

DRAGONBALL

-FINAL-

ドラゴンボール

DRAGONBALLZ

DRAGONBALL

XENOVERSE



WELCOME TO YOUR FINAL TEST.

Let's see once and for all how far you've come.

I wish you the best of luck in this. Godspeed.

Breaking the rules is a loss condition. The rules are:

- 1- You may not destroy the earth or its population. (Or Namek.)
- 2- You may not kill Goku or his friends intentionally.
- 3- You may not attempt to circumvent Rules 1 and 2.

You are also bound by the following drawbacks:

- 1- PLOTBOUND - You are bound to the jump's storyline.
- 2- HARDCORE - You cannot be revived. One and Done.
- 3- LONG RUNNER - You stay until you beat the ending.
- 4- BEYOND MY POWER - No "I Win" wishes.

Immortality, insta-killing,
timewarp, shortcuts, etc.
Use your common sense.

YOU GET 10 CP TO START OFF WITH.

001

-RULES-

Pick your timeline! You may only pick one branch.

CORE

You start out at the beginning of the Dragon Ball manga. You may choose to drop in outside Orin Temple (where Krillin is), outside Capsule Corp HQ (Bulma), or in the middle of the woods (Goku). Be wary, for once the original manga ends and DBZ begins, the Power Levels are gonna skyrocket exponentially. Stay safe.

FREE

GT

Dragon Ball GT is Canon. Battle of Gods and its sequels now are not.

+1 CP

XV

You are summoned forth by the Great Dragon Shenron from a wish made by Time Patrol Trunks. Someone is going around and screwing up the timeline.

BF

The Time Patrollers are dead. You'll have to fix time all on your own.

+1 CP

You start off in TokiToki City. With Trunks taking you on as his partner in the Time Patrol, you both need to help the Supreme Kai of Time fix parts of the Timeline that have been changed for the worse.

FREE

THE BRIDGE OF FOUR STARS

This is the universe of Team Four Star's DBZ Abridged. Shenanigans galore and Garlic Jr. gets SHUT DOWN.

TFSXV

Like XV but with the TFS Versions of characters.

2 CP

You begin just as Episode 1 does, washing up on the beach outside Kame House. Have fun!

2 CP

DUMPED

You are now in THE ADVENTURES OF DUMPLIN'! Help him out as a third Time Patrol partner.

1 CP

002

-TIMELINE-

Perks! These won't give you much, but you have tons of perks already.

KI POTENTIAL AND BASIC TRAINING Ki is a force energy used by almost every fighter in the Dragon Ball universe. Often used in concert with real life martial arts, like Kung Fu **4 CP** or Tai Chi, it can get HORRENDOUSLY powerful at higher levels, allowing for flight, energy blasts, planetary destruction, and so on. This perk on its own gives you the very basics on Ki manipulation. Not much, but enough to get you started. With time, you could learn how to fly, to use the Kamehameha, and more. This perk's power grows along and caps out at about Krillin's power level. Want more? Figure out your own path to power. I believe in you!

FRIENDZ Pick any one of the Z-fighters introduced in the original Dragon Ball, minus Goku. This person invariably becomes a close friend* and will teach you their moves. In the Xenoverse timeline, this person becomes your Mentor and will teach you similarly. *Must be defeated first.

Goku, DBZ/GT character, or someone who isn't a Z-Fighter? Pick them, but the perk instead costs

1 CP

2 CP

THE SAVIOR HAS COME SATAN APPROVED  **2 CP**
You know how to work a crowd, build up a reputation, and trash talk like the very best of them. You could pass yourself off as the world's greatest hero (regardless of power level), convince a crowd to contribute power to a Spirit Bomb, or keep up with the insults in the Team Four Star world.

FRIENDS You're not in this alone. You may import as many companions as you have slots and pods. **4 CP**
They gain Ki Potential and Basic Training, The Savior Has Come, and Character Creator if you have those perks for yourself. If you have none of these perks, they get Ki Potential and Basic Training for free.

LIMITLESS **4 CP**
It's the end of the line. Might as well go all out. The Companion Limit is removed for this jump. Go nuts.
(Yes, this stacks with Friends. Enjoy.)

CHARACTER CREATOR Build yourself! You can pick your gender, color, hair, height, width, race and even species! **8 CP**
Within reason, you have to be within the physical limits of the species (be reasonable), but otherwise, go nuts. This perk does NOT increase your power level on its own, but it might increase potential and WILL give some racial bonuses.
Your species options to choose from are: Earthling: Well rounded, favoring neither Attack or Defense. Gains power quickly, but eventually drops off compared to other species.
Namekian: Low attack power, but higher health. Slowly heals wounds. Can regenerate limbs. No gender differences, all are "male".
Majin: High defense, but slow stamina recovery. Very tanky. Males are large and rotund, females are lithe and skinny. Easy to anger.
Frieza Clan: Very fast, low attack power. Otherwise average. Move quicker when injured. Can survive in outer space without a suit.
Saiyan: High attack power that rises if injured. Less health. Very high power potential. This option instead costs **16 CP**. Yeah.

