

GENERIC

DRAGON BALL GAUNTLET

By FancyFireDrake



How many worlds have you seen now? How many opponents defeated? How many challenges conquered? The answer to any of these matters little for after this Jump your answer needs revision.

Welcome to the world of Dragon Ball! Created by no other than the father of Anime Akira Toriyama, this story follows the Saiyan Goku on his never-ending quest for awesome battles against the greatest opponents. Few Anime managed to reach the renown and influence that Dragon Ball can claim and for a Jumper this World has more than enough for every way of life. Combat, science, travel... all that and more is possible.

However this time around your Jump will be a lot more challenging. **This is a Gauntlet. Your Perks and Items are taken from you and you start with 0 CP and your Bodymod.**

But what is life without a good challenge? Whatever heights you wish to achieve, you can do it here with your sweat, blood and tears.

Now go out there and Rock The Dragon!

Drawbacks

For those who struggle in the face of adversity, rewards are sure to come. You may take as many drawbacks as you feel like taking and get the appropriate amount of CP in return.

Abridged (Free): Less of a drawback and more a way to change certain elements of the setting. By picking this you may have your stay take place in a version of Dragon Ball influenced by Team Four Star.

A Grand Tour (+100): What is a life without some excitement? By taking this your stay in this Jump is guaranteed to be an eventful one. Things will align to bring interesting and varied challenges your way, which may or may not be related to the plot itself. There could be danger, but never the kind that doesn't have you gain something from it, be it memories or battle experience.

Jumpers Awakening (+100): You will be doing a lot of these. Much like Beerus you seem to either have a very huge fondness for napping or are simply very regularly tired. Expect to spend a lot of time in your bed dozing.

Tyrant (+100): You certainly leave the impression of one. Are you the reincarnation of some great evil or get mistaken for a violent conqueror? Any person you meet will at first glance think you are some villain to be stopped. A bad first impression but once you get past it, maybe after a few punches, there is nothing stopping you from changing their impression of you.

Phobia (+100): Even the most powerful could have a fear or two, no shame in that. You have some sort of common phobia that is sure to make you anxious and squirm when exposed to it. An example of such would be needles.

Poor (+100): Money can't buy happiness and most likely can't deter a Galaxy conquering tyrant but it certainly makes life easier. Unfortunately for you, Zeni just has a way of slipping out of your hands very quickly. Even if you make it big in some lottery, one way or another you will lose it in short time. Have you considered being a Monk and forsaking material treasures?

Owned Count (+100): Is your face just that punchable or are you just that unlucky? During your time here you will constantly find yourself in accidents, embarrassing events or otherwise hurt. Each time one of these happens you will hear a small ding and always know at which number the counter currently is. However if you get some real wins there is a chance to smash that counter to pieces and rid yourself of the drawback. For Krillin meeting the love of his life and settling the deal certainly worked.

Tiny Baldy (+100): Much like a certain friend of Goku's your growth is stunted and you are constantly having a bald head. Now this drawback doesn't make you replace Krillin

and doesn't affect your actual power in any way... you will just be a bit shorter than your opponents pretty much always.

Roshi Minded (+100): There is no way to phrase it differently, you are a huge and unrepentant pervert. You are expected to spend your free time somehow satisfying your lust and innuendos and perverted remarks are a common thing coming from you. You are not compelled to do anything illegal however. This doesn't change your morals just makes you more lustful.

Rage (+100/+200): Rage can make even a novice a true warrior. However there is such a thing as being too angry. You have some sort of trigger. Perhaps best compared to a 'Goku Button'. Once you encounter this trigger you will fly into a mode where you are completely overcome with rage. However for +200 CP you instead have a constant rage within you, something you must learn to suppress and temper if you hope to have a normal life.

Pacifist (+100/+200): A certain Perfect Lifeform might consider you a coward patting yourself on the back. You are simply not a big fan of killing, seeking a peaceful resolution to any conflict. It would take extreme circumstances for you to use lethal force. For +200 CP this is extended to make you dislike fighting in general.

Childish (+200): Jumper hungry! Jumper wants to play! Jumper has become a lot less mentally mature with this Perk. Your mental maturity is about the same as Majin Buu and growing up will take a lot longer for you.

Royal Pride (+200): You are the Jumper! And if a Jumper has one thing then it is his Pride! Much like Vegeta you have an Ego the size of a Planet and feel the urge to prove yourself to the strongest around. You might even feel compelled to let someone power up in full or let them complete a way to get even stronger, though the urge can be resisted.

Metabolism (+200): You may not be a Saiyan but you do share their appetite. Your body burns through energy fast and you must consume a lot of food regularly. If you are a Saiyan expect to even put Goku's hunger to shame.

Hero of Justice (+200): The innocent shall not suffer as long as you live! You have fully committed yourself to the path of a righteous hero. This gives you a nigh irresistible compulsion to seek out wrongs and right them, as well as always be active against whatever threat or villain is currently active.

Fell on your Head (+200): You were dropped on your head the moment you enter this World, just like a certain Saiyan. You are not any less intelligent but you do forget all your Dragon Ball knowledge.

Goku Smart (+200): Now you are however a bit mentally challenged. Your intelligence is noticeably stunned. This does not inhibit your battle intelligence at least.

Heart Virus (+200): Much like Goku you have contracted a rather annoying and fatal disease. Don't worry you have the Medicine needed to combat it and as long as you take it regularly you won't suffer any ill effects. But fail to take a pill once a week and you will find yourself in debilitating pain and eventually die.

Coward (+200): Who could blame you for being scared with what you're up against? You're a coward at heart, any situation with a powerful enemy making you feel anxious and nervous. Nothing you can't fight off however. And really standing your ground even as every inch of your body screams to run says something about your character.

Monkey! (+200/+400/Second level Discounts Frost Demon if taken): Do you too fear the prophecy of the legendary supersaiyan? Do you have a grudge against Freeza's race? Pick one race. You have some sort of irrational hatred against them, one that is returned in kind as every member of this race will dislike you. For another +200 CP members of this race are essentially your weakness, to the point any fight with them could run the risk of killing you. Don't think you can just genocide the whole species either. One of them will always survive and now has a grudge against you.

Weak Tail (+400/Discounts Saiyan if taken): Well this could be... challenging. You have some part of yourself, like say a tail (which you will get free of charge) or one of your arms, that when tightly grabbed will make you freeze up. This can cause an instant defeat and you are unable to conceal this part of yourself. If you were to lose it? Well you no longer have the weakness but instead your power is permanently severely crippled until the end of this Jump.

Imperfect (+400/Discounts Bio Android if taken): As if this being a Gauntlet didn't rob you of enough strength, the Perks and abilities you gained from here are now also divided. Into three parts in fact. One third remains with you but the other two are with two individuals who tend to stick together and are as close as Lapis and Lazuli are. In order to gain your powers in full you will need to fight and beat them. Even if you should have no ability to absorb others, these two will be possible to take into yourself.

Split Personality (+400/Discounts Majin if taken): There is someone else in that head of yours. You have a split personality much like Android 21. They will work to overtake you constantly and their goals and motivations are completely opposite to your own (like say being a homicidal hungry mass murderer) so a peaceful resolution is unlikely.

Yamcha Syndrome (+400): What is seen as strong can be subjective if you're surrounded by people who can crack the Planet with ease. Much like Yamcha you have become the face of weakness, considered pathetic and unimportant, unable to influence the course of things in any way. This does not mean however your enemies will underestimate you. If anything they are so offended by the idea of fighting you they will not hold back even the slightest bit and immediately put you in your place. This also can't change for the duration of your time here. Your friends won't think any different of you for it. Though someone like Vegeta might give the occasional snark.

Linked (+400): To think a Destroyer, with all their dreadful power, can be laid low by killing the Supreme Kai. This kind of lifelink is a condition you share now. Pick any character who would be considered massively weaker than yourself. Someone akin to Hercule Satan (as blasphemous as him being weak may seem) would be a fitting benchmark. If they die, so do you and this weakness is something exploitable by your enemies, as well as a not so secret information. You also cant simply imprison the one who is linked to you. You may take them as a companion for free once this Jump is completed.

