero" Has arrived!! 300 CP

-Why is this here? Well it's because this perk makes you as great at marketing yourself as the great hercule himself. Still Don't know why it's here? Ok i'll let you in on a secret, the great Hurcule in all honesty takes credit for others that don't want the popularity and uses that to make a fortune, and with this you have the showmanship to do the same, and a bit of Luck too.

.A True Prodigy 400 CP

-You have a great talent in learning martial arts, being able to pick up in a day or two what takes at least a year.

.Perfect Teacher 500 CP

-And Here I Thought the Legendary Turtle Hermit was good, you my dear jumper are a true teacher, on sight you can see the potential of anyone in any skill you know and the perfect training method needed to bring out that potential, on top of that any skill you train someone else in you will see a sharp increase in your own skills, up to half that of your students.

.This Fight is Already Over 600 CP

-Although not on the level of ultra instinct you are able to React at high speeds to start blocking, dodging and countering attacks subconsciously predicting up to 17 moves ahead.

-At this point you would need to either be overpowered, speed blitzed or counter precogged to even cause you to take damage.

-(**Boosted**) This now additionally grants you access to ultra instinct omen on command with some training you can progress this into mastered ultra instinct and beyond.

[Companions]:

.Nimbus the Romba (free)

-It's a roomba dressed like a golden cloud

-It has a basic A.I with the personality of an animal of your choice.

.Player Two 100 CP

-Gain a new companion with the player background, 400cp and an additional 400cp to be spent on The Avatar race and Avatar Powers only.

.Import 50/300 CP

-You can import a single companion for 50cp or 8 companions for 300 CP

-Each companion gains 600 CP and the background of their choice.



[Items] get 400 CP for this part and two discounts

-Destroyed Items will Re Spawn in a week after being destroyed in an open location of you choosing.

.Hero Switch (Free (Mandatory))

A bracelet-shaped device created by the Great Saiyaman 3, this allows the user to physically enter and fight in the game world of Super Dragon Ball Heroes.

.Avatar Card (Free (Mandatory))

-Avatar Card holds the information of your avatar which you can use in the heroes world.

.Stylized Outfit (Free)

-A Custom Outfit that looks good on you in the Dragon Ball style

.Card Binder (Free)

-A Magical place to keep your cards safe, it can restore damaged cards placed in the binder.

.A Well Made Bag (Free)

-A Waterproof Backpack, that can hold 3 times its size and never weighs more than 15 pounds

.Dirty Magazine (Free?)

-A copy of the magazine that led to the Buu race being created, for you it's an extremely important part of history, for others it's a perverted magazine, best to not let too many people see.

.Cat Bell 50 CP

-A Simple Cat bell on a phone loop that can draw the attention of only those that dislike you and it will be more and more annoying based on how much they dislike you at the time. It will be a normal bell to people that are neutral and/or like you.

.New Model Scouter 50 CP

-A Scouter that can tell you the power levels of those you are looking at and doubles as a Phone.

.Zeni!!!! 50 CP

-This can be taken multiple times
-1 billion Zeni
-1 Zeni = 1 Yen

.Pocket Home (100 CP/Free)

-Free for player
-A Capsule that holds a home large enough for a family of four, comes with a large water filter, waste filter, and an electric generator that runs off most liquids.

."Work Clothes" (100 CP/Free)

-Free for hero
-A copy of the Great Saiyaman Outfit, it can self repair, withstand attacks that would harm most Kai, and has a melee weapon of your choice.

.Collection Radar (100 CP/Free)

-Free for Collector
-A replica of the dragon radar that instead of tracking dragon balls allows you to find any items that you are collecting that are not yet in your collection.

.Workout Room (100 CP/Free)

-Free for Martial Artist
-A Capsule that holds a fully stocked GYM with a workout room and fridge of healthy yet delicious food.
-This boosts any training done by double. The boosts stacks if combined with the Gravity **Training Room**.