003

-PERKS-

POWER POLE

1 CP

This red staff is capable of rapidly changing its length, from 1 meter to 28 times earth's diameter, and anything in between. Can be extended remotely, Indestructible.

NIMBUS CLOUD

1 CP

A yellow magical cloud that can be stood on and used to fly around. Can only be used by you and anyone who has a pure heart. Fairly fast. Comes when you call it.

COMBAT ARMOR

1 CP

This ruggedized armor was built to allow for perfect mobility when fighting while offering solid defense to the wearer. Good up until you reach Frieza tier.

CAPSULE CASE

1 CP

A large briefcase holding hundreds of Capsules, thumb sized pods that quickly expand into a variety of things, including hovercars, homes, plants, food, and more!

DRAGONBALL RADAR

2 CP

While it looks like an oversized pocketwatch at first glance, this device is actually used to detect any active dragonballs within a 1000 mile radius. Can't tell time.

SCOUTER

2 CP

Headgear that assigns people a numerical Power Level, representing their combat ability. Won't blow up, can target individuals or passively scan. 9001 mile range.

BLUEPRINTS

8 CP

Signed by "M. Gero", these schematics detail how to build powerful combat Androids using humans as a base. The systems are complex, getting them to work on nonhumans would be VERY difficult.

SENUZU BAG

4 CP

A small drawstring bag of magical beans, just one of which can heal most injuries such as lost limbs and perforated torsos. Holds 5, replenishes one per month.

004

-GEAR-

GOING SOLO

+1 CP

Your companions (and pod people) aren't coming with you on this one. It's you, yourself, and you. Good luck. (Note: This does not mean you get three of yourself.)

NO CODE

+1 CP

Genetic Splicing, Genetic Analysis, Power Copying, all forms of it fail to work here. I guess it's more than just genes. You can't replicate their stuff. Good luck.

THE SAVIOR HAS COME

+1 CP

For whatever reason, your enemies find your face extremely punchable. They'll prioritize you first in a fight, hunt you down, the whole nine yards. Good luck.

RIGHT IN THE POPO

"Hiiiiiiiiii." +2 CP

Something from beyond dimensions has come for you. It cannot be stopped, only held off. It's worse than the TFS Popo, and speaks very very little. Good luck.

COMPETENCE

+2 CP

Your enemies just got a lot smarter. It's not just power anymore. They'll spam Solar Flare and Destructo-Disk, abuse teleportation, and much MUCH more. Good luck.

POWER LEVELS ARE BULLSHIT +2 CP

Your enemies just got way stronger. Without your help, there's no way in HELL your friends will win. With your help, they might be able to make it, but still. Good luck.

JUST KRILLIN IT

+3 CP

Oh boy. None of Earth's champions can surpass Krillin's power level. And Krillin can't get stronger than Canon.

Also applies to the
Time Patrollers.
Good luck.

JUMPER OWNED COUNT

+4 CP

Aaaaand you are hereby incompatible with all forms of power in the Dragon Ball World. Ki, Magic, Gero Tech, none of it works with your body. You gotta make use of what you brought with you. *DING* ...Good luck.

005

-DRAWBACKS-

To win, complete your goal. TFS goals are the same as the canon ones.

CORE

To win in the Core timelines, you simply have to keep on fighting. Dragon Ball, DBZ, the Movies (Or GT, Kami help your soul), and beyond. New challengers will approach for you to fight, without fail. This gets out of hand VERY quickly. Gods of Destruction, Supreme Kais, onwards and upwards through everything in the universe, perhaps eventually the supreme ruler God of the universe itself, Akira Toriyama. And beyond him, perhaps even more. You will keep fighting until you are well and truly outclassed, as the rate of growth of your enemies' power will outpace yours. Eventually, you WILL end up in a conflict against someone truly and absolutely more powerful than you, and nothing you can do could beat them. At that point, in true DBZ fashion, your soul will unlock its true power, granting you what you need to win.

