



DRAGONBALL Z JUMPCHAIN

Welcome Jumper, to the world of Dragonball Z. This is a vast cosmos of battle filled with incredibly powerful beings. A Universe populated by fighters capable of destroying planets and Magicians depopulating galaxies. Yes, this is a dangerous place, but you get to enter here before things really start going crazy. That of course being October 1st Age 761, 11 Days before Raditz lands on Earth kicking off the events of the series.

However It would be really unfair to bring you to this world without something, take this:

+1000CP(Cabbage Points)

Locations: Roll 1d7 for which planet you start on. Or, you can pay 50 CP to choose. Choosing Earth may be done for free.

1. ***Earth:*** The blue planet, home for most of the stories heroes, yet this world isn't the same as the one you remember, for one it's also home to dinosaurs, aliens, and mad scientists. You can start anywhere you want on the planet
2. ***Namek:*** Home to the Namekians, this green planet is both incredibly large and incredibly far away from Earth. If you're not a Namekian your appearance on this world may raise some questions, but the natives happen to be very friendly
3. ***Yardrat:*** Similar to Namek, this purple world is populated by Yardratians who are just as peaceful as the Namekians. Their most interesting characteristic is the Instant Transmission technique which allows them to instantly teleport towards any Ki signatures they know.
4. ***Frieza Planet #79:*** This Frieza aligned world is controlled almost entirely by his henchmen, and there isn't really much of worth going on outside that. Depending on your origin/race this may or may not be a dangerous place to be.
5. ***Arlia:*** This brown world is home to a species of insectoid people ruled under a monarchy. The surface is covered in ruined buildings, and the atmosphere is a dirty red. You may choose to start away from the monarchy's clutches, but you'll still be close enough that you'll be found out sooner rather than later.
6. ***Kanassa:*** A dead world once conquered by Frieza. For some reason it's been left unoccupied, nor has it been sold. Something about "spoilers"
7. ***Free Pick:*** Choose any planet shown canon to the mainline Dragonball Universe.

Origins: You may choose your age, and keep the gender you had in the last Jump, unless you want to change it, in which case you may pick different for free.

- ***Drop In:*** You have no new identity or memories, instead you're simply plopped onto your starting world with whatever purchases you've made.
- ***Native:*** You're a native of your starting planet. Whether you're an alien that crash landed there as a child, a member of the home species, or the descendant of aliens who came there in the past, one thing stays common: you've grown up on this planet and you've made connections with its people. Your status on this world is largely up to you.
- ***Galactic Denizen:*** You're a member of the Galactic community, whether as a member of the Galactic Patrol, or a member of the Planet Trade Organization. You are the equivalent of a middle ranking officer on whatever side you pick. If you wish for neither then you can simply be a citizen of one of the more widely connected planets.
- ***Hidden Threat:*** You're a being far above the usual denizens of the Galaxy. Like Majin Buu, or Cell, you're from an ancient age, or some hidden place, but somehow you entered a deep slumber and have just awoken. Depending on your race, you may have been doing so for millions of years (if they've existed that long). Unlike Buu however, your power has dropped from its past heights and you must retrain to once again reach those heights.

Races: Depending on your Race, your starting power level may be higher than the default.

Humanoid(Free): You're a human!-oid. Pick(or create) any race in the galaxy that looks humanoid, or even humans themselves. As long as they don't have much of an advantage over normal humans outside of something minor like wings for flight, or a third eye, you're fine.

- ***A Little Bit More(-200):*** That is unless you want to pick(or make) a race that's just a bit stronger than Humans. This race must have three or less special traits, or you can pick three of them. Maybe your new race can regenerate from wounds instantly at the cost of energy, or they have a transformation that multiplies their power (only up to five times), or they can stretch their limbs. Whatever the case, this race of yours has a distinct advantage over normal humans from the get-go.

Tuffle(-100 CP): You're a Tuffle, a humanoid race almost entirely identical to humans outside of their smaller frames. While this might not seem like much of a step up from humans, the average Tuffle has intelligence that far outstrips normal humans. As a member of this race, your intelligence is also on par with the upper tier, mastering all of the Earth's sciences would be the work of years instead of decades.

Namekian(-200 CP): Namekians are the green skinned natives of planet Namek. Their biology is similar to slugs and plants meaning that they are both genderless and don't require much for sustenance. Simple water and sunlight will suffice for meals. They are divided into two clans, the Warrior Clan and the Dragon Clan. The Warrior Clan are the stronger members of the Race who focus on their combat abilities. Picking this option means you start with a power level of 4,000 instead of 1,200. The Dragon Clan on the other hand focuses on Magical abilities, they are also the ones responsible for the creation of the Dragonballs. All Namekians have the ability to regenerate limbs (though it's exhausting), and stretch their limbs to incredible lengths. Namekians are also hermaphrodites but reproduce asexually through spitting eggs. They can choose the general appearance of their child, and even to mutate them, making them completely unlike a normal Namekian. This ability takes some energy, but it's easily recovered unless the Namekian is old.

Core Person(-200/400): On a certain planet in the Universe, giant trees called Kaiju grow. When these trees bear fruit, they sprout into a race of Deities called Core people. They are better known under the name of Kai, as some of these beings go on to watch over the Universe. Their traits include pointed ears, thin frames, white hair, and colored skin that ranges from green to purple. They are sexless, but take male or female

forms. Most are born from normal fruit, but the special few born from the golden fruits end up becoming the Supreme Kai's. The former have lifespans of 75,000 years, and the latter can live for millions of years. You may pay an extra 200CP to be born as the result of a golden fruit. Core People also have an extremely strong affinity for Magic Materialization, God Ki, and Magic in general. If you paid the extra 200CP, your power level starts at 4,000. Though thanks to your God Ki, this means a lot more in terms of what you can do.

Demon Realm Core Person(-400): Sometimes, the fruit of the Kaiju is born dark. These evil Core People are then thrown into an alternate realm known as the Demon Realm. All members of this race have a talent for both violence and Magic, making them potent foes. In addition to all the abilities of a golden fruit Core Person, Demon Realm Core people can also obtain a "Demon God" transformation after accumulating a large amount of Ki. This will take a lot of energy however, far beyond what the current Galactic Tyrant Frieza contains, and even more than the Demon King Dabura himself. Your power level starts at 4,000.

Frieza Race(-600 CP): A race from an unknown planet, with only 2 (3?4?) known living members. They are a lizard-like race who among other things, have the ability to create transformation states to suppress their immense power, completely changing their appearance in the process. They can also "grow" clothes or armor naturally, and can survive incredibly fatal wounds such as getting cut in half (vertically or horizontally), or even being cut into multiple pieces. If such a thing does happen, it will take serious medical help to help you reform, but if all the pieces are intact, there would be a full recovery. Like Frieza and his father, you are a mutant meaning that unlike the average member of their race, you were born far stronger than the average, giving you a power level of 20,000. You'll find that with even some training your power shoots up quickly, though this stops around the time you reach Frieza's level.

Saiyan(-600 CP): A warrior race of great renown in the Galaxy. Or rather, they were. The Saiyans as they are now only have 5(6?) surviving members in the entire Universe. Despite this, they are still a formidable race with an amazing talent for violence. They have an almost instinctive ferocity and pride in their combat abilities which you also share, though unlike most you can fully control it. Their mainstay ability however, is that of the Zenkai, an ability that means every time they heal from a near death state (or great wounds), their power rises proportionally to the damage. These cannot be self inflicted wounds, and they also peter out after a certain level of power is reached (around Buu). Possibly the greatest ability Saiyans have however is the Super Saiyan transformation. A transformation that multiplies the user's power by 50. However, to unlock this power a Saiyan must have a power level within the millions, and

experience a time of great need. That being said, Saiyans are still incredibly dangerous, and you are no different with a power level of 8,000.

