Dragon Ball Technique/Transformations Supplement

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This supplement lets you choose to be a race from the Dragon Ball franchise and spend points to gain the race's various transformations and a few of their techniques.

THIS IS MOSTLY FOCUSED ON TRANSFORMATIONS, SO DON'T EXPECT TO SEE EVERY NAMED KI BLAST AND SPIN KICK IN HERE.

DISCLAIMER: Buying a technique/form means you get instant mastery of it. For example, buying any tier of Kaio-Ken would mean you can use it easily with no harm to your body.

SECOND DISCLAIMER: There are no discounts in this supplement.

+1,000 Dragon Points (DP)

Races:

- Earthling: You're nothing special. Just an inhabitant of a backwater mudball called Earth. Most Earthlings have a power level less than 10, with the strongest being somewhere from 50 to 100.
- Android: Androids are humanoid machines. The most famous androids are probably #17 and #18, created by Dr. Gero of the Red Ribbon Army.
- Saiyan: You know these ones. Goku, Vegeta, Broly, these guys have the potential to be the strongest species to ever live.
- Frieza Race: Only a few were ever shown in the franchise, but these guys have insane potential to rival the Saiyans. Frieza was shown to rise to the level of godlike power after only four months of training when he had never done so before in his entire life.
- Namekian: Residents of Planet Namek, these plant-slug beings are known to be the creators of the legendary Dragon Balls.
- Kai: This race is born from Glind trees, either directly from the tree itself or from special fruit that grows on the tree. Or, at least, they were before they all died out.
- Machine Mutant: The creations of Dr. Myuu who performed a hostile takeover of planet M2. They can integrate technology into their bodies by eating it. Turns out the robot uprising happened, after all…
- Majin: While you may be thinking of Majin Buu, this has since been expanded to refer to various demonic beings, not just Buu.
- Shadow Dragon: These dragons are born from an excess of negative energy inside a set of Dragon Balls. You can choose one set of Dragon Balls to incarnate from EXCEPT THE SUPER DRAGON BALLS. THAT IS NOT ALLOWED. Your power gained comes from the power used to grant a wish. For example, Syn Shenron got his strength from wishing all those killed by Frieza's soldiers on Namek back to life.
- Cerealian: Inhabitants of the planet Cereal, these beings are natural snipers due to their developed right eyes.
- Yardrat: There are two main inhabitants of Planet Yardrat: Pink, wrinkly beings with large heads and pointy ears, and smaller beings with either green or blue skin, round heads, and no visible ears.
- Hybrid: Choose two or more races from this section, and you'll get access to all their skills and transformations. There are no limits to how many races you can choose with this option. Make your overpowered dreams come true!

General:

Kaio-Ken (Free/100/200 DP): King Kai's signature technique that can multiply one's power several times over. For free, you get the baseline Kaio-Ken multiplier, x2. 100 DP gets you up to x10, and 200 DP gives you up to x20.

Evil Aura (100 DP): A malicious dark aura that can corrupt those around you, turning them feral and berserk, attacking anything and anyone in their path. It also comes with the ability to create limited constructs with it. Cumber made large shadowy claws and a replacement tail after Fu cut it off.

Potential Unleashed (300 DP): Famously used by Son Gohan, Potential Unleashed lets one use their dormant power to its highest level. If trained properly, a user of this form can grow greater than a Saiyan that has reached Super Saiyan 3.

Villainous Mode (200/300/400 DP): A boost created by Towa of the Time Breakers, this grows your power dramatically. For 200 DP, you get the basic Villainous Mode from *Dragon Ball Xenoverse*, 300 DP gets you Supervillain Mode from *Dragon Ball Xenoverse 2*, and 400 DP gets you Ultra Supervillain from *Xenoverse 2's* Future Saga DLCs. If you don't want to use a powerup considered evil, you can freely change this to "Virtuous Mode," and the aura changes from dark purple to teal. See Notes for details.

God Ki (400 DP): Simply put, this ki is used by gods. I know, I never would have figured it out, either. Only gods can sense god ki, and this power will even let you heal yourself if you couldn't already.

Soul-Cleansing Machine Runoff (800 DP): Your body has been flooded with the evil energy from Other World's Soul Cleansing Machine. Now, normally this would mean your body would be taken over and changed into that of Janemba, your mind has survived this transformation, and you now have all of Janemba's powers. This includes the power to reshape your surroundings and even other dimensions. However, this is tied to your emotional state, so I hope you're not as easily offended as Janemba is.

Ultra Instinct (1,000 DP): Quite possibly the greatest divine technique of all time, Ultra Instinct is a technique that allows every part of your body to move independently of all the other parts. This lets you fight and react automatically without thinking. You don't have to even acknowledge a threat; you'll just take care of it automatically.

Ultra Ego (1,000 DP): If Ultra Instinct requires no thought to fight, Ultra Ego is powered by the user's emotions and passion, having their mind focused on destruction at all times. This is the main power associated with the Gods of Destruction. You can gain strength by taking damage but be careful not to take too much damage.

Earthlings:

Different-type (Free): There are a few different types of Earthlings on Earth: Human-type, Animal-type, and Monster-type. You can choose one to customize this choice.

Werewolf (100 DP): Some humans can transform by looking at a full moon, much like Saiyans can. Choose an animal; you'll turn into an anthropomorphic version of said animal at the full moon. If you want, you can even be an Animal-type Earthling that turns human in the full moon.

Max Power (100 DP): By flooding your muscles to the brim with ki, you'll grow to an enormous size and gain a boost in strength and height.

Selflessness State (300 DP): By learning perfect ki control to the point that no energy leaks out of your body, you can power up greatly. Krillin used this state in the Dragon Ball Super anime. This power focuses itself in your hands to empower your physical strikes.

Androids:

Detection System (100 DP): You know what scouters are, right? Well, this system is like having a pair of scouters in your eyes. This system can detect sources of power and their locations.