.Well Equipped 100/200/300/400 CP

-10 pieces of Equipment ranked at 1 star
-You can increase the rank by paying one hundred per upgrade to a maximum of 4 star's

.Small Army 100/200/300/400 CP

-10 Cards ranked at 1 star
-You can increase the rank by paying one hundred per upgrade to a maximum of 4 star's

.An I.D Card 100 CP

-Well this will help with a lot of problems now won't it? This card will act as an id and show you are allowed in any government run civilization that isn't extremely hostile to outsiders.

.Hover Pod 100 CP

-A floating, egg-shaped vehicle used by Frieza, as well as Cooler, as a means of transportation, it's mostly for looks.

.Battle Armor 150 CP

-A Set of Battle Armor that can tank hits that would vaporize the moon without damage and will change to fit the person wearing it. This only protects what its covering though so be careful.

.Energy-Suction Device 150 CP

-A lamp Looking item with a large needle at the end that can drain most Star class fighters dry of ki in seconds if stabbed into them.

.Books on Books on Scrolls 200 CP

-You get a blank book that copies down automatically any techniques you see that your capable of learning in great detail, and the best steps for how you can learn them under your current power.

.Power Pole 200 CP

-This red wooden poll is one of the Son family treasures and has a number of odd traits, one of which is it can extend in length at a extreme speed, even able to hit the moon's surface from earth in only 15 minutes and it's border line unbreakable or at least can't be destroyed under normal laws of physics.

.Portable Game Terminal 200 CP

-A magical games console that looks like a switch.

-The console will update to run any games from the settings your in

-It has unlimited data storage and can not be broken or reverse engineered.

.Gravity Training Room 200 CP

-Build like the ship used in Z by Goku, sadly it doesn't Fly, I did add a muffin button.

.The Bansho Fan 200 CP

-This fan can cause winds up to 300mph or more if ki is flooded into it, the fan was originally made to stoke and control the flames of the magical furnace, under Fire Mountain.

.Working Attack Ball 200 CP

-A single-seat space pod. In addition to its on-board systems, it can be controlled remotely and is fitted with a self-destruct feature to prevent tampering. This comes with a Remote and a manual for use, in a language you understand the most.

.Crystal Ball 200 CP

-This large Meter round floating ball can be used to view any place that either you own and/or is within Sun light of some kind, sadly it doesn't have sound.

.Potara Earrings 300 CP

-A set of earrings that let two nongods fuse for an hour, but as this is an item from a jump, they now can fuse even gods without becoming permanent, and you may choose to turn this off at any time.

.Demon Orb 300 CP

-A powerful magic focus that prevents the user from being erased by time Paradoxes.

.Time Ring 400 CP

-This Ring lets you travel to different Time lines and points in for 15 minutes before you are forced back to your starting time, without risk of creating new ones as long as you don't change too much. Example: Buy an item that was on sale? They will find extra and no Butterflies, give a main character the wrong directions, they will find the right way somehow, you have to actively try in order to make a timeline split.

.Hero Lab 400 CP

-The main lab that is used by the great Saiyaman and a hub with living space, all modern tools, and an accessible panel to play any game, a few sets of 9 variable Supercomputers as well as a number of other small things here and there.

-Can be either a Capsule or warehouse attachment in future jumps.

.Seeds from the Tree of Might 400 CP

-Feed it a world, get super power up fruit, try not to become too much of a villain with this.

.Old Lab Notes 500 CP (Discount Nano Mutant)

-A Set of Lab Notes on all mechanical life forms including, all numbered androids up to android 21, cell, hell fighter 17, baby, Hatchiyack and Frieza's artificial limbs in enough detail that a group of normal modern scientists in the required fields could build any of them.