Android(-200/400/800 CP): You're an android, one that's incredibly similar to one of Doctor Gero's models. Whether you're from a different timeline and stepped through a portal, the creation of another alien genius, or a project by your starting planet's Government, the end result is the same. With the 200CP version, you're a human(oid) enhanced to the cellular level with biotechnology alongside cybernetics. Your main ability comes from the two gems in your palm which allow you to absorb energy from both ki blasts and physical contact which you can permanently add to your power level. For 400CP you're instead one of the infinite energy models like 17 and 18. This means that you never run out of Ki, and need no sustenance. Like the 200CP option, you've been enhanced to the cellular level meaning all your biological functions still work the same. This allows you to train your body, making you more cyborg than Android. Your power level if this option is taken is 4,000. Finally, for the 800CP version, you can choose to be a Bio-Android like the creature Cell. The races Namekian, Saiyan, human, and Frieza come precoded into your DNA giving you all of their abilities, but elevated to a level far beyond the original's. Your Namekian regeneration, which originally would only be able to heal a limb, now allows you to completely regenerate from a single cell, and Zenkai Boosts don't peter out. You have a tail that allows you to absorb the biomass of living creatures to increase your power. The general weakness of these people doesn't really matter as much as their genetic material does, a large city's worth of people would elevate you to a power level far greater than Frieza's. This is not where this ends however, as you're technically not in your final form. To reach your "Perfect Form" you must either absorb two incredibly powerful androids (at least as strong as 17 and 18) through your tail's suction function, or absorb biomass from an equally strong warrior or set of warriors. Or you can merely train yourself to reach it. Once you reach this form you can no longer absorb people, though you do gain the ability to make offspring like a Namekian. Your power level with that option is 20,000. As a bonus, you may choose to add the DNA of another race in this section to your body for full price, their abilities are similarly boosted and you gain the same discounts. Your appearance is largely up to you, whichever choice you can go from entirely human looking, some extra parts, or full on monster. You must have a tail in the same vein as Cell however.

Buu Race(-800): Like what would come to be in the future, you're one of the spawns of Majin Buu. The explanation is up to you, but as a member of Buu's race you have both incredible strength and incredible durability. Your regeneration is far greater than even the highest option of the Bio-Android, allowing you to bring yourself back together from a single atom; this regeneration takes no energy at all. In addition to this, your body is

made of a rubbery substance which you can manipulate at will into any shape you can imagine. Possibly the greatest ability Majin's have is that of absorption. Regardless of the strength of their enemies, as long as one of the pieces that make up their body is capable of enveloping an enemy, they can eventually be absorbed. This gives both a change in appearance, personality, and a massive boost in power. As a Majin you also have an instinctual understanding of Magic Materialization which includes the creation of clothes, and turning opponents into various objects (though this is much stronger if the object is candy, eating this candy also works like an absorption). Your power level starts at 100,000.

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

General

- ***Mighty Fightin Z Fighters(Free):*** Like the people in this world, you too have the mighty power of Ki! You start off with a basic understanding of Ki such as how to fire Ki blasts and fly. Your power level unless stated otherwise starts at 1,200. Like all the denizens of this world, you also have an insane pain tolerance, and are capable of fighting through grievous wounds. If you wish you may turn off your ability to feel pain and make your wounds more of a notification being sent to your brain more than anything.
- ***Instant Transmission(-200 CP):*** The aforementioned staple technique of the Yardratians, the instant transmission allows one to travel to any Ki signature they can sense. In addition to the general understanding you have with the technique, you also gain an even greater understanding with sensing Ki, allowing you to sense Ki around an entire Solar system.
- ***Magic(-200)(Free Dragon Clan Namekian, Core People):*** Magic is a separate energy source from Ki. One that you now wield. As a magic user you have incredible potential, enough to one day match Babidi or his father Bibidi. For now though you simply have a decent control over magic materialization, telekinesis, and some other magic abilities such as teleportation or mind control, though only to a minor degree. You'll find that you can develop your abilities with practice and teaching, though things go much faster with a teacher. At the height of your power you would be able to easily recreate things like the Majin brand, or the Kai Kai transportation technique which would allow you to travel to any location known to you.
- ***Stone Spit(-200 CP)(Discount Demon Realm Core Person):*** You can choose to make your spit turn weaker opponents to stone. That's about it really, as long as you're decently stronger than them, they can't resist.
- ***CHANGE NOW(-400 CP):*** Different races in the Galaxy have many amazing abilities, and some of them are very strong regardless of race. Don't you sometimes wish you could just... Take that? Well with this you now have Captain Ginyu's signature ability, the ability to change bodies. This comes in the form of an incredibly fast beam that shoots from your mouth. It takes quite a bit of energy, but it also scales to your own strength. The speed of the beam is always capable of completely blitzing those up to five times your own strength. After that, they can still dodge, but of course they may be caught by surprise. The main flaw of

this technique is that despite having all the power of that body, you don't have any of the knowledge on how to use it. For an extra 200CP, you can instead do away with this and get an instinctual understanding of their body and techniques. Yes, you have to yell CHANGE NOW! For this to activate.

- ***Dragon Statue Creation(-600 CP)(Discount Dragon Clan Namekian):*** Like the Namekians, you too have the ability to construct Dragon Statues using Magic Materialization, and create a set of Dragonballs through them. Upon creation the dragonballs will instantly spread throughout whatever planet you're in. There is a maximum level of power inherent to the Dragonballs, and the more power you wish to come from individual wishes, the more sacrifices have to be made in certain areas. The number of wishes granted by these Dragonballs also impact other areas. For example, a Dragon that can grant three wishes and resurrect people multiple times won't be able to revive massive amounts of people. Conversely a Dragon that has 1 wish and can revive massive amounts of people can only do so once for each person revived by that particular Dragon. Once every Jump you may create a set of Dragonballs that can follow any guidelines you want except it has the same canon limits inherent to every set. You can only make a new set if this one is destroyed.
- ***Already Back(-800 CP)(Discount Buu Race):*** What's this? You already have power from this world? Well this is a surprise, but not an unwelcome one for you. Already, your power far outstrips that of Frieza and his father's, rivaling that of the Demon King Dabura. If this is taken as a member of Buu's "species" then your power matches that of the pink blob himself. Rest assured, you'll have full control of your now massive strength, and it starts suppressed so you don't have to worry about scaring everyone on your starting planet.

Drop In

- ***Getting Your Bearings(-100 CP):*** Being inserted into a new(?) world can be hard, especially if it's your first time. Good thing that now you're able to hit the ground running in any situation you find yourself in. You can logically think through any situation no matter the stress, trauma, or danger inherent. This doesn't mean you don't feel it, but rather your thinking remains clear as if you've had a long time to ponder the situation.
- ***Traditional Genius(-100 CP):*** You're a traditional genius, a master of engineering, biology, and a dozen other sciences at the level of Bulma Briefs in each of them. If you'd been a part of the scientific community of your planet, you'd probably be considered the pinnacle of their scientists for generations to

come. In addition to this your mind is far greater than the average person, giving you a base IQ of 250 as well as eidetic memory.