Energy Absorption Model (100 DP): Androids 19 and 20 were special models, able to absorb ki through a set of red gemstones embedded in your palms. If taken with "Copy Ability," the gems will be blue and not interfere with the copy power.

Infinite Energy Model (200 DP): You've got a reactor in your body that generates infinite ki for you to use. This means you have infinite stamina and will never run out of energy. If taken with "Energy Absorption Model," any excess energy absorbed will not make you explode.

Copy Ability (300 DP): You have blue gems embedded in each of your palms, and three gems on your forehead. By grabbing someone by the back of their neck, you can copy their power and any racial abilities they may have. You can only store the data of 3 beings, one in each forehead gem. If taken with "Energy Absorption Model," your palm gems will be able to absorb energy as well.

Absorption (300 DP): Cell's not the only one who can absorb androids for more power. For example, Android 13 absorbed Androids 14 and 15, and a version of Super 17 once absorbed both Android 16 and Cell. You can absorb any mechanical humanoid to get stronger.

Saiyans:

Oozaru Control (Free): All Saiyans can turn into an Oozaru by looking at a full moon, but the inexperienced won't be able to control themselves in this state. This Perk will let you retain full control of yourself as a giant monkey.

Super Saiyan (100/200/300 DP): The iconic transformation. 100 DP gives you access to regular Super Saiyan 1, plus Grade 2 and 3. 200 DP gives you Super Saiyan 2, and 300 DP gives you Super Saiyan 3.

Legendary Super Saiyan (200 DP, requires Super Saiyan): This is Broly's green-haired form. Easily more powerful than a regular Super Saiyan, this comes with the benefit of growing in power exponentially as you fight.

Super Saiyan 4 (200 DP, requires Oozaru Control and Super Saiyan): This form is gained by turning into a Super Saiyan as an Oozaru, creating a Golden Great Ape. Then, you must regain control of yourself if you don't already have control. Then, you'll turn into a Super Saiyan 4. Longer hair, yellow eyes, and red fur cover your body.

Super Saiyan 5 (200 DP, requires Super Saiyan 4): In canon, this form is only briefly mentioned in *Dragon Ball GT*. That's why we're going with the non-canon version. Even more powerful than a Super Saiyan 4, Super Saiyan 5 turns the user's fur grey and their hair white. Their skin also gains a red tinge due to all the energy flooding their bodies.

Super Saiyan Blue (100, requires God Ki and Super Saiyan): This is what happens when a Super Saiyan God turns into a Super Saiyan. Your hair turns blue and you get stronger. There's really not that much to this form.

Super Saiyan Blue Evolved (100, requires Super Saiyan Blue): Vegeta attained this form after he decided to find his own path separate from Goku's Ultra Instinct. It's unclear how much stronger this is than regular Super Saiyan Blue, but some sources like the anime liken it to Super Saiyan Blue Kaio-Ken x20.

Beast (200 DP, requires Potential Unleashed): Gohan broke his limits and evolved his Potential Unleashed form into Beast. This form requires hybridizing with an Earthling somewhere in the mix.

Frieza Race:

Suppression Forms (Free): Members of Frieza's race are able to seal their power away inside transformations. You can hide your true strength in up to 3 forms, which can be handcrafted to suit your fancy.

100% Full Power (Free): Similar to the Earthling's "Max Power" ability, if you use all of your power, you can increase the size of your muscles.

Fourth Transformation (200 DP): Used by Cooler in his movie, this transformation isn't a Suppression Form; It actually increases your power. You grow taller, a head crown made of your own bio-armor and gives you extra armor all over your body.

Golden (300 DP): The golden color of this form mocks the Super Saiyan transformation and gives you a similar boost in power. It's implied in the *Resurrection 'F'* film that Frieza chose gold on purpose, so while the default color is gold, you can make it something else if you want.

Black (400 DP): Not much is known about this form. All we've got at the time of writing this doc is that it's stronger than the Golden Form. Default color is black, but I assume you can customize the color like Golen. Does not come with an N-word pass.

Namekians:

Asexual Reproduction (Free): Namekians reproduce by effectively cloning themselves, forming an egg inside their bodies and puking it up. However, these eggs are not small at all. Hope you like hacking up eggs the size of beach balls whenever you feel like having kids…

Dragon Ball Creation (100 DP): The Dragon Clan on Namek can fashion wish-granting orbs called Dragon Balls. Typically, there are seven in one set, although there can be as few as 2. The wishes made on these Dragon Balls are only as strong as you are, and if you're killed, they turn to stone and won't work anymore unless you're revived in some way.

Become Giant (Free): Self-explanatory. You become very big, somewhere from 50 to 100 feet tall. However, this doesn't increase your power at all, so I hope you're sufficiently powerful if you go fighting someone like Godzilla.

Super Namekian (100 DP): This isn't a normal form by any means, but it's said that Namekians who "achieve a higher consciousness" become Super Namekians. But all that's shown is that a sufficiently powerful one is classified as a Super Namekian. So, you'll be as powerful as a Super Saiyan in the Android Saga.

Orange (300 DP, requires Potential Unleashed): This was only used by Piccolo in the *Super Hero* movie, but these gains are crazy. You'll become taller, about head and shoulders more than your base form and much more muscular and broad. Also, you'll turn orange, but that's a given.

Kai:

Super Saiyan Rosé (200 DP, requires God Ki and Super Saiyan): This form requires hybridizing with a Saiyan somewhere in the mix. This is the divine equivalent to Super Saiyan Blue, only this form comes from the natural divine soul of a Kai.

Time Power Unleashed (400 DP): By accumulating a massive amount of time power, you're able to take on this state. You'll grow into a more mature form and the ability to manipulate time. For example, Chronoa (The Supreme Kai of Time) managed to seal away the Demon Realm and send its inhabitants throughout time itself.