No Training Needed (+400/Incompatible with Weak Returns): Why would the great Jumper even need to train? You are fully convinced you do not need to improve upon yourself and as such you are unable to train, instead possessing a similar mindset to that of Freeza during the Saiyan Saga. If you are to gain any improvements its only through life and death fights and even than you would need to be beaten within an inch of your life to see yourself improve in any way.

Weak Returns (+400/Incompatible with No Training Needed): Hope you like training because you will need to do a lot of it. Routines, practice, hell even something like studying, just doesn't give you the benefits they should. You will always need to put three times the effort and time into anything to see the profits others would get from a third of that time and effort. On the other hand I am sure Goku would love having you as a training partner!

One Life (+400/+600): The Dragon Balls are undeniably useful. Even if it makes some people think death doesn't matter. But lets just say you are going to appreciate life much more now, as you only have one. If you ever die at any point, there is no way to resurrect you, making you fail the Jump.

For +600 CP this instead applies to EVERYONE. The Dragon Balls can no longer resurrect from the moment you enter the Jump and any other way of letting the dead come back or visit the mortal world fails.

Jumper Black (+600): Someone has grown envious of you and your potential Jumper. Sees your existence as an affront to the divine. Or perhaps this really is just a you who went down a different path? In any case you now have a version of yourself to deal with. If you are a hero they are a genocidal villain and vice versa. They match you in power and from battling you they will only learn more about themselves. They have some sort of twisted goal compete opposite of yours and if you fail to stop them from completing this goal (like say wiping out all mortals) you will fail the Jump.

Low Class (+600): So much for all the challenges you could triumph over. No matter what happens, you will always be the weakest person in the room. Perhaps your better of settling down on an island somewhere? You start out even lesser than the weakest individuals of your time and Era and raising your power level is a fool's errand.

Rival (+600/+800): With Goku and Vegeta's first battle, a legendary rivalry was born. Now you yourself have one such rival. This Vegeta to your Goku is hellbent on surpassing you and will use all their power against you, as well as having some deep seated grudge. You will fight each other multiple times over your time here, cumulating in one last fight at the end of your stay. In order to succeed this Jump you must beat them then.

For +800 CP your rival always seems to be just a tiny bit above you, as if he was Goku and your Vegeta. Still... there is a chance for you to surpass them.

Divine Interest (+600/+800): Rejoice Jumper for your presence here has sparked the attention of the very Gods. Why this is a drawback? Well a God being interested in you has the potential to be very dangerous. Just look at Earth almost being destroyed because of Beerus. One of the Gods of Destruction or a comparable deity has taken note of your Jumper nature. They will continuously challenge you and if you ever fail them too much they might just erase you and whatever Planet you are on.

For +800 CP you also receive the attention of no other than Zeno. Don't worry he will just adore watching you as his new favourite form of entertainment. Entertainment you will provide lest you wish to anger the Omni-King. Expect even more trials to entertain your divine audience.

Era and World



Dragon Ball has a rich history but which part of it will you participate in?

You can start in any location of your choosing upon insertion within the Jump. Deep space? Earth? Namek? Choose a location and you shall begin your journey there.

The time and duration of your Jump depends on which Era you pick. The more dangerous the Era the more points you will gain. You must stay in the Era and be alive at the moment of the Era's end. In Dragonball Z this would be until the end of the Buu Saga for example and in Dragonball Super until the Tournament of Power. You will always start at the canonical 'beginning' of each Era (Dragon Ball when Goku meets Bulma, Dragon Ball Z when Raditz first comes to earth etc.).

Dragon Ball (Free): Where it all began. A young boy crashlanded on Earth, raised and trained to become its defender.

Dragon Ball Z (+200): If Dragon Ball was the starting point for this legacy itself, this was the Era that cemented it. The battles are not just for the fate of the Earth anymore, spanning celestial bodies.

Dragon Ball Super (+400): May the very Gods be in awe at your strength. Beginning with Beerus awakening and search for the Saiyan God, what is to come will reveal the true vastness to this World, conflicts spanning entire Universes

Dragon Ball GT (+400): An Alternate Time Line, beginning with Goku's reversal into a child through the usage of Dragon Balls. A Grand Tour is about to commence, through which the primal fury of the Saiyan race will give way to a completely new form.

Dragon Ball Xenoverse (+600): One of the more dangerous iterations, with fights to decide the fate of time itself. Join Trunks as a member of the timepatrol to safeguard all of history, or become a Time Breaker to oppose it all.

The Longhaul (Varies): Do you want to see more than simply one Era? Or maybe combine GT and Super into one? Mix fanon and canon continuities into one century long journey to power? If so you receive CP equal to the highest level you are applicable for.

Into the Xenoverse (Free to +600): Is there a Universe you wish to visit or start in that is not Universe 7? Do you wish to enter one of the various spin offs like Heroes or another not listed here? Or is there a fan made you have grown fond of? Are you interested in visiting a tale of Vegito against the Gods? What if Raditz joined the Z Fighters? Or what about a crossover? You may select any other canonical or fanmade continuity instead, receiving CP equivalent to how dangerous spending time there would really be. Use the previously mentioned options as benchmarks.

Location Modifier: Danger (+100/+200): Dragon Ball is a dangerous place but some places can be even more lethal for you than others. If your willing to take the risk for a few more CP take this option.

For +100 CP you're spawning in a location where there is currently a fight going on. In Dragon Ball Z this could be right as Raditz arrives on earth. These will be opponents and situations you can survive though.

For +200 you spawn in a far more dangerous location, but if you play it smart you could get out in one piece. Examples would be on Freeza's ship or on Beerus's Planet.

Species

You may freely pick your Gender no matter the option.

Earthling (Free): Not human necessarily. Maybe you're also a humanoid cat or a dinosaur man or whatever else you feel like being, but you call earth your home. One of the weaker options, with control over Ki needing to be trained but the likes of Krillin, Tien and Yamcha have proven Earthlings can make a difference. Your Age is 18 + 1d8.

Alien (Free): The Universe is vast, the multiverse even more so. You may opt to be a different species all together, though they must inherently be comparable in natural abilities to Earthlings. Your Age is 18 + 1d8.

Namekian (200): One Piccolo's own kin. Namekians have the natural ability to use ki as well as an impressive healing factor. They only require water to survive and can turn themselves into a giant. Lastly they have the ability to fuse with other members of their kin for a permanent power increase (it is up to you if the Namekians you absorb remain a part of your subconscious). You may freely decide if you're of the Warrior, Dragon or Demon Clan. Your Age is 18 + 1d8.

Demon (400): Ah a quite troublesome individual potentially. Much like the likes of Dabura and Towa, you are a Demon, inhabitant of the Demon realm, a dimension separate from the main universe. Usually your kin aren't exactly known for mercy, but you do not need to be evil if you take this option. Visually you are similar to humans, though some unusual skin or hair colors are likely. You have a natural affinity for magic and a good groundwork for ki and combat. Your Age is 18 + 1d8.

Saiyan (600): The Saiyans. Such a proud warrior race. Ones whose most powerful members will change the fate of the Universe forever. Saiyans are gifted with the talent to fight anywhere, as well as being naturals at the manipulation of Ki. They are among other things recognizable by their unique hairline as well as their monkey tails, allowing them to become a Oozaru when exposed to a full moon. Said tail when grabbed tightly can however also paralyze them and when it is cut off will strip them of the ability to become an Oozaru. But the by far greatest talent of this species are due to the S-Cells present in their body. S-Cells are what allows them to enter the Super Saiyan and similar transformations, with the number of S-Cells increasing with one's battle power. It should be noted that the gentler a Saiyan, the higher the amount of S-Cells you have to start with. All it takes is training, a suitable emotional trigger and you may too be one of the Legends. Your Age is 18 + 1d8.

Frost Demon (600): Not quite as official as a name to some but perhaps easier than saying you're a member of Freeza's race. As you call Freeza your kin, you are capable of similar feats. For one you can comfortably survive in the Vacuum of Space, as well as being able to endure great amounts of punishment. Even if cut in half, you could endure and possibly get to safety and medical attention with some reserves of energy. Naturally

you have an affinity for Ki. Furthermore you have the ability to transform, develop new ones taking the shape of biological armour, as well as suppress your own power with lesser transformations. Your Age is 18 + 1d8.