- ***Procurement of Materials(-200 CP):*** Attempting to hide out in a cave may come with some adverse effects. Namely how to procure materials without really paying for them. For some reason however, you never seem to have this problem. Whether its test subjects, raw materials, or specific parts, you either find them in places they definitely weren't before, or events just seem to bend enough that you come across enough materials to serve your needs. Need a specific type of screw or material? You'll find some in your toolbox. Need some test subjects? Two random criminals will show up and ask for shelter outside your base.
- ***Nontraditional Genius(-200 CP):*** Sure, being a genius is nice and all, but it doesn't really help when you're ostracized by all your peers. Good thing you're such a likeable person then, because your peers will be falling over themselves to get to know you. You have a sort of magnetic pull towards other scientists allowing you to easily approach them, and you have a sort of sixth sense that lets you easily navigate through conversations with them and form lasting friendships. Really, even scientists you've just met and who've never heard of you will have good impressions of you upon a first meeting. The closer these people are to your intelligence, the stronger these effects.
- ***Safe Self Modification(-400):*** Putting your brain inside a jar so you can transfer it into a robot body may not seem like the smartest thing to others. However, they don't know that you have the peculiar ability to always succeed in your self-modifications. The chances of things going wrong with the procedure are simply zero. As long as the technology behind it is solid, then malfunctions, complications in surgery, and other accidents like that just don't happen. In addition, none of the modifications you make will ever be incompatible, or conflict with each other. Want to use gene therapy on your robot body? That somehow works.
- ***Filthy Stinking Rich(-400):*** While you're not filthy rich now, you can easily do so with minimal time and effort simply through selling your own creations. You have an amazing business sense, enough to start an international corporation through your inventions alone, and keep it afloat purely on that (if they're impressive enough). That's not the only part however, no matter how little marketing you give your inventions, it will garner just as much publicity as its utility deserves. Starting up a shop in a normal city and selling robotic prosthetics will get people coming in as if you put advertisements all over town. There's no need to ever worry about licenses or Government approval, from buying the building, to patents, to sales licenses, you no longer have a need for such

paperwork. You also never need to worry about your inventions getting stolen against your will, as people are simply unable to decipher your technology if you don't want them to.

- ***Three Laws of Robotics(-600):*** Isn't it annoying when those teenagers you kidnapped and subjected to brutal experiments against their will decide to kill you when free? Well no more, because everything you create, birth, or modify is simply incapable of betraying or harming you. While this only applies to creations which can think, you'll never have to worry about them working against your orders, in both wording and spirit. You may choose whether or not this applies to whatever creation you make.
- ***A Mind of its Own(-600):*** Obeying orders is one thing, but sometimes a situation may evolve past your orders, and you're no longer there to give new ones. With this, your creations gain a sort of sixth sense that alerts them to what you would like them to do in a given situation. Even when you're not anywhere near them, or dead, they'll still carry things out in a way that you'd most approve of. This also eliminates any issues where your creation will decide to do something "for your own good". This isn't the only type of evolution that occurs however. As years pass they will become more efficient, stronger, and overall better. An android you build with the capability to fight a low level Saiyan could easily grow to challenge Vegeta within a few years. One that could fight Frieza may find itself reaching Majin Buu's level of power after half a century or so.
- ***Mind Over Matter(-800):*** As Doctor Gero has proven, science in sufficient quantities can easily outmatch the power of the Gods. Taking that concept a bit further, with this perk, you can easily replicate magical or supernatural forces with machinery alone. You could create entirely mechanical robots capable of using Magic or Ki, and in future worlds any supernatural abilities also apply. You don't even need personal understanding of these forces to replicate them, observation in the form of multiple videos, or in-depth explanation by the wielders work too. The initial quality of your reproductions do suffer in cases where you don't personally know how to use the abilities, but with time spent testing and improving, you can easily reach and surpass the original.
- ***Gero's Genius(-800):*** Dr. Gero is easily one of the greatest geniuses in the entire Universe, at his peak he was capable of creating beings that far outstripped the Gods. You now share both the capabilities and knowledge he held in his prime. Entirely mechanical androids as strong as Eighter? You could design and make a dozen with less than an afternoon's worth of work. Recreating the technologies of the wider Galaxy such as healing pods and FTL spaceships? Maybe a day of work. You have all the knowledge to recreate all of Gero's

stronger cybernetic and biological Androids too as long as you have the materials on hand. Androids as strong as 17 and 18 would maybe take a week's worth of work, as well as a human test subject. An android as strong as 16 would probably take an extra week, but one that could reach the heights of Cell would be the work of at least a year. Finally, you gain the incredible ability to recreate technology after simply studying it. You also gain the ability to improve on these technologies, and have a good sense on how to have them develop entirely new uses with just minimal work.

Native

- ***Nice Guy(-100 CP):*** You're really a Nice Guy, or not. Regardless of your actual moral character, people can't help but get the impression that you're a kind soul. Even those who can sense your Ki will see it as pure, in fact no matter the form of judgement you always come back as pure. Until you actually do something that would make this image look false in front of others (or with sufficient proof), they'll continue to think well of you.
- ***Solitaire Kinda Guy(-100 CP):*** Being alone in a Desert training for four years doesn't sound like anyone's idea of fun. Not you though, no, you can easily handle being a solitary soul. Boredom simply doesn't affect you, and dedicating large periods of time to one thing is about as simple as sitting down.
- ***Prince of All Saiyans(-200 CP):*** Regardless of the "true" nature of whatever abilities you wish to use, or your own "destiny", you'll find that none of these things really affect who you are. Unless it's a natural change, you'll also find that your thinking can't be compromised by any supernatural force. Get a Majin Brand? Well you can keep the power, but that pesky mental conditioning would be ignored. Oozaru transformation? You'll be as calm as you usually are. All of this is fueled by one of your personality traits, whether your pride, cowardice, or simple stubbornness. Others will find that this personality trait of yours is simply too strong to overcome.
- ***Kung Fu Fighting(-200 CP):*** This is a world of battle, and to act otherwise is kind of dumb. That's why you can pick one "style" of fighting native to your home planet, or just pick general brawling. You start off as a master of this style, equal to Goku at the beginning of Dragonball Z. Whatever style of fighting this is, you'll find that it instantly grows to match your own speed and level of power, as well as your new abilities. You won't need to train techniques to get used to your new strength, and gaining something like flight would mean that you could fight just as well on the ground as in the air. Gaining the ability to sense Ki would mean that you'd use it just as instinctually as sight when your vision is obscured.

- ***Making Ends Meet(-400 CP):*** Wouldn't it suck to be the hero of Earth just to end up being a radish farmer so your family doesn't starve? Yes, yes it would. That's why it's a good thing that money seems to just come your way. Whatever the reason, you'll find yourself regularly receiving a large sum of money (enough to pay off whatever you need, but not something ridiculous like an island) in whatever accounts you own, and if that's not applicable, then on the foot of your bed. Government, and other equivalent people won't ever question this.
- ***Credit Where It's Due(-400 CP):*** Wouldn't it suck to be the hero of Earth just for some random guy to steal all the credit from your work? Yes, yes it would. Good thing that whenever you want credit for your work you'll get it. Even if you only fought the world ending threat in the middle of nowhere with no witnesses, word always ends up spreading about your deeds. To add to this, people who would be inclined to steal your work are just turned off from the idea, and if they persevere, will find themselves being outed near instantly.
- ***What About Hax!(-600 CP):*** Yes, what about hax? Well in your case, nothing because it just doesn't affect you. More specifically, if an opponent attempts to use some sort of magical, reality warping, or indirect ability on you it simply fails. In addition to this blanket immunity, attempts to transform your body against your will also fail just as badly regardless of the opponent's strength. The same applies to effects that wish to remove you from existence. Even diseases and other indirect ailments fail to affect you. On the flip side you can also choose to experience any of these indirect effects such as catching a disease, being frozen in time, or getting hit by knockout drugs. There's no longer any need to fear little green wizards anymore. If you wish, you can also allow magical effects to affect you, but diminish absolutely none of your power and agency. Fight an opponent despite being turned into an inanimate object? Completely possible.
- ***Friendly Beat Down(-600 CP):*** Wouldn't it be great to have that really strong guy join you? What's that? He hates your guts and attempted to murder all your friends? Well that's never stopped anyone in the past has it? You'll find that as long as you spare an enemy you could have defeated, it'll never backfire, at least on your part. They'll find all thoughts of blasting you when your back is turned, or coming back for revenge simply leaving their mind. If you gave them just a bit of time, you could easily find them again and form a very long lasting friendship. Your other friends might be a bit iffy, but they'll soon form tight bonds with them too.
- ***Dumbass Savant(-800 CP):*** Are you a Saiyan? Because that's really the only thing that can explain your amazing talent for battle and violence. Whether you enjoy it or not, your ability to fight and analyze combat is nothing less than