.Angel Attendant's Staff 500 CP

(Discount With **Angel** Avatar Race)

-This Staff is indestructible, allows the user to see the past of the location they are in and Travels from planet to planet in the same universe at well over a million times light speed. For 300 CP more you can have a Personal Pocket Realm filled with God ki and at a 1 to 1000 time difference.

.Crack of Time 600 CP

-Your own Realm outside the time stream and unlike many other poor souls you can come and go at will, the crystals of time can be mined for Resources

.Time Egg 600 CP

-This item lets you restart the jump with all your memories once per jump, post spark this egg will let you make a new timeline once every ten years

.Transport Cube 800 CP

-While this wouldn't let you leave a jump, this box lets you go to any location within the current jump, and anywhere at all post spark.

.Key Sword 800 CP

-This weapon can seal any realm and grants a resistance to all darkness based powers. It may take powers of light, darkness, gods and time, but with enough ki and effort gaining a Full charged Key Sword would allow the user to go far beyond what the standard weapon is capable of, even the Gods don't know how far its limits truly are.

.Universe Seed 800 CP

-The Universe Seed is a seed that, when fully grown into the Universe Tree, can be used to create an entire universe. In order to do so, it requires enormous amounts of energy, which can be acquired from battles. Regardless of how close it is to completion, it can be used to acquire an Ultimate Form, greatly increasing the user's power, in addition to the seed still being able to gather energy during the form's usage.



[Drawbacks]: (Limited to 1500 CP if Avatar is of the **Angel Race**)

⅔ of Drawbacks: By **Burkess** from R/Jumpchain

.Guess the Demons Won?: 0 CP

-So with this drawback all previous dragon ball jumps become corrupt time eggs within a vault that is hooked up to the time nest.

-(Must have taken a Dragon Ball jump before hand) for +200 CP you may add those jumps right to the main timeline, granted this may cause the demons to win if you messed with the time too much. Hopefully you didn't do too much.

.Prison Planet 2 Return of the old: 0 CP

-If you have had Dragon Ball jumps in the past you can select them for Fu to steal for the creation of his second attempt at building a prison planet so you can revisit old friends and new enemies.

.Greed? Or Charity? 0 CP (Special)

-Well what do we have here, A Deal? So I'll cut right to it then, the Dragon Balls are hax and we all know it, so how about this. In Exchange for being unable to use them for a selfish wish, i'll give you an extra 2 discounts in the item Section? This does include indirectly.

.Insufferable Glory Hound: +100 CP

-Goku believes he's your best friend and will show up to help you now. Whenever you're about to win a fight, Goku will appear and finish it for you. Unless he was there previously, he won't show up to help you until you're about to win. Everyone will credit Goku with the victory, despite you having done all of the work. For +300 extra CP, you now must participate in any fight that Goku does, and he'll always hog all of the action. You've gained the ability to teleport to Goku no matter where he is. This power automatically activates whenever Goku's about to fight. You can take Goku with you after this jump for free.

.Dated Graphics: +100 CP

-You now perceive the world in the same animation style as the video game. You can freely toggle this animation style on and off for any future jumps you visit.

.Generic Costume: +100 CP

-You're only allowed to wear the same equipment and clothing that the people in this world wear. And only in the same colors that they wear it in. For +100 more CP, you now can only wear three separate outfits. You can still choose to be naked as well.

.Expressive Face: +200 CP

-You have a max of six facial expressions. You decide which faces you're capable of making the moment you enter the jump. From then on, you can only make those faces, regardless of the situation you're in. Choose wisely. For +200 more CP, you can only pick one facial expression.

.Mute Protagonist: +200 CP

-You've gained the ability to communicate your thoughts and feelings through gestures and body language. You're incapable of speaking. People will sometimes misinterpret what you want in comical ways or just pretend that you agree with them in an attempt to get you to do stuff for them. For +200 extra CP, only people who have names and main characters from this franchise get voices. Cell, Gohan, and Frieza can talk normally. Even Appule gets a voice, despite being a minor character. But a taxi driver or a shopkeeper? They're as mute as you are.