Bio Android (800): A perfect being. Something that can surpass any other lifeform. Cell is no longer as unique as he once was for you two now are one and the same. Your genetic code is enhanced with DNA of some of Universe 7 most powerful warriors, namely that of humans, saiyans, namekians and frost demons. Yet you are superior to any one of the creatures making up your existence. Your regeneration is so potent you can recover from a single cell, requiring something like massive ki blasts to get rid of you for good. Speaking of you have your own affinity for Ki is impressive and a latent talent of fighting is already yours thanks to all those useful genetics. However even greater perfection awaits. You start out as Imperfect, but through great training or by absorbing a lot of biomass thanks to the needle on your tail, you can become Semiperfect and eventually Perfect. Who knows if you could reach even greater forms. Lastly you could spawn even your own kin asexually from your tail, lesser than you in power but mass producible. Your Age is a few minutes though mentally you can be much older.

Majin (800): What a dreadful creature you have become now. And a hungry one at that! Your existence is similar to that of Majin Buu as a magical entity, though you need not be related. What you do share however is an incredibly potent healing factor, affinity for Ki and Magic, the later in particular taking the form of you being able to transform any object, even living entities, into any food of your choosing. You can reverse the effect as well and it is by no means the only way for you to use magic, healing being one of them and who knows what you could discover. Finally you are capable of absorbing other individuals, either by eating them when they are food or by enveloping them in parts of your pink flesh. Any being absorbed will add to your own power and granting you their abilities on top of it. Even things like intellect or personality traits can be made your own, though you yourself can opt if you let your absorbed victims affect your mental state. Your Age is counted in millennia though your mental maturity does not need to be the same.

Other (Free to 800): Do the above options not appeal to you? Is there a specific race you have in mind? Do you wish to introduce Viltrumites or a Kryptonian to Dragonball? As long as you pay a fee equivalent to the options available you may take a different race all together.

The only thing you can not purchase with this is anything surpassing the already presented options, so no being a God of Destruction or Angel for example.

Species Modifiers

Species Modifier: Superior Breed (300): Some species can bring about incredible individuals, the one of a kind surpassing all the rest. Now you may not be a Freeza or Broly with this Perk, that is something different, but what this does is give you some additional benefits from your perhaps complicated heritage, making any racial traits more effective. A Zenkai of yours would end with a bigger increase in power for example, more akin to that of Goku Black. Lastly any racial weaknesses you have are lessened. To once again refer to the Saiyans as an example, grabbing your tail wouldn't immediately paralyse you, perhaps only giving you some higher degrees of pain.

Species Modifier: Legendary (500): You are a freak of your species, something the rest would fear or hold in reverence within their prophecies. In essence you are the equivalent to what Broly or Freeza are to the Saiyans and Frost Demons.

Species Modifier: Android (400/500/600): Had a run in with Dr. Gero? You have been enhanced and made into an Android, comparable to the various creations of the good doctor. Your Ki signature can not be sensed and your new mechanically enhanced frame can come with several in built weapons like rocket launchers or cannons.

However there are even more wonders of technology you can make a part of yourself. For 500 CP instead you can opt to either have the Perpetual Energy reactors and limitless supply of energy of 17 and 18 or the Power Absorption capabilities of Gero and 19. For 600 CP you may have both.

-Programmed (Requires and Discounts Android if taken): Your new state of being has left you with certain directives imbedded into your Code and Psyche. You must now obey and follow those directives, as well as your creator implicitly. Said creator will depend on your Era but will be comparable to the likes of Gero. You won't like having to obey them but must do so to the best of your ability, though there will eventually be an opportunity to rebel in some shape or form.

Species Modifier: Hybrid (Varies): Want to be a little more special? With this option you can opt to be a hybrid of different species, combining the best of all options with plenty of potential to go around. Simply pay the sum of all races you buy as well as an additional 100 CP for every race on top of the first, also considering any Discounts you apply for.

For example: Bio Android + Majin + Demon Hybrid with the Imperfect Drawback would cost 1800 CP (400 + 800 + 100 + 400 + 100).

Perks



You have 🍎 (4) discounts for every Price Tier (100, 200, 400, 600). 100 CP Perks are free when discounted and the rest only cost half as much.

Inner Power (Free): Every great journey starts with the first step, a base from which to build yourself up. This is to decide just where this base will lie.

To begin you have an affinity for manipulating your own KI. An important skill around here so you will gain that free of charge no matter what you pick. But the amount of power you can utilize with your ki depends on your Era.

Depending on the Era you START in you will gain a matching starting amount of power for your race. To take the original Dragon Ball Series as a benchmark, being a human would let you match Krillin and Saiyan the young Goku. However if you pick options like Frost Demon or Bio Android, which shouldn't be a thing yet, your starting power is considered a fair bit above son Goku thanks to your Species. Species Modifiers further enhance your starting power considerably.

Martial Artist (Free/100): You cant have a Dragon Ball Jump without being able to throw a punch. You have mastery in one fighting style of your choice like say turtle style or crane style. This can be purchased multiple times for more mastery in styles and multiple discounts can be used on it.

Studious (100): Sure fighting is more flashy and to some more exciting but there is value in education. You have a college degree worth of experience in one subject of your

choice. This can be purchased multiple times for more degrees and multiple discounts can be used on it. Your sure to make your mom proud with this!

Martial Beauty (100): It could be a natural side effect that working out makes you look better. Or perhaps your just a natural beauty, look around you wouldn't be the only one. Your simply stunning to look at, considered gorgeous and a 10 out of 10. You may choose just what shape this beauty takes, if your simply incredibly cute, smoking hot or any other way good looks manifest. Battle injuries will also never damage your good looks. They might even be more appealing for some.

Unsung Hero (100): Who has the nerve or time to deal with so many people thanking you for saving the world? With this Perk, you may never need to worry about such things. You can choose for your great deeds to not be associated with you, or even try to set up someone else as having done them.

Survival (100): Imagine having to fend for yourself in the wild after accidentally killing your father figure. Or being stranded on a hostile planet and needing to manage. Fortunately that you have this Perk than. You are a hardened survivalist, knowing how to handle yourself in the wild and having good luck in finding shelter, food and civilization again.

Peace Time (100): The Planet or even entire Universe is in danger so many times, every moment where you don't have to fight for your live should be cherished. You will always be able to enjoy times of peace now, your quality and enjoyment of life never lowering. Trauma and PTSD is also a non factor, even if you have died repeatedly by the hands of the biggest and baddest villains. Finally you can opt to... dip out of a big fight, call it a day and retire. Your allies will understand. And hey you might just come back for a future crisis too.

Hail Satan! (100): Your skills as a combatant may be somewhat lacking compared to those around you, but your abilities as a hypeman are unmatched! You have a way of dealing with the public, hyping them up, reassuring them in times of crisis and motivating them to great acts when the situation calls for it. One must only imagine what a contest between you and Mr. Satan would cause for excitement!

Never Too Old (100): Who said age has to go along with retirement? No all it does is give you even more experience to draw upon. No matter how old you get or how out of shape you may appear, your combat abilities never suffer for it. Even three hundred years from now you will be as good as in your prime.

Wholesome Family Life (100): Is there someone waiting for you at home? When all is said and done and every ki blast fired, why not just enjoy yourself with those you love? You have a certain vibe around you, making it possible for you to pick up friends easily. This kind of gentle wholesomeness can even make a hardboiled badass android fall for you and end with a healthy relationship. And once that relationship brings out a child,

you have a talent for being a family man and parental figure capable of making Piccolo proud.

Legacy (100): Few franchises have made as big of a mark as Dragon Ball. Akira Toriyamas creation has inspired and will inspire Anime and fiction itself for years to come. Now the same can be said for yourself. Your actions and deeds will leave a mark proportional to their greatness on the world if you so wish it. Save the world and even generations later your name will be known as a Hero. Create something fun for all the world to enjoy and people will find themselves inspired by you to make their own creations.