insane. Any form of fighting you know is elevated to the point that you could demolish those twice your strength through pure skill alone. Seeing a technique once, whether its Ki, Magic, or something else is enough for you to be able to copy it. This genius of yours even applies to your teaching. Attempting to train others to be able to compete with you is easy, the teaching process is both smooth, and far faster than you'd think. It takes maybe one year, five at max depending on how strong you are, to bring others to your level. Even if it was a normal human, as long as they were healthy you'd be able to help them combat the Ginyu Force in a year. While you don't need to have whatever source of power you're copying, it will be limited in scope to that singular technique unless you take the time to expand your abilities. This will usually not take too long unless it's an ability far beyond your capabilities.

- ***The Z-Effect(-800 CP):*** Some people believe that one is strongest when they have something to protect, maybe you're one of them. Whenever you have something (or someone) else to protect, you'll find yourself rapidly growing to match that threat. Protect your home planet from a bunch of elite invaders? You could go from a power level in the hundreds to the hundreds of thousands within a few months (the minimum amount of time needed to train) to combat these threats. While you do need to actually know the threat is coming/there, and a rough idea of how strong it could be, once you have all that your training will explode in potency. Luck also seems to be on your side when it comes to helping you out in battle, enemies will be willing to gloat, and mess around, or even arrive late. Sometimes their henchmen will be incompetent, or they'll get distracted. Whatever the case, the thing you're protecting must be incredibly important to you. Equal to a close family member at the very least.

Galactic Denizen

- ***Purge Master Supreme(-100 CP):*** Purging Planets of life is one of those things that takes a very strong will. Say what you will about the moral character of the Frieza Force, but the higher ups are willing to do what it takes, and so do you. You not only know how to conduct warfare on a planetary scale by just yourself, but you also know how to accurately and efficiently pinpoint targets to get Governments to fall to you. If necessary you even know how to purge a planet of its inhabitants. While this won't make you willing to go against your morals, when it comes to determination, you're second to none. You're capable of motivating yourself to do anything you put your mind to, and your will to do so is potentially endless unless you wish to stop for one reason or another. In addition,

you find that you can use your energy blasts perfectly when it comes to wide scale destruction.

- ***Dragonball Logic(-100 CP):*** While yes, posing and dancing before your enemies may make you look like a Freaky Alien Genotype, when you're strong, does that really matter? You'll find that no matter how idiotic you act, or look, it does absolutely nothing to impact your intimidation factor. You'll be just as scary doing ballerina dances as you would posing intimidatingly if you want to be.
- ***I Am Lord Frieza, Yes(-200 CP):*** It's always fun to brag about how you're going to destroy people, and how your power level is 2 million, but it kinda sucks when no one listens doesn't it? Good thing that's no longer a problem. For some reason, you have great talent for monologuing. Whether it's bragging, threats, or even a simple explanation, you spin words so well that people just can't help but listen, choosing not to attack or escape until you've finished your point. Whatever your goal is in your monologuing, you'll find that you get the point across very well.
- ***Filthy Monkeys(-200 CP):*** You'd think that with how much you insult your subordinates that they'd just get fed up. But no, even if you're weaker than them, and as long as you don't go particularly overboard with your words, you can say anything to them without them trying to find revenge or getting fed up. If you do happen to be stronger than them, then this doesn't just stop at say, you can also do anything to them and as long as it isn't something completely horrific they'll just grit their teeth. Their work will not suffer for this, in fact it may improve if only to spare themselves your comments.
- ***Trade Between Our People(-400 CP):*** Wow, you're really giving these natives a great deal, they work for you, give you half of everything they make, and do whatever you ask. In return.... Well they get nothing. Your skill in trading and negotiation is enough that you can easily negotiate yourself into a position of power above entire species. You could exploit their natural resources to a point where they really only have a small surplus for themselves, and the most you'd get is some unpopularity. This is also without you having power over these people. If you're stronger than the best of their planet, then you can outright plunder the populations while getting them to agree to it.
- ***Join the Galactic Patrol!(-400 CP):*** What's this? No one wants to join your Genocidal Empire or your doomed-to-fail freedom fighter organization? Well not anymore. No matter how hopeless or evil your cause, people can easily be convinced to join you and work well, whether through force or propaganda, people flock to your movement in droves.

- ***What Beautiful Fireworks(-600 CP):*** Destroying planets because of a petty fear against its race would usually hold negative consequences for you politically and in a lot of other ways. Not for you though, in fact the bigger the scale of your actions, the more positive your results. Save an entire planet of billions from the PTO? Your name will echo throughout the Galaxy, and people will give you shelter/help you out based on reputation alone for decades. Destroy a planet? People will be so scared of you that you'll find yourself able to bully the Galactic community for a similar time period. The negative result of such an action are greatly minimized as your victims move on from revenge, and the attention you bring from your good deeds don't bring down someone looking to teach a lesson.
- ***The Planet Buster(-600 CP):*** So you do know that there are a limited number of habitable planets in the Universe, and blowing them up willy nilly is a bad thing, right? What's this? You've never even noticed? Well no wonder, with this perk, you'll find that your reckless actions endangering limited resources simply.... Don't. Instead there seems to be an infinite amount of whatever resources you wish to plunder. Planets with one vein of a rare ore will find it can be mined till the end of the Solar systems lifespan. Habitable planets simply never seem to run out, and even the rarest of resource nodes never ends. So go ahead and keep busting planets for fun... Dick.
- ***Monstrous Genius(-800 CP)(Discount Frieza Race):*** What's that? You haven't trained a single day in your entire life? Well that's no surprise, you're obviously a massively talented Genius. Unlike other people you don't exactly have a limit to how far you can grow. Whether it's your speed, strength, ki, magic, or techniques, none of them have any limit in their growth. Even racial abilities find themselves far outstripping that of your peers. In addition to that, you also gain power incredibly fast. Enough that you can expect to match Son Goku's strength by the end of the Buu saga in the same amount of time it took him assuming you only put in token training. Facing challenging foes and doing regular training would see you matching Majin Buu by the end of the decade. Additionally when you meet those vastly stronger than you this is "unlocked" again allowing for you to catch up to their strength in a similar amount of time(relative to your own strength in comparison).
- ***The Cooler School of Transformations(-800 CP):*** There's this nagging feeling in the back of your mind, something telling you that the power you have isn't all there is, and that there is something... Further beyond. Chasing this feeling and ramping up your training will soon see you creating an entirely new transformation for your race. This will take a couple of months at the minimum,

but at the very least, this new form increases your power by fifty times. Though at first it's very energy intensive, and may influence your thoughts towards a particular emotion, you'll find that with time spent training you can soon master the state enough that you could stay in it even in your sleep while increasing its strength. It's only when you reach this point that the feeling will return, though you will only start to see rewards every two years after the last new transformation. Each following transformation is far stronger than the last, and with the addition of new energies, you may even bypass the two year limit, and create an entirely new branch of transformations. The creation of powered up versions of previous transformations also bypasses the two year limit. This may or may not result in losing speed for power.

Hidden Threat

- ***Slumbering Beast(-100 CP):*** Spending all that time away from... Well everyone has made it very easy for you to keep a low profile. When you want to even people you've spoken to (though only for very little time) have a hard time even remembering your face let alone any actual details. You also find that people can't find you through random chance when you wish to hide, it has to be deliberate effort alone that will reveal you.
- ***Villainous Introduction(-100 CP):*** When it comes to the villainous introduction, none can match you. When you first introduce yourself to others, and in other situations, a combination of your immense power, appearance, and aura are enough to terrify those weaker than you to the point of paralysis. The stronger you are, the more severe this becomes, and at some point you could knock someone out cold from simply staring at them.
- ***Hiding Your Energy(-200 CP):*** When it comes to manipulating your energy, you're probably the best in the universe. Just by default your energy is nebulous and hard to get a lock on, at times it feels like familiar people to your pursuers, or past enemies. When you actually do choose to suppress your power, then no form of observation in the Universe can find or measure you. If you're going to be found, it's through the hard way.
- ***Regaining Strength(-200 CP):*** It's a bit too late for this now isn't it? Well either way, you'll find that whenever your strength is drained, or even entirely removed, you'll quickly find yourself recovering back to full strength by the end of the day.
- ***Nontraditional Combat(-400 CP):*** Really, spinning around like a beyblade, compressing yourself into a ball and smashing yourself into your enemies all sounds completely ridiculous. Yet your mind seems to be filled with such

unorthodox ways of fighting, and you'll quickly find that acting on this knowledge confuses your enemies just as much as it does you. The more ridiculous your tactics, the harder of a time your enemies have adapting to them. For someone on your level, this could almost guarantee a victory if used at the right time, and for tougher opponents, this could be the difference between escaping and death.

- ***Human Extinction Attack!(-400 CP):*** Your attacks seem to have a mind of their own. Whether it's a magic fireball or a Ki Blast, these attacks once they leave your body act on their own will to aid you. A missed Ki blast would turn right back around and strike your foe in the back. One lone blast in a barrage of them would suddenly halt itself before exploding for a feint. Furthermore, your precision with your various energies is near perfect. In the case where you don't choose to let control of your blasts go, you have full control over it's actions no matter the distance. You could fire single Ki blasts that travel across the planet and kill specific people using only your Ki sense as a guide. Finally, there's no longer a need to worry about friendly fire, you can throw around attacks that only damage their target. Throw your planet destroying deathball at a person? They take all the damage, and the environment will be completely unscathed, though not entirely. All your other powers and energies benefit from this.
- ***Villain Sue(-600 CP):*** There seems to be something about you that makes others very forgiving towards your actions. Even the most prideful and ruthless of your enemies will hesitate to kill you, and seriously consider attempting to recruit you. It's almost a guarantee for your less willful enemies. Whether you choose to capitalize on this moment of weakness is up to you, but if you choose not to, you'll find that you can easily pretend to be friends with these enemies. They and their allies will rarely cast suspicion on to you, in fact they don't really seem to pay attention to your actions even if they may coincide with sabotage. Even strangers you meet will be strangely cavalier about your past deeds, even the morally upstanding ones.
- ***This Is My Perfect Form!(-600 CP):*** While I wouldn't really call it "perfect" your form as it stands now is a hell of a lot better than it used to be. That's why as it stands, you'll never really "devolve" so to speak. Any improvement to your physical capabilities and other abilities finds itself maintained no matter how long you spend without practice. The same applies to your skills, whether mental, physical, or spiritual. Even your personality won't change for the worse, you'll find that you'll never grow disenfranchised or bitter. In addition, none of these abilities can be suppressed, removed, or weakened in

any way. The only way for your state to change is for the better, and only in the way you see it.

- ***Majin Branding(-800 CP):*** One of the greatest tools of Babidi and his father Bibidi was the ability to bring strong fighters under their control while also granting them a great amount of power based off their inner darkness. Now you too share this power, allowing you to mark others with this brand as long as they're in your line of sight. As long as they have some sort of inner darkness, you'll be able to bring them under your control, assuming you also have more willpower than them. Once marked, your new minions gain at least fifty times their original power, and unending loyalty targeted towards only yourself.
- ***Critical Intelligence Failure(-800 CP):*** Is it just me or do your opponents seem kind of dumb when it comes to dealing with you? Dropping the ball doesn't even begin to describe the mistakes your opponents make when dealing with you. They'll choose to give you an extra week to train, let you transform, or any other number of dumb decisions. Using clear cut ways of eliminating you instantly becomes too boring, and Kai's forbid they have any serious personality flaws. If they do, then even if they've already learned to suppress them, they'll suddenly start showing up just in the nick of time to help you out greatly. You yourself also have a sort of sixth sense of just what to say to trigger their inner problems.

Items: Unless stated otherwise, all Items return immediately if stolen/lost/destroyed. Any components destroyed or damaged fix themselves within a day. Past weapons, houses, and ships can be imported in the place of the items below, gaining their advantages. Unless stated otherwise, buildings/large items can simultaneously have warehouse extensions and show up in the capsule case.

General

- ***Capsule Case(Free):*** If you choose this item, then all the items you purchase in this Jump get put inside clearly labeled capsules, and stored in this case. No matter how many capsules you end up getting, you always manage to find space. It magically opens up to the items you're looking for when you open it. If you wish, items from other Jumps both past and future can be put into the case upon purchase. Others can't open this against your will, or use the items within. Comes with a similarly unending number of empty capsules.
- ***Kame House(-50 CP):*** A small house on an island in the middle of the ocean, or a desert if your starting world doesn't have one. If purchased, you start on this property. In future Jumps, you always know where to find it in your starting

location. You can also change its location by using the capsule found in the capsule case.

- ***Dragon Ball Collection(-50 CP):*** No, not those Dragonballs, this is Dragon Ball, the show. You gain a collection of all Dragonball Media, from the anime, to the games. Alongside this you get the hardware necessary to enjoy it all.
- ***Babidi's Notes(-400 CP)(Discount w/Magic):*** These notes detail all of numerous great Magic users' discoveries on Magic, including Babidi and his father Bibidi. From the Majin Brand, to controlling mindless creatures, to teleportation, this binder describes it all. Even a completely clueless person could learn to match these feats within a decade or two. Someone more mystically inclined could learn all they need from this in a few years. In future Jumps, this updates with the discoveries of five of the greatest magical users in the setting.
- ***Dragonball Set(-600 CP)(Discount Namekian):*** Now yes, these are the Dragonballs you're thinking of. Unlike the ones seen in the series, these do not scatter after a wish, rather they simply go dormant until the beginning of your next Jump. The Dragon summoned has both the number of wishes and lack of restriction when it comes to number of resurrections Porunga does, but can also revive mass numbers of people. Yes, if you bought the perk to make your own Dragonballs then you can use both.

Drop In

- ***Tech Company(-100 CP):*** Your very own Tech Company! Exciting right? Well this company happens to be the equivalent of the Capsule Corporation on your starting world, and makes just as much money, which for you is about a couple billion zeni or equivalent annually. You may choose what it specializes in, or what the company's mainstay (think capsules) are. In future Jumps, the revenue from this company will stay the same even if they aren't actually selling anything. Any profits after that are simply a bonus.
- ***Mountainside Lab(-200 CP):*** This mountainside lab is hidden somewhere on your starting planet not far from where you start, and you receive perfect instructions on how to reach it. Inside are all the tools, chemicals, and research materials a scientist of Doctor Gero's caliber would need to keep his lab running. Unlike the good Doctor, you haven't told anyone where it is, so it's completely undocumented. The materials and tools regenerate once a month, and the place cleans itself. In future world's this lab is somewhere close to where you start, and you gain similarly detailed instructions on how to reach it.
- ***Android Collection(-400 CP):*** Well it seems as if you don't need to start with nothing. If you the mountainside lab, you gain a number of pods containing

20 slumbering, pre-built androids. Each of them is only as strong as a Saibaman, but their bodies are easily modifiable, and adapt to anything you add. Needless to say, they're completely loyal to you, and come preprogrammed with whatever personalities you might want. You can also reprogram them with a number of different personalities by simply returning them to their pods.

- ***Genetic Database(-600 CP):*** Having a genetic database of all the known races in the universe might seem a bit overboard, but I'm sure many would disagree with that notion. This item is just what it says on the can. You have both the genetic sequences, and copious DNA samples from all the races within the Dragonball Universe. While individual mutations or rare developments are excluded, you still have a lot to work with. The entire database comes in the form of a knee high box with a terminal on it. Searching this terminal and choosing something will cause it to open up revealing the samples/information. Everything inside regenerates within a day.
- ***Android Production Facility(-800 CP):*** If you bought the Mountain lab, or any sort of property in this Jump, you can choose this to be a part of it. With this facility, you can not only cut down on the time to produce Androids by half of what it would take you, but it can also use its supercomputer, fabricator, copious materials, and cloned bodies to begin producing androids on a mass scale. At any given time, this computer could create a dozen androids at the same time, once again reactive to the same speed you would construct them with. It also takes care of the programming, though you will need to be the one to personally upload your designs, and it can only build what you understand. You may use the supercomputer and facilities to build and program other things as well as perform other things an AI with a supercomputer can.

Native

- ***Iconic Gi(-100 CP):*** This light piece of combat wear seems to be iconic to any who see it. It's instantly recognizable, and inspires either wariness or hope in those who see it depending on your intentions. You'll find that you move incredibly easily when wearing these clothes.
- ***Infinite Food(-200 CP):*** Like any warrior, you need food, and a lot of it. All that planet-destroying power doesn't come from an empty stomach after all. Lucky for you, this table seems to simply be filled with any number and type of delicious food and drink. Anyone eating from the table finds that dishes they most prefer appearing. At any one time, its enough to easily feed ten people, and the food never really seems to run out. Discarded empty bowls or cups simply disappear, and filled ones take its place. Living creatures do not appear.

- ***Z-Weapon(-400 CP):*** Whatever this weapon is, whether an axe, sword, or staff, it is incredibly durable, even Frieza would have a hard time breaking this at full power. Outside of the base durability, this durability scales to your own power level, allowing this sword to survive all your toughest battles relatively unscathed. It would take an enemy several times your strength to break this weapon. You'll also find that integrating this weapon into your martial arts boosts your overall skill by several orders of magnitude. It can also, like a certain Demon's sword, fire incredibly sharp blasts of cutting Ki. Or if you picked a blunt weapon, it instead fires waves of crushing energy. Comes with the ability to condense into the form of a small club.
- ***Hyperbolic Time Chamber(-600 CP):*** This chamber has an extremely special ability, that being the ability to warp time inside it. You see, for every year spent inside its white void, a day passes outside. If this wasn't enough, the gravity in just the starting area is ten times that of Earth's. The further away from the entrance you move, the more intense the conditions become. It's very possible to die from just stepping foot outside the living area if you're too weak. Speaking of the living area, it comes stocked with enough food to last years, and constantly refills. Yes, unlike the original version, there is no limit to the time you can spend here. On the outside it appears as a simple one story house with a door.
- ***Infinite Bag of Senzu Beans(-800 CP):*** Ah, a bag of Senzu Beans, possibly one of the most useful things for a fighter. This particular bag of Senzu Beans however, is special in a lot of ways. You see, when you tie the bag to your waist, it'll never fall out, get damaged, or get snatched during a battle. Furthermore, the Beans themselves are greater than their original version, taking one is enough to keep someone fed for two weeks, and as long as the person still draws breath, this will fully heal them, bisected half and all. If your enemies take one of these, they'll find themselves assaulted with the worst taste they could possibly imagine with no other effects. There are an infinite number of beans in the bag, and every time you take one it seems like nothing has changed.

Galactic Denizen

- ***Battle Armor and Scouter(-100 CP):*** You get a standard PTO set of Battle Armor and a Scouter. You may choose whether this armor follows the classic design, or Bulma's improved design (with an optional helmet). Either way, the armor scales to your strength in that those much weaker than you won't even scratch it, and it will defend you relatively well amongst those around your level while still taking damage. The scouter is capable of acting as a communication device, a computer assistant, and a power scanner. No matter how strong your opponent is, the Scouter will put a number to whatever you're feeling without any

damage. It's also indestructible and will survive any battles you put it through. Trying to use it to get an advantage in battle will end badly.

- ***Medical Pod(-200 CP):*** Here's a Medical Pod, one of the staple technologies of the Galactic Community. Once someone is submerged in the healing liquid, this machine will heal minor wounds in minutes, more severe ones in hours, and fatal ones in days. As long as someone's breathing when they're put into this pod, they'll end up having a full recovery. Diseases and other medical problems also get fixed by a stay in the Pod.
- ***Battleship(-400 CP):*** Directly copied from the ones in the employ of Frieza and his family, this Battleship is entirely yours. It's speed is enough that it can travel a galaxy in a day, and comes with at least a dozen attack balls docked on board. In addition to this, it also comes stocked with luxury food and wine, alongside a good old hoverchair in the bridge. Can house a crew of several thousand comfortably if needed, and comes with hibernation functions.
- ***Galactic Empire/Organization(-600 CP):*** Your very own Galactic Empire! Or Corporation, or Terrorist Organization. Whatever this is, you have about as much presence in the Galaxy as Frieza's Empire. This means millions of lesser soldiers and generals that roughly equal that of Frieza's forces. For some reason, the PTO is willing to let your Empire exist, and is even willing to respect your borders. In future Jumps, this Empire is retroactively part of the setting's past, and actively waiting for your return. No matter your appearance and name, they will recognize and reinstate you immediately. The events of past Jump may also be added to their history archives. Those who have long lifespans or immortality may come along to future Jumps.
- ***Seed of Might(-800 CP):*** This seed isn't much on its own, but when introduced to water, or even blood, it rapidly grows into a massive tree of might by extracting the energy of a planet. It needs an atmosphere to survive, but when it's done draining the planet of its energy (a process that takes a few days), all life in the world with a power level lower than 1,000 will die, and the tree will grow a dozen fruit. Each of these fruit when taken will increase your power by 20 times, though eating more than two at once will cause your body to tear itself apart and wither up. You'll need to wait at least a month to consume another one to avoid that, and after five times you'll find the power gain dropping off considerably, until it only does 1.5x your original powerlevel. You'll find that no matter how many times you plant it, the original seed comes back into your possession.