Machine Mutant:

Hyper Meta Jumper (100): By pulling the pieces of your fellow Machine Mutants into you, you've gained a shiny new form, stronger and plated in red armor and a fancy jetpack. With this, you'll be able to go toe-to-toe with a Super Saiyan for sure. You don't need to find Machine Mutant pieces every time you want to transform; they'll be downloaded into your system.

Meta-Jumper (200 DP): You've cast off your shell and become a being made purely of liquid metal. You'll gain the power to manipulate and liquefy metal of all kinds, even merging with a planet entirely covered in metal.

Parasite (200 DP): Dr. Myuu's magnum opus, Baby, was a parasite that could hide in his hosts and absorb their power. You'll be capable of the very same, as well as laying eggs inside hosts to bend them to your will and follow your commands.

Majin:

Shape-Up (Free): Most Majin's of Buu's subspecies are rotund like him. Well, this fixes that. Your physique is toned and strong, and this perk will let you keep this physique even if you keep eating as much as Buu usually does. You'll also bear a passing resemblance to Super Buu, but don't worry about that too much.

Absorption (100 DP): Members of Majin Buu's subspecies, like playable characters in *Xenoverse* or *Online* do not display the ability to absorb people and use their powers. This Perk will make it so that you can.

Purification (100 DP): This transformation is shown in Dragon Ball Xenoverse 2. It allows you to turn into your purest form, which resembles Kid Buu. Does not necessarily have to be pink.

Perfect Form (200 DP): Not to be confused with the Bio-Android Cell, this state is undergone by the Phantom Majin Hirudegarn. You have wrapped yourself in a cocoon and evolved, gaining the power to briefly turn into ectoplasm to become intangible, a tail that can suck out energy much like Cell, and powerful regeneration.

Shadow Dragon:

True Form (Free): Some of the Shadow Dragons in *GT* hid their true power. Some examples include Oceanus, Nuova, and Eis. At any point, you can proverbially (or perhaps literally) shed your skin and gain access to your full power.

Omega (400 DP): By absorbing all seven Dragon Balls, Omega Shenron's power grew tenfold, making him much stronger than the people he fought. He was also able to use all the other special abilities of his fellow Shadow Dragons. You've devoured all the Dragon Balls in your set and attained this form.

Cerealian:

Evolved Left Eye (200 DP): You can temporarily increase your accuracy by evolving your left eye to the level of your right. This changes its color to red.

Yardrat:

Spirit Control (100 DP): This is probably the only Perk I'll make available to every race. With Spirit Control, you'll get much stronger, to the point where a tiny ki blast from your finger will become a massive mountain-erasing blast. Also, you'll get the following techniques:

- Instant Transmission, which teleports you to ki signatures you can detect.
- Gigantification: you can grow roughly four times your height.
- Cloning: Self-explanatory; you can make duplicates of yourself.
- Forced Spirit Fission: You can separate merged beings, be it fusions or forced absorptions.

Drawbacks:

Credit to DeverosSphere for making these Generic Drawbacks

Accident Prone +100 DP

You're prone to minor accidents that, while inconvenient, painful, or embarrassing, are not likely to kill you. You can expect any plans you make to suffer some kind of bad luck.

Acrophobic +100 DP

You are terrified of heights, and anything deeper than a 10-foot drop will make you weak in the knees.

Age Problems +100 DP

For the duration of this Jump, you lose all age resistance perks and powers.

Almost Entirely Dark +100 DP

Has the sun gone out or something? Everywhere you go, it seems like it's so dark that you could mistake midday for early night.

Always Left Behind +100 DP

Why do they keep leaving you behind?! You will find that Companions, allies, and benefactors are always ditching you to deal with things unrelated to your current predicament.

Amnesia; Jumpdoc +100 DP

You lose all memories and knowledge of what you purchased in this Supplement and any connected Jumpchain.

Angered Factions +100 DP

Each time you take this, a different, random local faction will consider you an enemy once they become aware of you. There isn't a limit to how many times this may be taken.

Antagonistic Timing +100 DP

Your enemies keep showing up at inappropriate times.

Artificial Flashbacks +100 DP

You have horrific flashbacks to horrible events involving your family and yourself. These events never actually took place, and the flashbacks happen randomly.

As You Know +100 DP

Everyone expects you to already know what's going on, so don't expect to get any explanations.

At Least Buy Me Dinner First +100 DP

Dangerous entities have a habit of taking an interest in you… A romantic interest.

Awkward Affection +100 DP

You are really bad at expressing your affection. Every attempt you make is extremely awkward and unpleasant for anyone who observes it.

Bad Name +100 DP

Everyone you meet will assume your name is something that you find insulting or annoying, and nothing you can do will change it in their mind.

Behind Your Back +100 DP

People always say horrible, hurtful things about you whenever they *think* you're out of earshot.

Black Cat +100 DP

Expect to see ill omens that seem to suggest terrible things coming your way. Mirrors break in your presence, lone magpies drop dead at your feet, and other strange, malign portents follow you. Let's hope these superstitions are just that.

Bounty +100 DP

It seems you've pissed off the wrong people. You have a notable bounty on your head, and while it's not enough to get the big guys interested, it *is* enough to draw the attention of random thugs.

Culture Shock +100 DP

This world doesn't have the same cultural standards you're used to, which isn't a problem if you're quick to adapt. Unfortunately, you *won't* be. You'll constantly butt heads with anyone whose cultural norms and social mores are different from your own. While you can slowly adapt, they'll always rub you the wrong way, and your overall experience here will be much less enjoyable.

Crop Rotation +100 DP

Pests and poor weather have had a serious impact on the local farming industry. Food will be harder to come across and far more expensive as a result.

Dark Memories +100 DP

You will now gain memories of a lifetime of abuse since early childhood. Though these memories are false, you will not be able to differentiate them from real memories beyond knowing they are fake.