.Are you done powering up?: +200 CP

-You know that thing people do where they stand there while they yell and power up? Now nobody does that. Everyone in this world instantly powers up, transforms, and they charge their attacks up very quickly. You don't gain these benefits. For +200 extra CP, you're required to yell when you power up or launch big attacks.

.Big Appetite: +200 CP

-In order to feel satisfied, you must eat your body weight in food everyday. Your stomach will expand to safely fit this much food in it and you won't suffer any negative effects from this overeating. Failing to do this will leave you constantly feeling hungry.

.Stay tuned for the next episode of.... +300 CP

-Before you would only be here for 10 years but now when you enter the game for the first time you're sent back to the start of Dragon Ball and can't leave the game nor the jump till you complete dragon ball heroes, prison planet. You do not remember taking this drawback, no just not playing the game.

.Excessive Collateral damage: +300 CP

-Any battle involving you is significantly more destructive and will quickly level the place you're fighting in. The landscape might as well be paper mache for all the resistance it offers. Small altercations can make the area look like a hurricane came through, and the aftermath of big battles resemble the grand canyon. For +200 CP more things you personally own seem to be targeted as well, with some battles being moved to such areas without your notice.

.Pragmatic Fighters: +300 CP

-This world is filled with arrogant people who throw away easy victories by constantly taunting their foes and giving them chances to fight back. Even the good guys will sometimes let the bad guys fight back and turn the tables on them. Not anymore. Everyone in this universe is significantly more pragmatic and will focus entirely on achieving their goals in battle, by any means they have available to them, while still retaining their personalities. There's very little discussion and everyone fights at 100% from the very beginning, with a single minded determination to crush their enemies. For +300 extra CP, your enemies are like machines, always taking the most advantageous route they can think of and leveraging their powers in ways they'd normally not use if it gives them an advantage. They'll even be willing to train in preparation to destroy you!

.Determined Fighters: +300 CP

-When you would strike a finishing blow against an opponent, they'll sometimes have a second wind that lets them stand back up again, injured but still able to fight. They'll often give a short monologue explaining how they won't back down. For +300 more CP, this happens every time. You could swat a fly and it would spit blood and ask you if that's the best you can do.

.And I took that personally: +300 CP

-All of the bad guys will always prioritize you. They could have the option to attack hundreds of other people, but they'll decide to go after you, specifically. Even if there's a better target. Your enemies really don't like you.

.Hang on Guys!: +300 CP

-Your allies will need to be rescued considerably more often than they normally would. You'll find yourself rushing to save your friends when they get overwhelmed by opponents that they need your help to defeat.

.To fight alone: +300 CP

-Events will conspire to have you face off against most enemies in 1 vs 1 battles. Coincidences will take place to make sure that you get a 1 vs 1 with the strongest opponent on the field. This doesn't happen all of the time, but it's often enough that you won't always be able to count on your friends to help you to victory.

.Recruitment Drive: +400 CP

-Your enemies now have 50% more minions on their side. They'll have recruited some extra allies who make the most sense logically. For +400 more CP, the enemies are accompanied by recolored clones of themselves. This is treated as being completely normal.

.Well Guess We All Goners: +500 CP

-Guess We all got Screwed Now, Somehow the Time Patrol dropped the ball and a time split happened so now Goku is on planet Yardrat as a baby and Earth is without a Hero, guess where you come in? Now unlike **Stay tuned for the next episode of....** This Drawback doesn't Force you to stay in the Dragon Ball world, but now the time line is linked at a 1 to 6 and any Big Bad that you don't Stop will find a way to earth, have fun not dying. For +300 CP more, you're Avatar Starts off at the Power Level of Kid Goku as of Episode 2 of Dragon Ball. If you Got the **Stay tuned for the next episode of....** Drawback with both you Start at Oldman Gohan's old home, sadly he died from the flu.