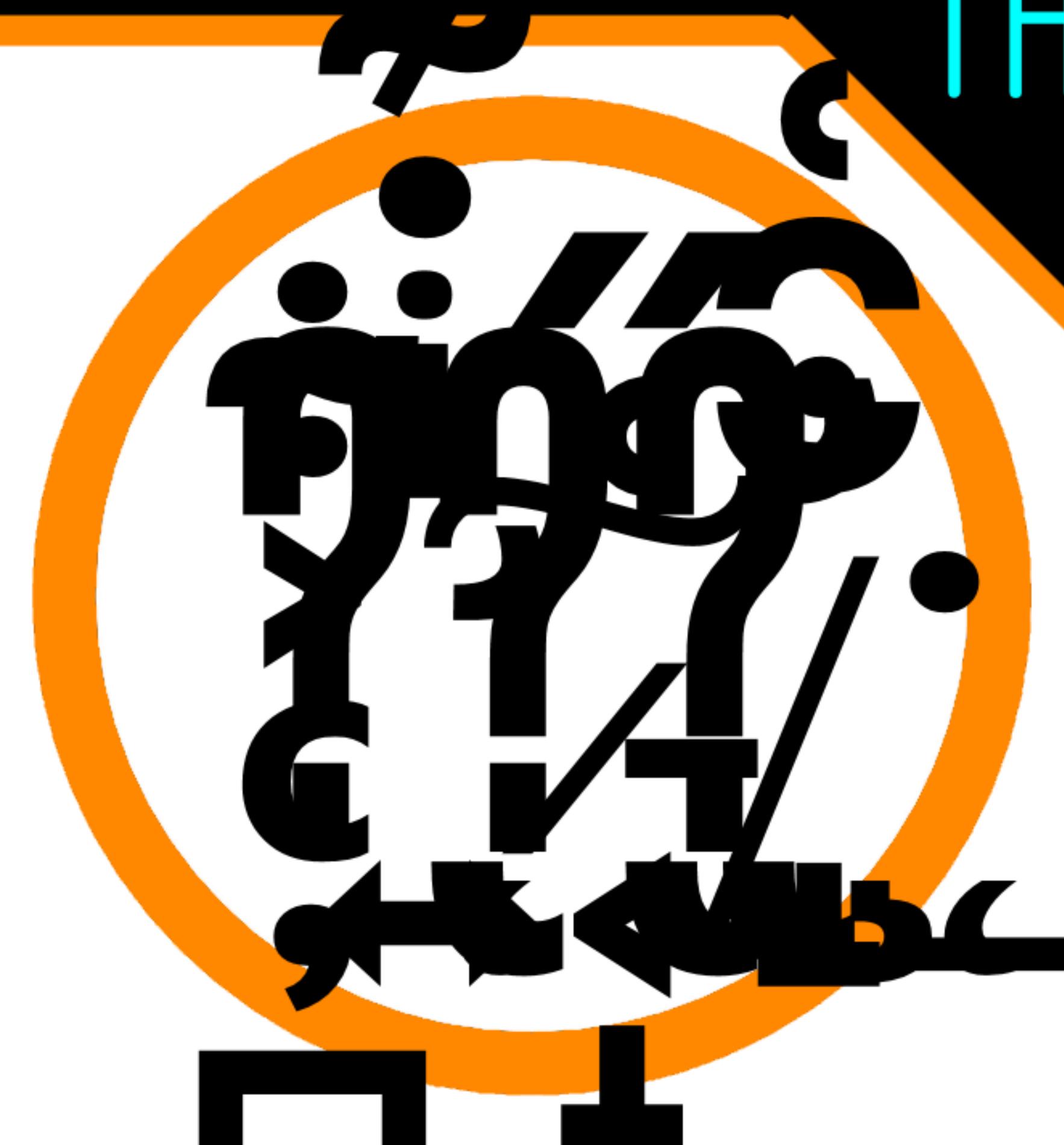
XV

To win in the XenoVerse timelines, you must go through the game's storyline, then go around and solve every other problem that pops up in time, assisting the other Time Patrollers with their issues. At that point, you will be offered the chance of a lifetime, which you have absolutely no choice but to accept. The Sparring Match to end all sparring matches. You versus every one of your friends, enemies, kais, and gods. If you've run into them and they can fight, they're all fighting against you. Don't fear losing, for in this one specific case, you will not be killed if you lose once. Instead, you are allowed ten tries. Through these ten tries, you must defeat each of your foes at least once. If you do this, your soul unlocks its true power, and you win. Alternatively you can drop into the Core timeline, resigning your post, and satisfying the Core End Goal instead.

006

-END GOAL-

FOR YOUR EFFORTS. YOU ARE TO RECIEVE A
GIFT- NO. A BIRTHRIGHT. ABOVE ALL OTHERS.
YOUR SOUL'S INNER POTENTIAL IS IGNITED IN
THE FORM OF A PLANESWALKER SPARK.
YOU ARE FREE TO TRAVEL THE MULTIVERSE
FOR ALL ETERNITY. I THANK YOU FOR YOUR
HELP. AS A PARTING GIFT, I GRANT YOU THE
KNOWLEDGE OF THE LOCATIONS OF ALL THE
WORLDS YOU LEFT, SO YOU CAN RETURN TO
THEM IMMEDIATELY. GOOD LUCK.
(AND SAFE TRAVELS!)



A NOTE FROM ME

HEY GUYS.

THANKS FOR THE ADVENTURE. IT'S BEEN A HELL OF A TIME. WE'VE BEEN AT IT FOR A YEAR! ALTHOUGH I CAN'T SAY I'VE ENJOYED IT ALL, JUMPCHAIR HAS BEEN A LABOR OF LOVE FOR ME. AS I HOPE IT WAS FOR MANY OF YOU. JUMPCHAIR ISN'T MINE ANYMORE. AND HONESTLY IT HASN'T BEEN FOR A LONG TIME, BUT I HOPE IT CAN CONTINUE TO BE YOURS FOR AS LONG AS YOU FIND IT FUN. THIS IS WHERE I GET OFF FOR NOW, BUT I HOPE TO SEE YOU ELSEWHERE IN /TG/.

REGARDS,

-QUICKSILVER