Didn’t Read The Instructions +100 DP

You don’t know how anything works and refuse to have anything explained to you. Using any sort of equipment will require trial and error.

Disinteresting +100 DP

You seem to emit an aura of monotony, causing everyone who doesn’t know you to think you are a boring stick in the mud who wouldn’t know fun if it hit them.

Do you Feel Lucky, Punk? +100 DP

You keep unintentionally making pop culture references that no one else seems to recognise.

Double Trouble +100 DP

You will always encounter twice as many enemies in the world, because every foe you face will have one identical copy that only you can see. The worst part is that this seems to be a Schrödinger situation, as the *real* one is never the one you defeat first.

Easily Deceived +100 DP

You’re too trusting, willing to believe almost anything you’re told, and become confused when you’re told conflicting things.

Elites Everywhere +100 DP

Every group of opponents that you face will have at least one additional elite member.

Extended Stay +100 DP

You can increase the duration of this Jump by ten years. You can take this a maximum of ten times, increasing it by up to one hundred additional years.

Faulty Gear +100 DP

Any tools you attempt to use will rust and decay at an accelerated rate, and you won't realize how severe the damage is until it is too late to repair.

Friend List +100 DP

Random people claiming to be your friends keep showing up, but you won't remember any of them. Although some of them may be, most are trying to maliciously use you for their own benefit.

Friends to the Four Winds +100 DP

Instead of arriving at your Location Choice, your Companions are now scattered randomly throughout the setting. They won't be able to enter your Warehouse until they've found either you or one of your properties.

The Glitch +100 DP

Technology randomly fails around you, normally when you need it the most. You might be able to jury-rig a quick repair, but you'd better act quickly because while this won't be instantly fatal, it will make things more dangerous.

Gore Galore +100 DP

It seems that every creature you kill has ten times the amount of blood and viscera that you would expect, making it a real possibility of drowning in the blood of your enemies.

G-Rated +100 DP (Incompatible with "X-Rated")

This Jump is now a family feature... or so it seems when it comes to you. Any attempts to swear, drink alcohol, take recreational drugs, have sex, kill someone, or anything that might warrant a PG rating will be averted at the last moment – often painfully and humorously.

Heroic Sayings +100 DP

You have several quotes and sayings that always come across as annoying or cheesy, which you unintentionally use every time you try to talk to others.

Hidden Knowledge +100 DP

People keep forgetting to tell you important things until it's *just* about to become relevant.

Hideous Haircut +100 DP

You have a haircut that everyone finds disgusting. They'll make comments about how ugly it is, and nothing you do will change it.

The Holiday Special +100 DP

Whenever you reach an in-Jump holiday, the world around you will start to follow the tropes of a Special Holiday Episode. This will happen for every main holiday, such as Christmas or Halloween, and at least once during the Jump for each lesser-celebrated holiday like May Day or April Fools' Day.

Honorbound +100 DP

You always do things as honorably as possible, such as informing someone if you intend to arrest (or kill) them before giving them time to surrender (or prepare) before taking action.

How Do I Keep Falling Into These Situations? +100 DP

Anytime you're not busy with something - whenever you aimlessly wander around, go for a jog, or you just have free time - you'll find yourself walking right into the middle of active trouble.

I Must Nap +100 DP

You need at least seven hours of sleep per day, or you'll feel exhausted.

I Spy +100 DP

Your enemies can easily spy on you without being detected.

In Another Castle +100 DP

Each time you attempt to complete a task or objective, you will find that you have been tricked and will have to repeat the process all over again. You'll not only forget this Drawback, you'll also forget every previous time you've been affected by it whenever you start a different task. This only triggers once per task and will not become an endless loop of deception.

Inconveniences +100 DP

You will constantly encounter minor obstacles that are uncomfortable to deal with.

Kick The Cook +100 DP

You are a terrible chef, and everything you cook is disgusting. You can't even cook toast without making it *monstrously* vile.

Knowledge Lockout +100 DP

You lose all of your knowledge of the setting's universe and its continuities once you start the Jump.

Language Barrier +100 DP

You do not speak the local language, and no one here knows what you're saying until you learn.

Loser +100 DP

Anyone who doesn't know you will automatically expect you to fail at whatever you are trying to do. This will cause those who mean well to push you to work harder and those who don't mean well to attempt to discredit you.

Low Budget +100 DP

Something about this world just seems... *cheap*, with flying wires, plastic shields, old-school lights, and tatty-looking monsters.

Magnet For Misfortune +100 DP

You have *terrible* luck. You're almost constantly hit by random, unpleasant, and painful bouts of misfortune.

Money Money Money +100 DP

Your avaricious desire for money and other symbols of wealth leaves you willing to go to extreme lengths to get more.

Never Mind My Head Trauma +100 DP

People don't care when you're injured.

Nightmare +100 DP

Every night, you'll fall asleep and suffer terrible dreams.

No Hard Feelings +100 DP

There's one random person who constantly tries to outdo you… And somehow, they keep succeeding before rubbing it in your face.

Optician Required +100 DP

Your eyesight is highly restricted, as you can not see anything other than indistinct blurs without wearing glasses. No form of healing can remove this drawback, and any form of contact lens will feel incredibly itchy.

Orphan +100 DP

Your in-universe parents are dead, and you are an orphan.

Pixelated Objects +100 DP

This pixelation in this Jump would shame an NES. Everything is blocky!

Plot Anchor +100 DP

Every plot seems to revolve around you, and no matter what you do, you will always be dragged into the story.

The Pollen +100 DP

You have hay fever, and it's really, *really* bad. Just a handful of flowers could leave you with blurred vision and sneezing for hours.

Prove Your Worth +100 DP

Every time you try to do anything, it seems that everyone wants you to complete an arbitrary task to somehow prove your worthiness. This won't be hard, but it happens all the time for even the smallest things. It may even cause you to get stuck in a worthiness spiral, requiring you to prove your worth to get things needed to prove your worth for some totally unrelated task.

Recurring Foe +100 DP

You have an enemy whom you have no way to convince to leave you alone. Each time they encounter you, they learn more about you and how to better face you in the future.

Rough Childhood +100 DP

You were not as lucky as some people. Your in-universe childhood was - or will be - abusive and painful to such a degree that you will be affected by it, even if you didn't really live through it.

Gain an extra +100 DP if taken with Just A Child.

Scarred +100 DP

You either have horrible burns or horrible wounds, neither of which you can hide. You appear monstrous to others, causing most to feel deep fear at the sight of you.

Scripted Encounters +100 DP

You'll run into whatever threat you're dealing with more often. You won't automatically become a priority target, but sheer proximity is likely to put you at risk.

Shameful Attraction +100 DP

The worst kind of perverts keep seeking you out and trying to get you to fulfill their fetish.

Shy +100 DP

You find that it's incredibly difficult to talk with people you want to be friends with.

Sickly +100 DP

You have a poor immune system and are more susceptible to illness. You'll get sick at least once a month.

Silent Night +100 DP

Unfortunately not. An annoying narrator who constantly insults you and reiterates things that you already know will rhyme in your inner ear every. Single. Christmas.

Silent World +100 DP

The world seems emptier than it ought to be. You don't know what happened, but the population of your starting planet (or nearest equivalent) is *drastically* lower than expected. After including every named character, the population is at most 10% of its expected total. If you would normally see eight billion humans, you can instead expect to see as few as eight *million*.

Simple Minded +100 DP

You find it difficult to understand somewhat complex topics, and you have trouble remembering when holidays are.

Stalker +100 DP

A random, ordinary human knows *everything* about you and is *obsessed* with you. They're also protected from any Perks or Powers that would help you find them quickly.

Stranded +100 DP

Instead of whatever your normal starting location would have been, you find yourself in the middle of a deserted island somewhere in the ocean.

Team Up +100 DP

It seems that you can't go anywhere without some random person showing up and joining you. What's worse, *they* always seem to get any of the praise you may have earned, and *you* always get all the criticism for the group's failures.

They Heard You +100 DP

Any time you say something mean about someone, they'll overhear you and probably get upset. You will forget you took this Drawback.

They Took My Loot! +100 DP

Any time you leave any treasure unguarded, expect thieves to show up and steal it.

This Is A Holdup +100 DP

For some reason, every two-bit henchman, sidekick, minor minion, and comedy relief character thinks they can kick your ass, and they're going to go out of their way to prove it! Expect to get mugged *a lot*.

This Is A Really Good Book +100 DP

Whenever you try to read a book, you get sucked into the narrative and ignore everything happening around you.

Thugs For Days +100 DP

Every day, a minimum of ten random thugs will show up and target you.

Touch Of Madness +100 DP

Things keep happening that leave you thinking you're going crazy… and maybe you are, but not because of this Drawback.

Turn-Based +100 DP

Whenever you enter into a fight with someone, you will find yourself transported into a weird pocket dimension where you are only able to take an action after each of your opponents in a fight.

Two Of A Kind +100 DP

People keep drawing parallels between you and other people, and these comparisons are *not* flattering.

Unknown Rival +100 DP

It appears someone has taken a shine to you, but not in a good way. They have abilities or a similar area of expertise to yours, and they're *not* taking it well. They won't do anything to outright harm you, but they *will* try to one-up or challenge you, and there's not much you can do to get rid of them. If you beat them at their own game, they'll double down. If you try to help them beat *you* to get them to leave you alone, you'll come out on top purely by accident, which will, again, spur them to double down.

Unnecessarily Slow +100 DP

Everything that happens here seems to take forever, moving at a snail's pace. I hope you're a patient person.

Unwanted Crossover +100 DP

This drawback acts like a magnet for other settings, resulting in strange individuals from other worlds popping up and potentially causing us issues. These individuals tend to have power consistent with the power level of the chosen setting, but you won't have any way of knowing when someone new has shown up.

Wanted +100 DP

You have a criminal record somewhere out there. It has a surprisingly high bounty, but not so much that you will be sought out. People *probably* won't go after you as long as you stay away from wherever your wanted poster is.

Wearing Underwear on the Outside +100 DP

You have terrible dress sense, with everything you wear being the worst possible combination of clothing.

The Weirdo +100 DP

Everyone seems to think that you are a strange individual, and they will go out of their way to avoid you unless they actually need to speak to you.

What's His Name? +100 DP

No one seems to remember your name, so you've been given a nickname that really winds you up. What's worse, most people think that it's your actual name.

What's That Smell? +100 DP

No matter where you go, no matter what you do, something always smells slightly off. The source of the smell varies depending on your location, but it's always distracting.

What's Wrong With His Face? +100 DP

Your face has been messed up, leaving you grotesquely ugly and nearly unrecognizable to everyone who knows you. Those with a weak stomach may be sick merely at the sight of you.

Where Did I Go Wrong? +100 DP

You can't tell the difference between confidence and arrogance.

Why Am I Naked +100 DP

You start this Jump naked, and your clothing becomes incredibly fragile as it keeps getting destroyed, leaving you in the nude.

X-Rated +100 DP (Incompatible with "G-Rated")

Things in this Jump are a little more… *explicit* than normal. Sex, drugs, murder, and a lot more are out there, and it's almost like this world is desperate to show it all off.

Amnesia; Local +200 DP

Until the end of this Jump, you can not remember the events of the setting you have entered.

Amnesia; Personal +200 DP

You have no memories of your personal life before entering the current Jump, but this does not affect academic, social, or media knowledge.

Amnesia; Jumper +200 DP

You lose all memories and knowledge you gained since beginning your first Jumpchain.

An Accident +200 DP

You keep accidentally falling into compromising positions.