Hidden Threat

- ***Infinite Bag of Candy(-100 CP):*** This jumbo sized bag of candy is as big as a person's torso, and is filled to the brim with gourmet candy that never seems to run out. All types of candy, from this universe and not appears in the bag, and you always find yourself liking it.
- ***Energy Drainer/Container(-200 CP):*** Is that a kettle? Well despite what it looks like, its actually an energy container. By pressing it up against a person, this container begins to drain large amounts of energy from the person, potentially enough to cause death. By pressing it up against yourself or a machine and willing it, this energy will begin to perfectly transfer at any rate you will. This can power anything from machines, or permanently increase your strength. The amount of power it can hold this way is limitless, but you'll have to be careful to absorb it in increments.
- ***Crystal Ball(-400 CP):*** This goofy looking crystal ball is an implement usually only for Magicians. However, you'll come to find that this ball magnifies all sorts of abilities. While holding it, meditating on your Ki is boosted tremendously, allowing you to hone the control of your energy, as well as future ones. In addition to this, it can project all of your magical and spiritual abilities to greater distances than you're used to, allowing you to scry locations across the Universe, or telepathically communicate with those in other planes of reality.
- ***Babidi's Spaceship(-600 CP):*** This magical spaceship is hardly even one. While yes, it can travel space conventionally, it can also instantly teleport itself to any location in the universe. This is through the scrying magic built into the ship itself. Don't worry about being unable to use it however, because you'll gain all the knowledge required to pilot the ship and use its other features. For one, you can sink the ship into the ground of a planet hiding a majority of it from outside sensors. It is also durable enough to take strikes from Dabura at full strength. You can also morph the conditions of the inside to mimic certain planets. Finally, there is a meditation room in which you may meditate. When this is done, you enter a state in which you can fight at your absolute peak for the next couple of days.
- ***Time Machine(-800 CP):*** Well, you know how they say not to fuck with time? Well no one told you, and now you can ignore them if they try. With this Time Machine, you're capable of traveling to the past in an alternate timeline. While this doesn't exactly help you change the events of the future, an entirely new timeline is made when you do this, meaning you have two universes worth of fighters and resources to exploit. It even allows you to travel between currently existing timelines, and has a decently detailed summary of the points of diversion. Using this will not get the Time Patrol's attention, nor any of the more powerful beings in the universe.

Companions:

- ***Import(-100 CP):*** You may import or create up to 8 companions who will join you in your new world. If you have a background, these companions will be a part of your past. As a Drop In, they drop in the same location with you. They gain 1000CP and may pick an origin for discounts.
- ***Z-Fighters(-200 CP):*** Instead, you may choose to recruit one of the Canon characters in the Dragonball Universe as long as you can convince them to come along.

Drawbacks:

- ***Past Adventures(+0 CP):*** If you've been to a different Dragonball Jump, and it takes place before Age 761 then you may choose to have the events of that Jump take place before this one.
- ***Son Jumper(+0CP):*** Instead of being given an entirely new Origin, you may instead be inserted into the body of a Canon Character. The only caveat is that their power level can't be greater than your starting one, they must also be the same race as the one you've paid for, or be one that costs less/is inherently weaker. If this is chosen then origins are only for discount purposes, though you may instead choose to enter an alternate universe of sorts where your choices are reflected in their background. Whatever conflicts come up in your race option and the background of your character can be similarly handwaved away as a spontaneous change, or a part of their background.
- ***Movies?(+0 CP):*** With this option, you may choose to make as many of the Dragonball Z movies as you desire Canon to this universe. Whether or not Dragonball Super is canon is up to you.
- ***An Extended Stay(+0 CP):*** With this option, you can instead choose to stay in this world for a longer predetermined amount of time. After you've made your choice you can't change it. You may also choose to start in any time period before the series starts.
- ***10 Episodes(+100 CP):*** Jeez, do you need to constantly scream while charging up? Well whatever it is that's making you do that, it seems like its spread to everyone else. All your battles, despite taking the same amount of time "realistically", they subjectively take hours, with everyone taking minutes to finish charging up. Unless taken with Transformation Interrupt, neither you nor others will be interrupted while charging up.
- ***Sorry But Your Guard Was Wide Open(+100 CP):*** Well I hope you're quick with your transformations, because every time you attempt to transform in battle and it takes more than five seconds you'll find your enemy brutally punching you in the stomach. No matter their strength level this will always hurt like shit, and leave you winded. It will not however, kill you no matter their strength either.
- ***Stupid(+100 CP):*** Wow Jumper, you're kind of... Slow to say the least. Complex concepts fly right over your head, and you're only really capable of understanding simple things like good and bad. Trying to think on higher things just confuses you immensely, and hard studying gives you a serious headache.

Prideful(+100 CP): You're incredibly prideful to say the very least. You look down your nose at anyone who approaches you, even those of equal strength. God forbid they're somehow weaker than you, in which case you'll refuse to show them even the slightest bit of respect. This pride may also lead you to making stupid decisions when it comes to those weaker than you, whether its allowing them to transform so you can prove you're far superior, or letting them charge their most powerful attack. This may or may not bite you in the ass.

- ***Conscripted(+200 CP)(Requires Weakened):*** Well, would you look at this, looks like you've been conscripted to work for Frieza's forces. Ignore your starting location, instead you find yourself on a battleship with several hundred other conscripts and a Captain on your way to your first purge. Needless to say, you must participate if you don't want to be killed by your captain who has a power level of 20,000. If taken in the Demon realm, then all things stay the same, you're instead just recruited to work for some random demons army as they run around pillaging.
- ***Weakened(+200 CP):*** So I might have lied about those racial purchases. See, no matter your options, your starting power level is equal to that of Yamcha's at the beginning of Z, so somewhere around.... 150.
- ***Broken Scouter(+200 CP):*** No matter how many ways you have to judge your opponent's strength, the numbers just don't really seem to click in your brain. You'll treat even people vastly stronger than you as if you have a chance, and will use battle strategies more befitting of an equal.
- ***Plot Involvement(+200 CP):*** No one likes turtles, least of all the people here. That's why you're gonna be participating in every major battle in the plot of Dragonball Z. Yup, from Raditz to Buu, you have to lend a hand in each of these battles, and survive. While you're not required to kill the main villain, you are expected to play some minor role. If you don't, the villain will win and your chain ends. If you do, you'll find that the heroes win about the same as they did in canon. If you made the various movies canon, then take an extra 200CP, and yes you're fighting them all too. You get a free and mandatory choice of Earth as a starting planet. If another drawback happens to put you away from the Universe, the you'll instead be transported to help during the fights, then sent back.
 - ***Villain Gauntlet(+600 CP):*** Yeah remember that thing about lending a helping hand? Forget that, you're essentially Goku now. All of the other Z-Fighters only lend up token support during these battles, and nothing you do seems capable of ending the situations before they happen in Canon. In addition, you now need to do the majority of the work when dealing with these villains. The same consequences above apply.