People of Earth (200): Can there ever be something like too much of a good thing? Like if you have a message that needs to be heard by all people on Earth? You have a rather potent form of telepathy, capable of rivalling that of King Kai. You could make sure your own voice, or that of another, is heard by Billions upon Billions across the local universe, perhaps animating them to lend their energy. You just need to know what to say now.

Observe. My left hand (200): Its strength should be enough to crush these fools shouldn't it? At the very least you could make them believe so. Your talent at intimidation and fearmongering is akin to that of Lord Freeza himself. However do be warned that this Perk only truly shines when you have the power to back it up. If your power far surpasses that of another, they are likely to fall to their knees after some well phrased words unless they are particularly brave or foolish.

Bow Down (200): Never judge a book by its cover or a fighter by their size. They might be hiding the power to wipe you and your race out with a finger. You have mastered the art of showing even those without the ability to sense ki signatures or power levels just what they are dealing with. Your level of power can be manifested as an aura, an equivalent feeling of pressure being forced on your opponents correlating with your own power level. Enjoy the look on their face as they realize who they are dealing with.

Yesterdays Enemy (200): Is todays friend. Just how many individuals that nowadays consider themselves Gokus friend have tried to kill him? You have a certain knack for befriending those who start out as your enemies. Over time and as you battle, they will start to notice endearing qualities within your character a will you in them. It might take a lot of battles and not everyone can be redeemed, the most evil of Tyrants being out of your reach. However anyone who isn't on Freeza's level of evil could become an ally and friend in time and if you have a common cause even the likes of such Tyrants could be at least temporary allies.

Final Atonement (200): There comes the time where you will face something beyond your abilities. Someone so terrifying that your strength just isn't enough. But even than you have one final trumpcard. One way with which to claw out a victory. By focusing you can harness all the energy within you and supplementing with your ow lifeforce punch far above your usual level of power. There is however a rather severe drawback to this,

which is why this Perk is so cheap. As it requires you to use your own life energy, using this Perk will at best severely exhaust yourself, even if used in minor increments and if you use too much the Perk WILL kill you. However if you are willing to die for your goal, this is the Perk for you. And there is nothing saying you couldn't be brought back.

You Morron! (200): Don't let people think that mercy is weakness. Just because you've finished humbling someone and your willing to spare them a little bit of energy, doesn't mean you wont put them down. Or at least make them regret trying to take advantage of you. Any attempt at betrayal will be known to you almost immediately, giving you time to act. Also whatever it is they tried to use against you becomes far easier to overpower or negate.

Stealth Mode (200): Having a low powerlevel can have advantages. On the battlefield the small fry wont be noticed nearly as quickly or be paid much attention too. You can easily hide your power level from any means trying to detect them. Attempts at Ki or energy sensing will simply fail.

Control (200): If one of your fingers can destroy the world, it pays to have a certain control over your powers. Fortunately you have that control, able to easily gauge how much of your powers you need to use, as well as being able to hold yourself back. You could go all out in a clash that should tear apart Galaxies and the Planet your on will remain unharmed.

Five Minutes (200): Five minutes until the Planet your on is blowing up? That's nothing! More than enough time to kill your enemy and still find a way off planet. Maybe its because your just that fast or the plot demands it so, but time limits are much less of a concern to you. There is always just enough for you to accomplish your current goal. You just need to be able to do it to begin with and actually hurry up. This Perk will ensure you rushing will let you get by just in the nick of time, not allow you to mess around and ignore a time limit.

Charging (200): Everyone knows greatness takes time. The likes of Cell learned the hard way just how destructive even someone weaker can be if they are given time to prepare. You may charge up any ability or technique you possess, increasing its effectiveness. There is an upper limit to how much you can charge them up but you can use Vegeta's Final Flash against the perfect being compared to his standard powerlevel back than as a rough benchmark.

Fight for us (400): Even the most prideful of warriors may come to realize... they simply cant win. And entire civilizations may need saving, without any of them being able to do it alone. This is where you can carry the burden of all their will. You are a natural conduit for energy granted by others. Energy given to you by someone else, even simply weapons borrowed to you to defeat a bigger threat, will be more potent than they have any right to be. Even more so if the one who gives this to you is someone close to you. While in this world this will likely be Ki, you could learn how to do the same with other kinds of

energies or even combine them all at once. Now you just need to find a way to let them give it to you.

Dirty Fighting (400): Only a fool decides to stay honorable in a battle. At least something you believe, now having the skills to back up such a philosophy being worthwhile. You are a master at more underhanded forms of fighting, knowing every dirty trick in the book no matter what situation you are in. In terms of Assassination, you rival the greatest in the Universe.

I will not let you destroy my world! (400): Power comes in response to a need not a desire. When you need to fight like hell for what is important. It is then, when all depends on you taking your chance, that you will truly shine. The bigger a danger you are facing, the more those you love are threatened, the more everything depends on you, the more powerful you will become. A foe killed your friend and threatens to do the same to your son? You have only one arm and are up against a monster about to destroy your world? The power you can bring to bear in these moments is unlike anything else.

Jumpers Anger (400): Emotions are the driving forces of many. And they are capable of making a fighter into a true warrior. Your Ki, reserves of energy and general power are influenced by the intensity of your emotions, in particular your wrath. If pushed to true rage, like say by seeing your lover be hurt, you could use this boost to even make someone far above you feel your punches. Do not think this makes you take on a God of Destruction and win however. Rage is a helpful tool but not the end of all.

Punching Above your Weight (400): Of course it's great to see your friend reach new heights... but do you ever feel just a little... useless? Like you never seem to be able to contribute? Fear not for this Perk ensures you will always be able to pull your weight. You may not be the one able to save the day or be on par with the big guys but you will always be useful. Your attacks will at least hurt or inconvenience those above you in power and battling these mooks while buying time will always matter for the final outcome.

MVP (400): Who said you have to face all challenges all on your lonesome? The Z-Fighters may be overshadowed by certain individuals but the Team as a whole has shown time and time again that they matter. Not only do you have a talent for finding suitable teammates for any given challenge, your and your teammates effectiveness is boosted when working together. Furthermore you have a talent for supporting your teammates and cooperate. You could rival a certain Android in terms of how valuable a player you can be.

Teach Me! (400): So much potential you have within you. If only someone could help you nurture it, guide you into the Legend you could become. Fortunately there is something about you that attracts such teachers. Just by looking for it, you can find Masters of their crafts, eager to show you what they know as long as you are willing to endure their teachings. Why even against your opponents, as long as they aren't personally invested in destroying you, may give you pointers on what more you could be.

Mystic (400): You can train yourself to use the powers of a transformation, without actually transforming. This also means the burdens that come from such forms like anger or stamina loss can be trained away. The full power of a transformation will still require you to enter it but the majority of what you could have gotten will be accessible even in your base states.

Pure Heart (400): Morality is always such a grey situation. How can you know how someone really is? Well this Perk can at least ensure you are seen by everyone who cares as either Pure Good or Pure Evil. What this means is that you will be considered by techniques, arbiters or metaphysical rules as whatever purity is convenient to you. You could be Pure Good and ride the Flying Nimbus for example and this purity will not be changed by your actions.

Secrets of Ki (400): Ki is the key to just about everything in this Multiverse. The power of ones own fighting spirit allows for a vast variety of techniques to be learned. With this you may make one particular Ki technique a part of your growing arsenal. Abilities like the Spirit Bomb, the Ma Fu Ba, the Kaioken or Zamasu's Light Barrier are all applicable. This Perk can be purchased multiple times and multiple Discounts can be used on it, though no amount of discounts will lower the price below 200.

Surpassed (600): So many tricks and tools people have used to come out on top. Various means to claw out a victory against someone out of their league. But none of it will matter in the face of sheer power. In this world powerlevels can mean the difference even to things where it shouldn't be the case. Now this is a feature you yourself can possess. Any hax centred techniques or attacks can simply be overpowered if you are stronger than the one using them, rendering them useless against you. Altering time itself? Be stronger than them and you can simply walk through as normal. Energy absorption? Overloading them is a valid option.

Triumph over Strength (600): By the laws of the World, it doesn't matter what tricks you may have. As long as you don't have the power to back it up, someone can crush right through it. No more with this. You have a single slot for one ability or technique whose purpose is not to deal damage. This technique can no longer be resisted or defied by sheer power. Any innate resistances (like if a species has it as an inherent ability to be immune to mind control) may still be a problem but their level of power has no meaning against it. In fact even such immunities may not be as absolute, just offering high resistance.

Power Abduction (600): Are you also one of the Shadow Dragons? A being much like Omega Shenron? His own most useful ability is now yours at the very least. Much like Omega Shenron could devour the Dragon Balls and make them a part of himself, you can now also devour artifacts and items of power. They become a part of you and grant you their abilities.

God Ki (600): You have stepped into the realms of the divine? Did you achieve it with sheer stubbornness? A ritual? Were you gifted it? Either way it can not be denied that you wield the Ki of the Gods. God Ki is a much more pure type of Ki only possible to be sensed by divine beings and just using it already makes people around you feel a pressure on them. Using this, any Ki techniques are far more effective.

Wizard (600): Why bother building all that muscle if instead you could use the arcane for your purposes? You are now a magic users, capable of many different disciplines like healing, conjuration, transmutation or sealing. You start on the skill of someone like Babidi but with time and practise could eventually reach the levels of Moro or even surpass him.

Unique Technique (600): As useful as KI is, it is far from the only trick people have up their sleeves. Many abilities, deemed unnatural by some, are also to be found. You have one ability with this purchase that is different from simple KI techniques. The specifics are up to you but a few examples which you may purchase or copy for your own use would be Hits Timeskip, Ginyu's Body Swap technique, Guldo's psychic power and time freeze and Devil Mans Devilmite Beam. This Perk can be purchased multiple times and multiple Discounts can be used on it, though no amount of discounts will lower the price below 300.

Genius (600): Don't underestimate the muscle that is your brain. Your intelligence is rivalling that of the many super geniuses in this day and age. Your peers range from Dr. Bulma Briefs to Dr. Gero, allowing you to replicate and imitate all of their feats and achieve similarly great things with your mind.

Master (600): It is one thing to forge a story worthy of a Legend. It is another to have your legacy be these legends. Roshi will perhaps always be remembered as one of the greatest mentors imaginable, personality flaws non withstanding. Much like him you have become an excellent teacher and guide. You know just how to improve the development of any student you take under your wing, them being guaranteed to surpass their own limits and have their own training results be multiplied under your care. Techniques and skills you yourself know can be taught to them as long as it is something they could realistically replicate. Finally, your students will of course be fond of you and consider you a great friend and master.

GO EVEN FURTHER BEYOND! (600): There is no ceiling to high, no goal to far. Saiyans have no limits and neither do Jumpers. It would not be inaccurate to say your capable of infinitely growing in power, but it is perhaps more accurate to say that any limit you do find yourself approaching is just another obstacle. With time and training, proportionate to what you already have, there will always be a further level of power available for you, whatever form it may take. Even weaknesses you have can be trained away with time until you become a warrior unlike any other.

Prodigy (600): There are few individuals as naturally born and made for combat as you are. Much like Son Goku you are simple a one of a kind genius in battle and savant at fighting. Training will grant you great benefits, techniques are easy to pick up, to the point just seeing a technique once could let you replicate it in time as long as you have the requirements for it (like say being able to manipulate Ki). Show everyone your real power.

Technique of the Gods (1000/Undiscountable/Requires God Ki): With one foot in the realm of the Gods, their phenomenal might is not beyond your grasp. The various techniques they use may be purchasable with this option, two in particular.

One is Ultra Instinct, the ability to fight without thinking. In this state of consciousness the body reacts automatically to any danger before the wielder even perceives it, alongside an incredibly boost in raw power.

The other is Ultra Ego, the power that comes from self-indulgence in battle lust. In this form the destruction energy of Hakai becomes possible to use and any damage the user receives only further increases their power.

You may purchase one of these states for yourself right now, becoming proficient in the forms and techniques they are connected to. If you have the CP to spare you may even purchase both.

Items



You have 🍀 (4) discounts for every Price Tier (100, 200, 400, 600). 100 CP Perks are free when discounted and the rest only cost half as much.

Armor/Gi (Free): You can't fight half naked every time. Only when your definitely facing the greatest warriors possible! This Armor/Gi is in colors perfectly fitting for your style and incredibly comfortable to wear, not impeding your fighting ability in any way. They do have the tendency to get damaged when you are in very challenging fights however but a new set will be given to you the next day.

Zeni (Free/50): Blowing up the moon wont pay your bills so here have this. You start with 500.000 Zeni to spend as you please and may purchase more with 50 CP per purchase. Consider it price money for past victories.

Kame House (100): A nice house on a small and remote island with a lovely beach at its front door. It is durable enough to even stand tall in the face of a Tsunami and is guaranteed to be a nice place of relaxation where your allies can come to in order to talk and discuss. In the waters around it a few shipwrecks can be found as well as a thriving fish population for anyone who wishes to go diving and exploring.

Also before you ask... yes there is a stash of 'certain' things. Pervert.

Scouter (100): Never ask again what powerlevel someone has. This visual lense for your eye can accurately measure the powerlevel of anyone you look at, without breaking or being unable to read it. Just about everyone goes over 9000 eventually.

Weighted Clothes (100): For a warrior who wants to train anywhere and anytime there are these sets of weighted clothing. Unlike what you are likely to find here, these clothes can increase their own weight indefinitely to always allow you a proper workout.

Capsules (100): Considering all the tools you amass and need to transport, having some way to shrink them down and comfortably transport them should pay off. You have an infinite supply of Capsule Corps iconic Capsules, allowing you to put objects the size of houses and space ships inside with barely any weight.

Sunglasses (100): A stylish pair of sunglasses, fitting comfortably on your head. They never impede your ability to see even in darkness and have the useful side effect of protecting your eyes against all attacks meant to target them directly, like say the Solar Flare.

Spaceship (100): With so much of the action happening in outer space, it could be useful to have a means to go there. You have a tiny spaceship, roughly the size of the pods the Saiyans used to first arrive on Earth. It can fit one person and can carry you with its autopilot to anywhere in the Universe eventually.

Rations (100): Better stock up on protein and nutrients if you want to get the most out of your training. Fortunately you shall never go hungry again as you now have access to a limitless supply of delicious food. Even the Saiyans would have their hunger satiated.

Universal Translator (100): For when you wish to speak to your new frog friend. This necklace allows for communication and understanding of all lifeforms, even animals. Not much else there needs to be said, just be careful that whoever you give the ability to speak doesn't try to change their body with you.

Sealing Vessel (200): Some creatures are too powerful, too dangerous, to exist in this Universe. For such situations, it pays well to have the means for sealing such individuals. This object is perfectly suited to hold any being hit by techniques like the Ma Fu Ba indefinitely. They can take the shape of a rice cooker or a different object perhaps but once someone is inside, only destroying the Vessel will free them. You get a new one when the current Vessel is in use.

Cybernetic Parts (200): What you have here are the tools to create the perfect combination of science and nature. Alongside the bunch of scrap metal are designs for prosthetic limbs and even entire mechanical androids. Anyone with knowhow in technology and engineering could easily make viable prosthetics and more, even bringing someone back from the brink of dead as long as their body can be salvaged.

Jumpers Lookout (200): A place for a deity to watch over creation. This large platform has its own atmosphere and is placed above the skies of any one planet of your choosing. While it lacks a certain Time Chamber, it allows for observation of anything happening on the Planet it orbits and can comfortably house any of your companions.

Medical Machine (200): A chamber filled with strange water and sporting some particularly advanced medical technology. If someone is put inside with the breathing apparatus attached to their face, it can bring them back from near death in a matter of an hour at most. It can however not regrow lost limbs.

Nimbus (200): What a fluffy yellow cloud! Usually its reserved for those with pure hearts, but your version will simply only work for you and anyone you allow it to. The cloud easily allows for flight without requiring the users energy. It will also protect the user from atmosphere as well as generally capable of high speed transportation.

Jumper Games Arena (200): The whole world shall bear witness to the glory of your battles. This Arena is perfect to host any fight, coming with an announcer and camera team to broadcast what transpires to however many individuals you want. Furthermore, as long as you yourself stick to the rules of a competition happening in this Arena, they will be upheld and enforced by everyone else.