Betrayal +200 DP

You keep trusting people who don't deserve it, and they keep betraying you.

Whether you're just that naive or it's against your better judgment, you keep trusting people who don't deserve it, and they keep betraying you.

Bigger Boss +200 DP

Any time you defeat an enemy, not only will their superior know, they'll also know *how* you did it.

Blinded +200 DP

You have lost your eyesight and will not regain it this jump.

Dark Minions +200 DP

Some odd physical embodiments of evil will seem to appear everywhere, and they always attack you. No one else ever seems to see them or interact with them, but those things seem to be drawn to you like ants to sugar. If the setting already has creatures of darkness or evil, they are now also drawn to you en masse.

Dead Or Alive +200 DP

You have a local criminal record, and anyone who recognizes you as the target may attempt to turn you in for the bounty.

Demonic Disturbance +200 DP

Your presence has caused discomfort for the demonic entities within your chosen setting. They will attack you on sight and may go out of their way to make sure any acts of evil in your area are directed towards you. If demons didn't exist in the setting beforehand, they do now.

Discount Budget +200 DP

Anything you get your hands on is always the cheapest alternative option.

Fighting Myself +200 DP

At least once per week, you will appear within an empty space outside of time and must fight to the death against a fake copy of yourself. This copy will have all of your Perks, Items, and Abilities, but regardless of how the battle goes, you will not truly die. You will still feel pain, however.

Friends From Beyond Your Dimension +200 DP

A powerful, godlike being will interfere in your life, making it more interesting or fun for them to observe.

Godly Distractions +200 DP

Your presence has drawn the attention of the universe's local divinity. Though they will not take direct action against you, they will pull strings to make things difficult for you until you choose to confront them. If no gods exist within the Jump continuity, your Jump-chan may choose to retroactively add the Gods, such as the Greek Gods, to the setting for this Drawback.

Hormone Problems +200 DP

You have a heightened state of arousal that makes it so that you are constantly in the mood and find those you are attracted to far more attractive.

Lemming Friends +200 DP

All of your in-universe allies gain an unfortunate lack of self-preservation, causing them to take actions that are obviously stupid or will likely end very poorly for them.

I Hate Fighting Me +200 DP

At least once a week, you will have to fight a counterfeit version of yourself. Some will be shapeshifters, artificial replicas, and occasionally incomplete clones, but none of them will have any Perks, Powers, or Items gained from a Jump-Doc.

Instructional Video +200 DP

Whenever you do something for the first time, you will be forced to watch a long, boring tape that doesn't actually explain anything.

Is this Blood +200 DP

You have an unfortunate habit of stumbling upon fresh corpses without any excuse or explanation.

Lemming Behaviour +200 DP

You lack any self-preservation. No matter the danger, no matter the threat, you seem to face it as though you are invulnerable. The greater the chances of you being crippled, maimed, or killed, the more excited you become.

Local Scale +200/300/400/600/800 DP

Your power, and perhaps your growth, has been restricted to align with the locals. Any Perks or Items you possess that exceed this power will be weakened, if possible, or otherwise made unavailable for you to use until you reacquire, through normal means, power roughly equal to your lost or weakened Perks and Items.

For +200 DP, you start the Jump with power equal to that of the local protagonist.

For +300 DP, your initial level of power will be capped at the general range of the supporting cast at the start of the fictional setting.

For +400 DP, your level of growth will be capped to match the growth of the local protagonist.

For +600 DP, you'll instead be limited to 90% of the scale of growth of the local protagonist.

For +800 DP, your scale of growth will be limited to 85% of that of the local protagonist, while your strength shifts so that it is never enough to make you as powerful as the story arc's main villain.

Looking For Help +200 DP

You often struggle to find allies and will often find yourself alone without anyone to trust.

Mirror Match +200 DP

It seems that you have a clone out there causing chaos. They will have all the perks and race options you picked in this Jump, but their minds are empty.

Nightmares +200 DP

You will suffer terrible nightmares showing you the dark and twisted actions that your enemies might be performing while you are helpless. You can't separate these dreams from reality.

Perfection +200 DP

You are now a perfectionist and will refuse to accept anything less than perfection.

Pet Food +200 DP

Creatures of every shape and size will want to eat you, from animals as small as a flea to ones as big as a lion. The only exceptions to this are sentient creatures such as humans.

Pig +200 DP

You are always hungry, with no amount of food truly satisfying your appetite.

Poor Underestimation +200 DP

You forget this drawback, and whenever you underestimate an opponent, they will get stronger.

Publicity +200 DP

Every mistake you make will become public knowledge, and every negative misinterpretation of your actions will be highlighted. It's almost like someone is trying to make you look bad.

Read People Like A Brick +200 DP

You can’t read people; you can not understand people's emotions, and you often misconstrue what they mean, causing you to be oblivious to the intentions of others.

Sore Thumb +200 DP

There is something odd about you that makes you seem noticeable as a foreign being to anyone who deals with anything not native to Earth or this dimension.

Stealthless +200

You are very bad at sneaking.

The Bad People +200 DP

For some reason, everybody is an asshole to you. They will treat you like dirt, and if you dare refuse to do anything for anyone, don't expect any kind of help from them ever.

The Good People +200 DP

It seems that everybody wants something from you. They want you to get their cats out of trees or fetch them milk for their tea, and if you refuse to do a task for someone, you're the asshole. On the bright side, if someone has already given you a task that you are currently working on, people are less likely to give you new tasks.

Thou Shalt Not Kill +200 DP

You are not capable of killing anyone, from the weakest of insects to the most dangerous of gods, thus giving anyone who may be killed by you selective immortality.

Too Soon +200 DP

Every attempt at a romantic confession or to kindle a relationship will crash and burn in a humiliating way.

Too Nice +200 DP

You tend to be overly accommodating to others, allowing them to dictate or make decisions for you. While most of the time this will be simple things, such as what to eat or where to go, if left unchecked, you could find others determining your whole life for you.