- ***Bloodthirsty (+400 CP):*** Slow down there buddy, I know this is a world of battle and all, but you don't have to pretend to be so bloodthirsty.... You are pretending right? Well, it seems like you're not, and have been given a level of bloodthirst and brutality that could equal Vegeta back in his old days. You love hurting others, especially in fights, and when it comes to morals you may as well ignore those. You're almost a battle junkie, except you don't really care for the battle, and just care for the maiming. It'll be hard to stop yourself from acting on randomly violent impulses when others annoy you, and it gets especially harder if you don't have some way to let out your need for destruction.
- ***Dr. Gero(+400 CP):*** Looks like your appearance in this world wasn't undocumented. For the first three years of your journey, you'll be monitored and catalogued by one of Doctor Gero's bots, and he is hellbent on murdering you, just like Goku. You can't destroy or find this bot, but it will catalogue all of your powers, abilities, and personality traits, as well as taking some of your DNA to build the perfect machine to kill you. This is of course to the best of the Doctors ability, and isn't a guarantee he will have those counters. Five years into your journey, you'll be forced to face the machine, and if you lose your chain ends.
- ***Merciful(+400 CP):*** Wow Jumper, aren't you a Paragon of Justice or what? You absolutely refuse to kill your enemies, choosing to instead spare them, or give them a second chance. Unlike real life however where this may be a mixed bag, this will never end well. While it won't result in your death, expect others to pay for your mistakes, and if that isn't possible, get ready for some very serious emotional damage as consequence.
- ***Stupid Evil(+400 CP):*** Step aside for the Magnificent Asshole: Jumper. Yes, that's you, mostly because you're the biggest dick this side of Frieza. Saying you have no morals is as much of an understatement as it is incredibly obvious. Causing multiple genocides doesn't even register to you as something wrong. In fact, you take great pleasure in causing pain and suffering to people. No matter your purchases, this will always come back to bite you in the ass. Blowing up a random planet could see you hounded for months by the survivors cropping up out of nowhere. While this doesn't mean they'll be able to match you, there's still a small chance of them finding something eventually. People aren't just gonna throw themselves at you unless they think they have a chance after all.
- ***Trapped in the Demon Realm(+600 CP):*** You know all that stuff at the top about your location? Ignore that, you're now in the Demon Realm, a place filled with danger and malice, alongside extremely strong demons. You can also never find your way out for the duration of the Jump and have to fight it out here. In addition to this, the local powers are aware of your appearance and want you

dead, so they send out search parties of relatively strong demons to sniff you out though not much more than that. They can range from First Form Frieza, to Cell. If taken with the plot involvement drawbacks you get teleported temporarily to the final battle so you can help before being popped back. The only way for you to leave this place during the Jump is to kill the leader of the Demons who, for the sake of this drawback, is as strong as Majin Buu.

- ***Babidi's Target(+600 CP):*** Babidi has succeeded in his goal, and has freed Majin Buu early. Now, he's coming for you. Minutes into your journey here, you'll have to fight both him and his monster. No matter where you run, he gains a good idea of your location, and he has also perfected the seal binding Majin Buu, gaining the creatures full support. The only good thing about this is that it's still only the Fat Buu, but that's hardly much of a consolation prize. If taken with the other Buu drawback, then both fuse to become far stronger than they were before.
- ***Planet Trade War(+600 CP):*** Forget whatever you were gonna do, it seems like you're at war with the Planet Trade Organization. Though it's not really much of a war when it's against one person. That being said, you're a very high priority target for the entire organization, whether because Frieza got some outside information about how you're a threat, or you opposed them in the past. You'll find that no matter your efforts, they'll eventually find you in less than a month no matter how many times you run. If you survive to the third encounter, you'll have to start facing the likes of Zarbon and Dodoria, survive to the fifth, and it's the Ginyu Force. After that, you might be able to lie low for a couple of years until Frieza hires a third party, or gives up.
 - ***Cold War(+200 CP):*** Giving Up? Yeah right, this is Frieza we're talking about. Forget the other guys, Frieza has decided to deal with this potential threat himself. A week from your insertion into the Jump you'll find yourself coming face to face with the Tyrant at full power, and you'll have to fight to the death. If you beat him, you must then make your way throughout the universe snuffing out the remnants of his empire. The Galactic Patrol will be of absolutely no help here, and you'll have to do this on your own. Needless to say, this is the work of years, and you'll find that many of Frieza's conquered planets wish to go back to the status quo they had under the former tyrant. How you deal with that is up to you, but you only have ten years to finish it.
- ***The Krillin Effect(+600 CP):*** Remember how you're going on a Jumpchain? Well you're gonna need to forget that for a bit, you see everything that deals with your nature as a Jumper? Not coming with you here. Your warehouse, and past

Perks, Items, and Scenario Rewards are completely out of reach for the entirety of this Jump. To add to this, any extra knowledge such as technology doesn't work here. Cannot be taken if this is a first Jump.

- ***Shen-Non(+800 CP)***: Yeah remember those Dragonballs? Wish granting orb things? They don't work for you, on you, or even really around you. As long as its to your benefit, the Dragons simply cannot grant that wish.
- ***Buu's Freedom(+800 CP)***: Remember the above drawback with Babidi controlling Buu? Imagine that, except there's no Babidi, and you're instead dealing with Super Buu on the level of Gohan Absorbed. Yeah. This new monstrosity is rampaging around the Universe and its your job to find and stop him. In addition to this, you only have a year before he gets bored and decides to pull a Reality Shout and destroy the Universe. As if that wasn't already bad enough, you must make sure that every facet of the DBZ Universe(including the Demon Realm) survives your battle.
- ***Dragonball Grinddark(+1000 CP)***: Oh no, this is what an edgy fan thinks Dragonball Z should be like. You'll find that the villains are orders of magnitudes stronger than their past selves. Senzu Beans in universe only slightly heal wounds, and the Dragonballs are heavily underpowered (they can't even revive people). In addition to that, other equally depressing changes have been made to the lore of this Universe. Things like Time Machines destroying their original timeline, or rapid growth in power level causing an incurable heart disease. All of this and more is present with worrying frequency.
- ***Demon Brats(+1000 CP)***: If you thought dealing with the last one was bad, get ready to deal with these two perpetual annoyances. Towa and Mira as they're called are a pair from the Demon Realm, Towa being the sister of the Demon King Dabura. I won't bore you with the details of their past, but know this, you must fight and defeat these two constantly, starting from your very first few minutes in this Jump. And by these two, I mostly mean Mira because he'll be doing all the fighting. Right out of the gate, Mira is already stronger than Majin Buu, and his fighting skills are an amalgam of past heroes and villains. Defeating him means Towa simply retreats and returns within a year, alongside a stronger Mira that she's upgraded. You must defeat them at least ten times before you're free from them. Each time, Mira will be far stronger than the last and in the final fight, they'll fuse together to eclipse their former power.

END

Heart Disease

You'll choose to go back home, something about this world really tired you out huh?

Training

Or maybe you'll stay? Must be something about the battles and the power here. Or maybe you like the wackiness.

Rock the Dragon

Or, instead of all that you can instead just keep on going on your chain, moving on to the next world.

NOTES

- You can "unlock" the Ki of others in future world's by pushing a tiny bit of your own into their body.
- All perks and items are under the assumption that you're a human with the default starting power. Depending on other purchases they may be stronger
- Examples for the Son Jumper drawback include being able to insert as a Goku that never got sent to Earth and joined the Frieza Force if you took the Galactic Denizen Origin. Or a Krillin that was actually an alien, you get the idea.
- Cooler school of Transformations can let you unlock super Saiyan if you're a Saiyan.
- Taking Bio-Android with extra racial options gives you their discounts
- Planting the Senzu Beans from the Bag of Infinite Senzu Beans results in just ordinary Senzus being grown. It takes at least a month to grow these normal Beans, and your yield is somewhere along a dozen or two for every successful harvest.
- Majin Regeneration is not benefited by Bio-Android
- Double discounts mean you need a quarter of the price.