Power Pole (200): Now how did you get your hand on this? You are now in possession of your very own Power Pole. The staff is capable of magically changing in size, capable of extending from Earth to the Moon itself. It can never break and is usable by the wielder even without touching it.

Ki Channeling Weapon (200): What a marvellous blade, comparable to the Sword wielded by Trunks. Though it is up to you whether or not it's a sword or a different kind of weapon. What makes this weapon special is its ability to seamlessly channel your powers and energies through it, capable of scaling to your own individual power and as such always being useful for you and your way of fighting.

Capsule Corp (400): Seems like the Briefs have another rival in the business world. You are now the Owner and highest Authority of a company as successful as Capsule Corp, possessing all the wealth and resources it implies. The company will run by itself with the help of ever loyal and helpful employees.

Senzu Bean Supply (400): Need to recover your stamina? Injured severely and a new fight is up ahead? Your opponent is tired and you want to keep things fair? Use a Senzu Bean! These green beans are capable of incredible things, healing any injury and bringing someone back into peak fighting condition. This bag holds 8 beans which will replenish weekly and can be used to plant trees, though that process would take a long time.

Dragon Radar (400): For when you urgently need to make a wish and cant waste time looking for the Dragon Balls. This Radar is attuned to the mystical wish granting Orbs, allowing you to locate them with ease wherever you are as long as they exist in your Universe. Post Jump you can attune them for one similar mystical or important object like say the pieces of Excalibur in High School DxD or Devil Fruits in One Piece.

Potara (400/600): Sometimes one person alone can not win. Cooperation is needed. More than that. 2 must become 1 greater than each individual parts. These Potara earrings allow you to do just that, as for an hour two warriors will fuse into one, their power and abilities combining to create something even greater.

For an additional 200 CP (undiscounted) the Potara can work indefinitely. You can still return to your normal self by willingly taking off the earrings however.

Time machine (400): One of the greatest inventions of Bulma Briefs, created so her son could bring Hope to a World. Said word is even written on it. Using this you can travel back and forth through time. However in doing so it creates a new timeline, separate from the one the owner came from, but can return to the owners original timeline at will.

Energy Reactor/Ki Absorber (400/600): A small device and yet among the greatest achievements of a certain doctor. No, not the Perfect Lifeform in the basement but instead the blueprints for a perpetual Energy Reactor, with one example of the device already existing in your hand. Anyone this device is embedded into has limitless Ki and energy at their disposal.

That being said optionally you can have the same blueprints and already functioning example for a Ki Absorbed, a small gem imbedded into ones hand that lets them absorb energy, making even a powerful Ki blast simply fuel for them.

For an additional 200 CP (undiscounted) you may have both the Reactor and the Absorption device.

Ultra Divine Water (400): The perfect drink for someone wanting to fully grow into their warrior nature. Drinking this water allows the consumers full potential to be realized, as long as they can endure the effects. The usually poisonous and painful effects are however toggleable by you, but still allowing it to work as an effective death sentence for those unable to resist its effects. Once consumed and ones potential is unlocked the water will have no further effect and refill every 24 hours.

Gravity Chamber (400): For a warrior who needs something other than weights to train, this chamber was constructed. It is capable of vastly increasing the gravity inside of itself, up to 500 times the gravity of Earth if not higher, as well as coming along with laser armed drones to supplement any training. What makes this purchase special is that it can easily be incorporated in any property or even vehicle you own. It also comes with safety settings so you don't bite off more than you can chew.

An Army (600): Only a fool faces every opponent by themselves. Why bother when you instead can send swarms of your own soldiers at them? Within your grasp is an army of powerful warriors, armed and ready to carry out your every command. Their powerlevel depends on the Era you enter, being comparable to Freeza's forces in Dragon Ball Z and the original Red Ribbon Army in the original Dragon Ball for example.

Big Gete Star (600): A mysterious microchip came in contact with your being, causing your consciousness to be imprinted on it. As such you are now capable of utilizing all the functions of the dreaded Big Gete Star. By absorbing energy or materials you can let the Star grow, endlessly improving upon itself. Furthermore you can easily interface with technology, use the Star to create powerful robots and use many fine wires to attack or restrain your opponents. Finally, in the event of your death, you can create a robotic back up of yourself with your consciousness, essentially making you immortal as long as the main microchip in its core is not destroyed.

Shenrons Gift (600): A single Dragon Ball is in your hands now. Though not as effective as the seven part set it is inspired by, it does have the ability to gift you the Dragon Balls most common benefit. Resurrection. If you die or you wish to bring back a single deceased individual, the Ball will do just that automatically. It will turn to stone afterwards and regain its power in the following Jump, essentially functioning as a giftable one up.

Time Ring (600): A tool by the Supreme Kai's is now in your hands. I can only wonder how much a certain villain would curse you for possessing it. This silver ring allows you to travel through time itself, a much more natural version at that which will not cause disturbances or alternate timelines. You can travel to the past or into the future, as well as pick up alterations in time with this ring. If you locate an alteration you can travel to it for as long as the rift is open but will be returned to your original time shortly after. Finally you have acausality as long as you wear this ring, you yourself being unaffected by changes to your past or future selves.

Laboratory (600): A small Utopia for any bright mind wanting to advance the world. This laboratory comes fully equipped with all kinds of tools as well as a replenishing supply of whatever material you may need, even more exotic ones as long as you already have discovered and come to possess them. Any researching efforts are also done much quicker and the result more effective. It is very securely hidden and as long as you don't lead anyone to you and aren't being suspicious, finding this Laboratory is very unlikely. It also comes with some notes by various other brilliant minds like Gero and Briefs.

Hyperbolic Time Chamber (600): There is no time to catch up anymore. But how do you get a years worth of training within 24 hours? Fortunately you have the means to do just that. You have your own personal Hyperbolic Time Chamber. Stepping into the training area immediately confronts a fighter with ten times Earth's gravity, with the air thickness and temperature fluctuating more the deeper one goes into it. Attached to it is a kitchen with enough food to support the inhabitants for the time to come. That is the true benefit of this dimension, time flowing differently to the point one year inside equals one day outside. Time that passes in this chamber will not count to your Jump countdown however. Finally, you experience a great boost to your training efforts while inside this chamber.

Groundbreaking Science (600): This Book is the culmination of Gohans research into the source and nature of Ki. Aside from being an incredible in depth collection of everything Ki related, it also describes various Ki techniques and how to learn them. Publishing this Book will allow even in worlds without Ki, the populace to learn these arts, as well as generally becoming widely popular and earning you a nice amount of royalties. A fitting tribute to someone who was both a scholar and a fighter.

Afterlife (600): Where do the souls of villains and heroes alike go? What awaits them after their final judgement. It might just be this realm if you allow it so. You have now in possession your own afterlife consisting of a HFIL, where you may send the souls of enemies you killed to be punished, and a Heaven, where the souls of those you invite may rest in eternal bliss. A soul scrubber to clean souls of malice and evil is also included. Though the opposite, something to taint souls with malice and evil if that is more your style is also available in here. Either device is only usable by yourself.

If you desire there already is someone living in a small hub on the more far away parts of Heaven. A man will be happily living out his afterlife, idly drawing and writing to pass the time. He has a few wise words to give anyone wanting to better themselves.

Tool of the Gods (1000/Undiscountable/Requires Dragonball Xenoverse or Into the Xenoverse for +600 CP): No warrior needs to only limit themselves to their own body, not when there are so many other powerful objects to use. Weapons blessed and crafted by deities, whose utility and might can shake the heavens. One such Item is now yours to possess. Perhaps it is a Universe Seed, capable of creating a new Universe through enough conflict and enhancing the wielder or the Key Sword which can seal away even the Demon Realm. Whatever it is you get, it will be more than worthy the price.

Companions

Import (Free/100): Why face the challenges without a friend? You may import one Companion for free and additional ones at 100 CP the price. They start with their equivalent of a Bodymod and 0 CP but may take Drawbacks to compensate. They also have all the discounts you do and get CP for Era.

Jumper Fighters (400): Why settle on one friend to stay by your side? With this you may designate a whole group of 10 Companions as the Jumper Fighters. They may be imported as a single companion slot, each having their own stipends.

Export (Free): Is there someone here you wish to take along on your journey? As long as you can convince them they may accompany you for free by the end of your time here.

A different possibility (100): Countless choices could have been made differently across all of the many timelines. Do you wish to get to know a Towa who actually used her genius and knowledge to become a time patroller? An incarnation of Android 21 who remained as innocent and good as they come? How about a version of Gohan that Zamasu possessed? Or a Shadow Dragon who fights for humans against their kin? An incarnation of Cell not desiring his Perfection? This option allows you to meet one of these strange and different incarnations among the vast collection of characters Dragon Ball is home too and companion them.

Former Enemy (Free Companion): Youd be surprised how much things can change over time. The person who tried to kill you today might be your best friend tomorrow. This option gives you a stipend for the companion section alone. You may pick one person to at first meet you as an enemy. How this manifests depends on the person themselves. Maybe you are rivals in an intense tournament or they've been hired to take you down or you just happened to get into a fight with each other through a misunderstanding. In any case: If you both survive the encounter, clear things up and make peace, you gain that companion for free.

OC Companions

None of these companions will exist unless taken.

Golden Dragon (100): What is this? A... half Saiyan half human with natural blonde hair? You see it seems there was another Saiyan that managed to flee Planet Vegeta's destruction. One who has since then been running from a threat more powerful than herself. Her running led her to Earth, where a tryst with a blonde martial artist led to... this girl. The Saiyan mother has run away once more, leaving this young girl with terrifying potential to be raised by her retired warrior of a father. She hopes to one day find out who her mother really is but until then, she is content beating up bad guys and getting wrapped in as many adventures as possible.

Traveling Doctor (100): A strange person known by many names and for doing many things. His intelligence for one. In front of you is a person with a mind so brilliant even the likes of Bulma and Gero might feel threatened. Using this intellect and a machine that seems to let him go anywhere, there are some hints of him perhaps being something like a renegade time patroller. In any case there is one trait of his that surpasses even his genius... his mercy and kindness. Some may consider it a weakness... but you do not want to see this one take up the mantle of a warrior.

Blue Speedster (100): What a curious alien. Looking like a humanoid hedgehog, you'd do better not to underestimate this fella. A self proclaimed freedom fighter, this freespirited man is a born fighter. The Freeza force had many of their machines destroyed by his spikes and his speed is nothing to scoff at. And that may not even be the pinnacle of his power, as he seems to be capable of a transformation much like Super Saiyan with help of a few gems native to his home... hey wait a minute!

Terror Tornado (100): Psychic users may not be as prevalent as Ki manipulators, but psychokinetic powers are not to be underestimated. This woman, yes woman do not let her size fool you she is an adult, had to learn the hard way how desirable such powers are. Experimented with by the Red Ribbon Army, she was saved at the moment of their defeat. Since then she has devoted herself to being more and more powerful and with the telekinetic might to drag down meteors, she is more than capable of holding her own.

Last Survivor (100): A survivor from a distant world. The last remnants of an extinguished race. Quite the similarity to a certain Heroes story isn't there? Their genetic heritage gives them incredible powers connected to the light of the Stars, the kind of power even a Saiyan would welcome with glee. Whatever nature this individual has, hopeful or conquering, expect several bouts with the local Saiyan folk.

Scenarios

You may undertake as many Scenarios as you wish. Picking a Scenario will grant you an additional +200 CP but if you fail to accomplish any one Scenario you have chosen by the time your Jump ends, the Gauntlet will be considered a failure.

Tournament Winner:



What better way to prove your might is there than winning a Tournament? Dragon Ball surely does not lack them. By taking this scenario you must be the winner of one such Tournament. What kind of Tournament you ask? Well that depends on you.

Something like the World Martial Arts Tournament is entire valid. As would be a Tournament to decide the fate of the World or who is the strongest between Worlds like the Cell Games or the Contest between Universe 6 and 7. The Tournament of Power, a challenge to decide the most powerful beings in the entire Multiverse would be the height of success. The Tournament you win must be comparable to one of these, with the reward at the end of the Scenario matching the scale of the accomplishment.

Reward: Depending on what kind of Tournament you won, the reward shall be equivalent.

Winning a World Martial Arts Tournament gives you the Title of **Champion** making you a recognized master of Martial Arts everywhere. Of course you will also gain a generous amount of **Price Money** of 10 Million Zeni, which you will now get at the beginning of every Jump in whatever currency you wish.

Winning something akin to the Cell Games grants you the title **Earth's Protector** making the World you saved always acknowledge you as such. Fame, glory and worship awaits you as well as the endless adoration of the whole world.

Winning the Tournament of Power also grants you a wish on the **Super Dragon Balls**, separate from the one granted by Zeno and the Grand Priest so you can still wish the erased Universes back. The additional wish is to be collected post Chain.

Savior of Vegeta:



No not the King or Prince, though they could also be included. The Vegeta you must save is no other than Planet Vegeta. At some point during your Jump you will find yourself send back in time to a week before Freeza blows up Planet Vegeta. Your appearance will no doubt be a surprise for everyone involved, but if you try to tell them your from the future and what awaits them, no one will believe you. While this may be changed with time and if you make a convincing enough case, especially when the inhabitants themselves will see the Death Ball descend upon them, no except Bardock will believe you at first. It is up to the two of you to stop the destruction of the Planet and defeat Freeza.

However whatever incident caused you to be send here also seems to have the effect of making things harder. Things will align that Freeza will be far more powerful than he should be by this time, perhaps enhanced by Demon Magic and a certain criminal wanted by the Supreme Kai of Time. However you and Bardock do it, Planet Vegeta must not fall.

Reward: For saving the **Planet Vegeta** you will receive it as it was in its prime to accompany you on your chain. The populace of hotblooded Saiyans will look up to you as their Savior and obey you even more than they would have Freeza. You also get the same **Keen Intuition** Bardock himself may have possessed, getting occasional glimpses of the future and in general having a good gut feeling about what a person is likely to do.

Realm of the Gods



Is there a pinnacle to strive for? A limit to what can be achieved? Overcoming challenges is deeply ingrained in the way of this world and you must now commit yourself to this ideal. This goal, of ascending beyond anything you've ever been. Of reaching a power to rival the Gods. Son Goku and Vegeta, but also the young Son Gohan have achieved such heights through their struggles eventually. Now you must be one to stand beside them at the peak of power.

However this Scenario doesn't involve simple training alone. It also involves a personal journey you must undergo. A personal conflict or personality flaw you must conquer and come to terms with, perhaps even in the middle of a battle where the stakes have never been higher. This is guaranteed to be a challenge for you, both physically and mentally. But what does a challenge exist for, other than to be won?

Reward: As a reward for breaking all your known limits you will gain the **Ultra Form**. This state embodies the pinnacle of your power, sporting its own unique ability on par with Ultra Instinct or Ultra Ego. What form this ability takes is dependant on your own personality. More than that, the Ultra Form embodies your personal pinnacle, allowing you to fuse all your other powers, forms and abilities into it.

Apotheosis:



In terms of authority and power, few can rival the likes of the Gods. The Omni King, the Grand Priest, the Angels and of course the Gods of Destruction. They along with the various Kai's ensure balance and order reigns supreme. Their might surpasses almost anything, only a few exceptional individuals able to match them. One of these individuals must be you.

You must now become one of them, claiming the title of God of Destruction for yourself. This means needing to get the interest of one of the Gods, training and eventually beating them in honest combat, proving yourself as their superior. It matters little which God of Destruction you want to usurp, all that matters is that you ensure you are recognized as their successor.

Reward: Of course what else should you gain but your Title? You are a **God of Destruction** with all the power that implies. Control over the destruction energy known as **Hakai** is mandatory as is possessing an **Angel Attendant**. In the position of Angel you may however import a companion. You may also import a companion into the position of **Supreme Kai**, though the Life Link is no longer a problem for either of you.

Being a God of Destruction also gives you the **Destructive Reputation** to match, making it so in future Worlds you will be recognized as a Universal symbol of Authority. Worlds will bend over backwards to accommodate your wishes.

Galactic Conqueror:



Look up to the Stars, to the vast Universe and countless realms. Some may be filled with a sense of wonder. But you? You see opportunity. With this Scenario you must do like the Tyrant Freeza and must become the recognized ruler of several worlds. How you go about this is up to you. If you want to copy Freeza's and King Cold's approach of stomping all resistance into the ground, try a diplomatic approach or even simply use some other tactics matters little, as long as the world is considered and recognized as yours.

The amount of Worlds you must claim is up to you but at the very least you must call an entire Galaxy your own. You could of course try to rival Freeza's control over 70% of the Universe or even go farther and claim the whole Universe. Perhaps even Multiverse! As long as you do not fall to your Hubris and your Empire remains in control by the end of the Jump this Scenario is complete. Do keep in mind that there are a lot of powerful Heroes and/or Villains to consider, let alone what other warriors might be out there and better ensure your Empire doesn't offend any Gods.

Reward: Your Empire shall follow you on your travels, however large it may have become. Its subjects will never rebel and it will run by itself in accordance to your wishes seamlessly.

Jumpers Shadow:



Have you really thought your actions and wishes would go without consequences? Certain individuals must have thought so in a different timeline, leading to one of its greatest threats being encountered. One you will soon become familiar with.

At some point in your Jump a collective of Shadow Dragons will appear, seven each, representing some of your most notable actions committed over the course of your chain. If you are a Heroic Jumper, the most Heroic actions will be taken and assessed and the opposite if you are a Villain. The greatest/worst deeds you committed will be embodied by a Shadow Dragon, having powers associated with the deed in some shape or form but always being capable of being a threat to you. They want to make you pay and destroy everything you hold dear and it is up to you to stop them.

Reward: Coming face to face with so much negative energy gave you the Perk **Negative Energy Dispersing**. Any negative consequences from your powers can be harmlessly spread out. Insanity inducing spells? Corruption? You no longer will need to worry about any of that. Furthermore you can cleanse any negative energy corrupted forms of life.

You also get your own **Dragon Ball Set**. They scale to always be slightly higher than your own powers and can be used once a year to directly wish for anything that is within their power. Only you may make a wish on them as well.

Dark King:



Demons are a troublesome lot. The Supreme Kai of Time can tell you all about it, considering a certain Genius Demon and her actions. But there is one kind of Demon that deserves to be feared by all. The Dark King, the strongest of the Demons and the one with total authority over the Demon Realm. A position you must achieve now.

This will be a trial in more ways than one. Though you need not be a Demon yourself, even a non Demon would be seen at with much suspicion for wanting to claim the Throne. You will have many rivals for your position among other ambitious demons, heroic folk will try to stop you unless you can convince them of the benefit of your goals. And finally there is of course a reigning King to dethrone. Whether that is Mechikabura, Fu, Demigra or even someone completely different all depends but empowered by the Dark Factor there are few who can stand against them. Do you think yourself capable of claiming that Throne?

Reward: It should be obvious that for achieving this rank you gain the title of **Dark King**, ensuring that any Demon in future Worlds beyond this one has to listen to your authority. The **Demon Realm** shall also come with you, all its inhabitants forever obedient and following your every wish. Finally you have control over an energy known as the **Dark Factor** which can be used for a variety of purposes like say manifesting yourself as a spirit, manifest weapons or simply as an energy source powerful enough to power up a Universe Tree.

Zero Mortal Plan:



Zamasu was right. Mortals have too long sullied creation and there are no Gods besides yourself up to the task of eradicating them. You now must succeed where Zamasu and Goku Black failed and wipe out all mortal life in all Universes of this World. This will however even for a God be an herculean task, as other deities may disagree with your methods and the mortals will also have their own trump cards in the form of individuals comparable to Son Goku and Jiren in their prime.

Still for a god like yourself this should be a simple task shouldn't it? See to it that creation no longer suffers these fools.

Reward: Your first Reward for cleansing the world will be the Perk Black Rose. This gives you an additional bonus to your powers and abilities when used against anything that isn't divine in nature. You proved yourself as the bane of all mortals and they will never escape your deeds.

Furthermore you gain the **Immortality** Zamasu himself has wished for. You can recover from any damage and nothing short of Zeno's Erase will see your end.

Godkiller:



What in the World has driven you to such lengths, that you seek to end the rule of the Gods themselves? Were you wronged severely or are you filled with lust for power? Perhaps you were a survivor of one of the six Universes destroyed by Zeno? In any case your task is clear. With this Scenario you undertake the task of defeating all Gods of Destruction and their Angels. Your final opponent shall be the Grand Priest and Zeno themselves.

This is a simple task in description but in terms of execution there is little more challenging conceivable. Even the mightiest of mortals have yet to show themselves even so much as rivalling the more powerful Angels and the Grand Priest and Zeno seem as absolute as ever. Fight, train, gain whatever power you can think of and end the Age of Gods.

Reward: For eradicating the divine you will receive the Perk **Godkiller**. As a symbol of your accomplishment all your powers and abilities will be boosted in effectiveness against anyone you could call divine. The Gods are just another bug to be squashed by your heel.

However most strange is the newest ability in your arsenal. There had to be something that created all these realms and as if to spit in the face of the Gods and their capability to erase you now have the power to **Recreate**. Destruction, even by something like Hakai, can be reversed by you. If your power is that to reach Universes, even entire Universes could be brought back from erasure.

The Final Challenge (Spark Scenario): This World embodies challenges and trials more than any other. It was deemed the original endpoint once upon a time. And now it shall be so again.

Upon completion of this Gauntlet you will feel all your powers returned to you. However your not simply going to move on. Instead... its time to go home. The long way, battle and struggle hot on your heels.

The scale of conflicts will go past the Universes and Timelines of this Jump, eventually reaching all the way through to your original world. Ever more powerful opponents, threatening all you build, will appear before you. Challenging you. Forcing you to go even further beyond over and over.

And finally, when you're up against a threat that risks the entirety of your chain, all the worlds you've been to and that from whence you came from, that is where you will Ascend to your full potential and vanquish it.

And in return you gained something else.

Reward: Your Spark has finally awakened. All realities are open to you. Now go forth warrior. This part of your Journey is over but a new one has only just begun. Until we meet again.

Final Choice



Your time here has come to an end. What now?

Go Home: Have you become homesick after all this time? Grown to miss your planet after seeing the remnants of survivors that lost their own? You shall return with all that you gained and my personal thanks for a great journey.

Stay: After saving the world so many times its only natural you grew fond of it. You will stay here, your affairs being set in order. In addition the restriction of Gauntlets will be lifted, giving you all your abilities and items back. Imagine how much you can wow everyone now!

Move On: Very well than. To new shores and even greater battles. Perhaps you will come visit this place again sometime but for now you can be certain the friends and battle brothers you made will always cheer you on.

Notes

-I shouldn't need to say this but dont abuse the Dragon Balls and think you can get away with it. There are things beyond their power and ask for too much and they will simply go away. Their powers are not infinite or absolute and as soon as a being more powerful than the Dragon comes along they will probably beat whatever you have gained from them into the ground. Ask Zamasu how well wishing for Immortality works out when an overpowered Child King comes around. Otherwise fanwank responsibly.

-According to Toriyama one Zeni equals one Yen so the free Zeni Item is roughly equivalent to 3.378 US Dollars. Enough to not have to worry about money for a while.

-The OC Companions are based on Yang Xiao Long (RWBY), The Doctor (Doctor Who, any version of the character you want), Sonic the Hedgehog and Tatsumaki (One Punch Man) reworked to fit into the World of Dragon Ball with powerlevels to match. Last Survivor is a bit more ambiguous as it is meant to represent any Kryptonian themed character you wish to include. The rivalry between Superman and Goku is more than just a random match up between fandoms, much like the characters themselves. It also absolutely extends to the Kryptonian vs Saiyan debate so if you want to rather get say Supergirl or General Zodd and see what they would get up to in Dragon Ball that is also open for you to choose.

-I own none of the Art used in this Jump.

This Jump is dedicated to the late Akira Toriyama. Rest in Peace Father of Anime. Enjoy training with the Supreme Kai in Heaven and thank you for your work.