True To Myself +200 DP

Alternative versions of you from the future keep showing up and causing disturbances before disintegrating.

What The Heart Wants +200 DP

You have a massive crush on one of the main characters, as appropriate for you. You will discover which one when the Jump starts.

Wider World +200 DP

This world is bigger than you would normally think, but this also makes it more dangerous. There are more magical schools, more super martial arts, more alien races that will target the planet, more magical creatures that will show up to cause trouble, and more that would normally not be shown, and all of them seem to think they should involve themselves in the plot.

You're A Joke +200 DP

No matter what you do or how effective you are, everyone will see you as a failure and treat you like a joke.

You're Only Paranoid if You're Wrong! +200 DP

You expect every word to be a thinly veiled threat, every offer to be a chance of betrayal, and every moment of weakness to be an opportunity to be attacked.

The Jumper's League of Antagonism +200/400/600/1000 DP

With this drawback, enemies from your previous Jumps will enter this continuity, find one another, and join forces to destroy you. Your enemies will work together, using their abilities, technology, and resources in order to enhance each other. When it comes to an organization, either the leader or the member you've fought the most will join the team with a contingent of lower-ranked members as foot soldiers of the group.

For +200 DP, up to three enemies will appear.

For +400 DP, up to six enemies will appear.

For +600 DP, up to ten enemies will appear.

For +1000 DP, every enemy from previous jumps who wanted to kill you will appear.

Amnesia: Pre-Jump +300 DP

You forget all memories and knowledge that you have gained prior to this Jump, but you retain all knowledge you will have gained from your In-Jump origin and background. This essentially makes you your In-Jump character after they gain your Perks, Powers, Items, and Abilities.

Cat Got your Tongue +300 DP

You are now mute and unable to speak verbally for the duration of this jump.

Competent Enemies +300 DP

All of your enemies will get situational intelligence whenever you face them, making them twice as competent.

Crippled Limbs +300 DP

This can be taken up to four times, with each time affecting a different limb for the duration of this Jump.

You may select either a left or right crippled arm, with each crippled arm lowering your hand-to-hand damage and accuracy with all weapons.

You may select either a left or right crippled leg, with each crippled leg severely lowering mobility during combat. With one crippled leg, movement speed is halved, and with both legs crippled, movement speed is reduced to one-tenth.

Death Takes a Holiday +300 DP

Your enemies now seem to have some form of immortality, no matter what happens to them. While someone remains your foe, they can’t die. None of your allies or enemies can slay them either. However, they can be crippled or imprisoned.

Everything Is Fine Now +300 DP

There are consequences for your actions, and it seems that after each battle, you will need to help clean up the mess.

The Ghosts Of Murder's Past +300 DP

Anyone you kill in this Jump will haunt you in the most annoying way possible.

Holy Problems +300 DP

You have an aversion to all religions and will feel weak whenever you come into the proximity of any religious symbols or objects.

I Saw You Barely Over A Year Ago +300 DP

Your sense of time is terrible. You can't tell if a week has gone by or eight years.

I'm Going To Take A Walk +300 DP

You seem to be a walking magnet for issues, as every time you go for a simple walk, you will be pulled into the middle of some kind of event, from a simple robbery to a deep, dark plot.

I've Come To Duel You! +300 DP

Your list of enemies has expanded, growing to include beings from other settings. Perhaps you will face Egyptian pharaohs, strange children, furry animals, or something stranger.

Just A Child +300 DP

Instead of starting this Jump as an adult, you will start it as a newborn baby. You will not start the Jump time until you are socially considered an adult, at which point the Jump time will start, and all other non-narrative drawbacks will begin to activate.

Living In Exciting Times +300 DP

Completely random but exciting things will nearly constantly occur around you. You can try to avoid interacting with them, but fate will often try to involve you regardless.

Outside Problems +300 DP

You keep getting stuck in situations outside the regular continuity, such as monsters, demons, and extraplanetary problems that never came up in the original story.

Part-Time Janitor +300 DP

There are consequences for your actions, and after each time events you are part of make a mess, you will have to help clean up.

Prepare For Evasive Actions +300 DP

Any time you are in a form of transportation, it will be attacked.

Split-Personality +300 DP

It seems that you are not alone in your own head. You have an alternative persona within you, one who cannot take control unless you lose control. They seem to be the antithesis of you, but they seek out what desires you refuse.

Today's Kind Of A Bad Day +300 DP

During this Jump, you will have one really bad day. Someone really strong will show up, beat you up, kidnap someone you care about, and no matter what you do, you will definitely die at least once. Let's hope you have a 1-UP.

Villain of the Week +300 DP

It seems you're a magnet for odd enemies, as every week a new enemy will show up to battle you, ranging from a weakling with delusions of grandeur to those who are a genuine threat to you.

Where are the Instructions +300 DP

You have no idea how to use your perks, powers, or abilities. You require trial and error to figure out the basics, let alone the full power.

You’re A Right Git +300 DP

Everyone thinks you're an arsehole and a cheat, and nothing you can do will prove this wrong.

You Get One More +300 DP

If you do something annoying more than twice, you will get punished. How, why, by whom? Well, that will be situational.

Alone +400 DP

For the duration of this Jump, you can not import any out-of-Jump companions or followers.

If this document is taken as a Supplement, this drawback will not affect the companions or followers gained in the attached Jumpchain.

You must reserve this drawback, with the effects of the drawback taking place for the entire Jump.

Butterfly Wings +400 DP

Your mere existence will cause massive butterfly effects. The canon events are no longer protected, and every action you take will cause reactions that change the plot dramatically.

Empty Handed +400 DP

For the duration of this Jump, all out-of-Jump Items and Warehouse options other than your Body Mod are blocked.

If this document is taken as a Supplement, this drawback will not affect the items gained in the attached Jumpchain.

You must reserve this drawback, with the effects of the drawback taking place for the entire Jump.

Find And Seek +400 DP

Every year, you will gain a list of 12 items that will be scattered around the world. You will gain basic information about them, but failure to find them within a year will count as a Jump failure.

Here Comes The Bad Part +400

Whenever you get new information, there will always be a bad part to it.

I Am Bound By My Word +400 DP

You are bound by any promises you willingly make.

The Importance Of Education +400 DP

You will be required to attend 10% of your total time in this Jump inside an educational institute. Failure to do so will count as a Jump failure.

Known Enemy +400 DP

Someone doesn't like you. Maybe you wronged them, maybe your friends wronged them, or maybe there’s just a huge bounty on your head. The point is, this person is going to try to kill you, and they will not stop trying to kill you until you or they are dead. They cannot be reasoned with; attempting to pacify them through supernatural means will not work, and while restraining them will buy you time, they’ll find a way out.

Lost Or Found +400 DP

Your possessions keep winding up in the hands of the worst person to have them. Let’s hope it’s not world-shattering.

Powerless +400 DP

For the duration of this Jump, all out-of-Jump perks, powers, and abilities other than body mods are blocked.

If this document is taken as a Supplement, this drawback will not affect the perks gained in the attached Jumpchain.

You must reserve this drawback, with the effects of the drawback taking place for the entire Jump.

That Wasn't So Difficult +400 DP

You will forget this drawback, and any time you act overconfidently from solving an issue, a more difficult issue will occur.

Where Am I? Why Am I Here? +400 DP

You keep getting randomly teleported to locations to complete tasks without any idea of where you are or why you are there. Once the tasks are completed you will be sent back to where you were.

From the Depths of Hell +400/800 DP

For +400 DP, a powerful foe you've faced in a previous Jump has been brought to this Jump. They gain access to a random Jump-Doc that they can purchase Perks, Powers, and Items from as though they were a Jumper, and they want vengeance.

For +800 DP, they gain access to two random Jump-Docs instead of one and a random Out of Context Supplement.

Deathbound +500 DP

Every year, you will be stalked by death and suffer from dangers that are guaranteed to kill you at least once a year.

False Friends +500 DP

At least 12 times a year, an imposter will replace one of your friends or allies. They are almost identical to the person they're replacing, but they will have malicious intentions.

PS1 Game +500 DP/+1000 DP

There is something wrong with this jump. Instead of it being the normal version of the universe, you are instead in a PS1 game.

For +500 DP, this means that what you see of the world will be blocky with flat textures on the floors, walls, and people who are now complex NPCs.

For +1000 DP, the entire world will function as a PS1 video game with events forced to stick to a linear plot with optional time-sensitive subplots. You will not gain a system for extra lives or any of the in-game power-ups. However, there may be collectibles that do nothing.

You must reserve this drawback, with the effects of the drawback taking place for the entire Jump.

Auto-Punishment +600 DP

Every time you make a mistake, you unintentionally react violently, harming yourself as punishment. This results in minor wounds and injuries that build up over time. These injuries heal at a “normal” human rate, despite any healing abilities you might have.

So Weak +600 DP

At some point during this Jump, you and all your allies will be defeated. There is no way around this. You will lose, and you will all be captured.

We Humans Are Full Of Surprises +600 DP

The humans of this world are not necessarily what is expected. There are now mutants, metahumans, or otherwise superpowered people.

Boss Rush +600/1000 DP

Post-Jump, you will be forced to have a 1v1 fight against every enemy you have faced in the Jump, one after another. You will not be able to move on to the next Jump until you have beaten them all. For +1000 DP, all the opponents will have their raw power to reach yours, but they won’t gain any extra training or proficiency.

AU Continuity +1000 DP

You are not in the canonical story, but in an alternative universe randomly created from all the FanFictions and Fan Theories.

In Context Foe +1000 DP (Requires 2 or more of the following Drawbacks: "Powerless", "Empty Handed", "Alone")

To take this drawback, your Jump setting must have a Jumpchain that you have not used. A new opponent will be added to this jump, with their only goal being to destroy you. They will have double the total DP you gain in this Document, which they can spend however they wish in the unused Jumpchain.

Random Setting +??? DP

By taking this drawback, you are no longer allowed to select the setting of your Jump; instead, you must use one of the following links and choose one of the six options it provides.

If that setting has a Jump Document already, you may use that Document for this Jump.

You may test each link as many times as you wish before purchasing it, but you must pay for the link before you click it when selecting a setting, and you can't change your mind afterwards.

TV-Show +500 DP

You must use this link and select a TV show:

https://www.randomlists.com/random-tv?dup=false&qty=6

Animated Movie +800 DP

You must use this link and select an Animated Movie:

https://www.bestrandoms.com/random-movie-generator?genre=Animation

Science Fiction Movie +1000 DP

You must use this link and select a Science Fiction Movie:

https://www.bestrandoms.com/random-movie-generator?genre=Science_Fiction

Fantasy Movie +1000 DP

You must use this link and select a Fantasy Movie:

https://www.bestrandoms.com/random-movie-generator?genre=Fantasy

Horror Movie +1400 DP

You must use this link and select a Horror Movie:

https://www.bestrandoms.com/random-movie-generator?genre=Horror

Notes:

- When you choose a race in this document, that race becomes an Alt-Form for you.
- "Virtuous Mode" is not a canon thing. It is an original name inspired by Goku overcoming the corruption of Ultra Supervillain in *Xenoverse 2.*
- Forms can synergize with each other. Here's a few examples:
    - If you want to gain some non-canon forms like Super Saiyan Blue 2 or 3, you can buy the higher tiers of Super Saiyan when you buy God Ki and Super Saiyan Blue.
    - For the Frieza Race, if you know about the Super God Class-Up from Super Dragon Ball Heroes, you can buy the Golden form and God Ki to get something similar.