.Training Montage: +500 CP

-Whenever you encounter a group of enemies, the weakest member of the enemy team will now be no weaker than 70% of the strength of the strongest member. The enemies are aware of this phenomenon and will work to exploit it to their benefit.

.Big Villain Team Up: +600 CP

-Villains from your past jumps have resurfaced here to fight you once more. They've joined your enemies and are working against you. For +400 more CP, all of these people are Ki users now if they weren't before.

.Super Saiyan Bargain Sale: +600 CP

-Every organic and inorganic being now has their own version of the super saiyan transformation. Just like going Super Saiyan, this multiplies their power by 50 times. For +400 extra CP, there is now a SSJ2, SSJ3, and SSJ4 equivalent for every being to potentially unlock. For +300 extra CP you will be exempt from this effect.

[END?]:

.End your Jumpchain game and return home: -Choose this option to end your Jumpchain game and return home.

.End your Jumpchain game and remain within the setting:

-Choose this option to end your Jumpchain game and remain within the setting.

.Continue your Jumpchain game and move on to the next Jump:

-Choose this option to continue your Jumpchain game and move on to the next Jump.

[Notes]:

.For those that don't know, cards are summons of Warriors throughout history that a limited

-Example: SSJ2 kid Gohan, that can only fly, use hand to hand combat, and the one handed Kamehameha.

.you make cards by getting a blank card with a set rarity that says how many points to use, then you get stickers that are placed on the card to make a custom one, they tried this for the arcade version once but it only really worked in the switch game.

.I've put on suggestions

.Cards keep their personality but only have the powers on the cards and will follow orders.

.Super Saiyan Bargain Sale includes the jumper in the drawback as well but any forms gain by this drawback aren't jump backed to work.

.I moved **Techniques of the Yadratian** to 4ap as the power over fusions was a bit too good over all.

.The effects of **Dragons Resolve**, will massively decrease the negative effects of the **Majin** race absorbing others, and being overpowered by their personality traits, what would turn a buu in to a 4 year old would only make them slightly impulsive, this will basically drop the effects to 1% normal.

1.0.1 Notes:

.Added to the introduction

.Fixed the wording on a few perks

.Temp Ban is for both **Log in** and virtual worlds that don't just hold your hand, matrix from example

1.0.2 Notes:

-**DeverosSphere** did a full overhaul of the Avatar Powers Sections and a number of other Perks and formatting. He added Capstones and put the drawbacks in the right order.

.Altered some text after being asked for clarification on a few items and perks.

1.0.3 Notes:

.I added and altered 10 or so drawbacks and doubled the size of the item Section.

.If the 600 CP perk **And You thought it Was a Game** wasn't purchased, then the avatar form can only be used in game words.

.**Log In** doesn't let you take items out of game worlds.

.Added Half Saiyans to the avatar options

1.0.4 Notes:

. added 300 CP and 500 CP Perks for each origin.

. Made a few minor tweaks

.Added Angels

[Thanks]:

.Drawbacks: By **Burkess** from r/Jumpchain

.Convinced Me: **Suhreijun** from r/Jumpchain

.Google Docs & Some Perks: By **Færret** from Discord

.Some Ideas & Prof Reading: **Aldar** from Discord

.Some Avatar Powers, made the text for a few perks added the pictures and did the background, quite a few descriptions: By **DeverosSphere** from R/Jumpchain

.Brought up the Half Androids: **GodEmperorSmash50** from r/Jumpchain

.Brought up the NM Race: **Mulljade12** from r/Jumpchain

.Helped with jumpmaking Aid: **Nerx** from r/Jumpchain

.Made some amazing powers: **Deverosfear**

.Fixed a lot of spelling mistakes: **Nathan Johnson**

.Thanks for all the help I got and the people that helped me, i'm not really that good at this stuff and this would just be another unfinished jump in my note app, thank all of you so much!!!

Self Notes: