



A Jumpchain CYOA
By HeavensAnon

The year is Age 850. The world has changed much in the past few years. The tale of Son Goku and his family and friends have ended and mostly settled into an everyday peace. Aliens, including Namekians from New Namek and Saiyan survivors surfacing from distant corners of the galaxy, begin to flock to Earth in search of both excitement and a chance to see the homeworld of the mightiest warriors in the universe. While there is never a shortage of adventure in this world, events on Earth remain whimsical and peaceful on the surface.

However, in another timeline, the half-Saiyan warrior named Trunks was suddenly 'recruited' by a woman calling herself the Supreme Kai of Time, Chronoa, to answer for the sin of using time travel - a technology and technique forbidden by the gods. She has strong-armed the young warrior into creating the Time Patrol, a collection of warriors scouted by Trunks for the purpose of protecting the timeline from any additional threats. Not long afterwards, great distortions are detected across several key events from this world's past. These distortions are caused by Time Breakers, a demonic faction that seeks to manipulate events in history to suit their own agenda.

Following his instincts, Trunks summons Shenron to call forth a mighty warrior capable of preserving the timeline. His wish is granted, and this mighty warrior appears...just in time for you to arrive as well. Welcome to Toki Toki City, Jumper. Whether you choose to take part in this battle for time itself or just train and enjoy your own time around some of this world's most famous warriors...you have ten years to use as you see fit. **Have 1000 points.**

Races:

Choose one.

Earthling [Free] - Earthlings are a diverse lot, the majority of them appearing like what you know as everyday humans, albeit with more variation in hair color. Back in the days of Son Goku's adventures, only a small handful could use ki or hope to have a ghost of a chance of fighting equally with some of the terrors in this galaxy. But in this era, ki use has become increasingly common, and there are no shortage of Earthlings flocking to Toki Toki City with both strength and determination. While lacking obvious biological advantages possessed by the

other races, Earthlings are naturally adept at ki control - their energy reserves steadily recover, even in the heat of battle, and are able to use techniques efficiently. As a result, they tend to be smart and technical fighters focused on careful use of this energy...though woe to the poor fool who still believes all of them are weaklings!

Saiyan [Free] - Once a race driven to near-extinction by the tyrant Freiza, the Saiyans have been making a very gradual comeback as many emerge from hiding and begin to rejoin civilization proper - whether as rowdy criminals or heroic warriors fighting in the name of protecting the universe. Having a natural aptitude and desire for battle, Saiyans excel in raw power and attack strength, often preferring aggressive fighting styles and techniques over any sort of caution. In addition to receiving a power boost from near-death injury and the ability to transform into giant apes called Oozaru, this race holds untapped power in the state of the legendary transformation: Super Saiyan and its later stages. Keeping the monkey tail is optional.

Namekian [Free] - A green, slug-like humanoid race of mystics and warriors. The Namekians have lived in relative peace and harmony on their new homeworld New Namek, though many wander the galaxy in search of either enlightenment or battle away from their uneventful home planet. They possess the ability to regenerate severed limbs and body parts, and only require water for nourishment and nutrition. They are also physically a bit more durable than most of the other races, able to withstand more physical punishment and abuse in the rage of battle. Some may even learn how to turn into literal giant versions of themselves after some training.

Majin [Free] - Once upon a time, there was a very confused and childlike being called Majin Buu. Majin Buu was the only member of his own race (as far as he knew) and didn't mind this fact very much. Then his best friend Mr. Satan accidentally introduced him to adult literature, and he was never quite the same afterwards. Some strange things happened and now Majin are a very common race. Though lacking the absorption abilities of their progenitor, many of them are friendly and whimsical while having a built-in desire for sweets, and their bodies have both a regenerative ability as well as being able to stretch and break apart harmlessly at their command, making them durable in combat.

Frieza Clan [Free] - Sometimes known as 'Frost Demons' in certain corners of the galaxy, this race is known mostly by being associated with the tyrant Freiza, who left a considerable mark on the universe. These vaguely reptilian aliens, while lacking in the mutation that enabled Freiza to soar in power in such a short time, are no less fearsome and respected in the galaxy. Naturally quick combatants, they excel at using both physical and ki attacks swifter than the average eye can follow, and their bodies can survive even being bisected or thrown into the void space (being able to breathe in the latter). While lacking the ability to seal themselves into lesser 'forms' to grow or contain their true power, one might say they hold a golden potential within them...they just need to learn how to tap into it.

Kai [Free] - ...how strange. I thought there were a very finite number of you across the Universes? Well, whatever. The timeline is strange that way. A humanoid race sometimes known as the 'Shinjin', these are the beings that are chosen to be the Supreme Kais of the various Universes, and are kin to Chronoa herself. You naturally possess godly ki, which cannot be sensed by ordinary mortals or technological instruments, and is more efficient and cost-effective than mortal ki. In addition, you have a natural aptitude for magic and using your energy for unconventional things...such as potentially creating matter or healing others. It will take practice and training to get anywhere with, though...

Demon [Free] - W-wait, you're not signing up with them, are you?! Well, you appear to be a Demon from the Demon Realm. Not to be confused with Devils, they are a race with a natural ability in magic and are energized by malevolent intent and hatred...some even manage to transform after enough exposure to such evil, but this is largely down to myth and rumor. Perhaps you'll make it a reality? In terms of physical abilities, they tend to be well-rounded.

Android [Free] - You are no mere creature of flesh and bone...you are a machine! While the machinations of the evil Dr. Gero died with his creation Cell, the technology to create Androids and Bio-Androids would still flourish in some timelines and parallel worlds...some even made their way into Toki Toki City, strangely enough. You may choose to be a Bio-Android or a standard Android. Bio-Androids have natural regenerative abilities and toughness, while Androids have the ki control and efficiency of humans while being much stronger in attack power.

Your age and gender may be chosen freely.

Backgrounds:

Future Warrior - When Shenron granted Trunks' wish, there was a blinding flash of light...and the great warrior he summoned was standing right there! And then you fell onto the floor just a few feet away. The Eternal Dragon appears to have summoned both the Future Warrior and yourself. You have no memories or immediate connections to this world...or do you? Either way, you're a new face and bound to join the Time Patrol, should you so wish it.

Legendary Hero - Were you fighting alongside Son Goku and friends during their great battles? Or were you just someone who championed the innocent of your own accord, on your own adventures? You were a heroic soul who was plucked from their previous time period and summoned to Toki Toki City, invited to become a mentor to the growing Time Patrol or directly work alongside them. Whatever the case, you are a worthy champion to the cause, having both a strong heart and will for the challenge.

Fearsome Villain - Were you a loyal lieutenant to the evil Freiza? Were you an ambitious fighter, seeking perfection by defeating and humiliating the competition? Or were you a relatively harmless megalomaniac who kept trying to take over the world? Either way, you were

a wily villain in your timeline and life, and have been called to Toki Toki City for a chance to fight strong opponents...perhaps even teach this pitiful 'Time Patrol' some proper lackey protocol.

Time Breaker - You're not part of the ragtag bunch of children that is the Time Patrol...you are someone who seeks to manipulate time to your own ends. Whether from altruism or a hunger for power, you are either part of Towa's entourage as she seeks to gain control of history, or have pursued your own agenda. Either way, you have managed to infiltrate Toki Toki City and passed yourself off as a new citizen or a Time Patrol rookie. Whether you wait for the right moment to strike or have a change of heart...one thing must be made clear. You are not to be underestimated.

Location:

Toki Toki City - A highly advanced technological city founded to be the headquarters of the Time Patrol, this city is the hub of that organization's activity. Thanks to the Supreme Kai of Time, many heroes and villains of old from across time and space find their way here to either teach young warriors their ways or just to get into a scrap or two. You'll see Earthlings and Aliens of all shapes and sizes here, and if you're part of the Time Patrol you may even travel to temporary offshoot timelines across the Dragon Ball universe. That said, I don't recommend investing in real estate around here...a certain Supreme Kai's bumbling will see this city destroyed in about two years, and replaced by Conton City if things go according to schedule.

Perks:

An Era of Warriors [Free] - The greatest fighters in this world rely on the power of ki, spiritual power generated from both your own body and your fighting spirit. By utilizing ki, you can make your body stronger, faster, and more durable, as well as fly and use various techniques such as mountain-shattering blasts. Do enough push-ups, sit-ups, and drink plenty of juice and you may one day be able to destroy planets or even entire galaxies worth of them!...but, uh, you wouldn't REALLY recklessly destroy things like that, right?. Your starting fighting ability and power begins at the same level as Goku during the start of the Saiyan Saga. With training, you may reach even greater heights!

With ki training and the knowledge of how to utilize it becoming increasingly common, as well as Saiyans beginning to integrate with the population of Earth, the days of aliens and being born with innate power dominating the galactic stage are beginning to fade. Regardless of the physical limitations of your own race, you will find that physical training and greater control of your ki has no true 'ceiling', and you will be able to get stronger so long as you continue to push yourself and grow.

Character Editor [100] - Did you know everyone here has an interesting fashion sense, Jumper? Spiked and colorful hairstyles, transformations that make them even more colorful and

glow with power. Do you want to add a personal touch or three? So long as your base form remains your current species or altform, you can aesthetically change your appearance as you please, as well as the appearance of your transformations. Want to be a blue-haired Super Saiyan who glows with a red ki aura? Want to be an incredibly short Namekian? Want the Majin transformation to look less generic? Look no further! Do note that while you can make yourself appear muscular and strong or weak and diminutive, this effect is only aesthetic, and doesn't actually change how hard you hit or vice-versa.

I Don't Know Who You Are, But Thank You [100 - Free for Future Warrior] - Showing up out of nowhere to help out the locals is part of your job description, but it can be a problem when everyone is gawking and asking questions about the suspicious stranger who appeared from thin air. You'll find that when you swoop in with amazing or unusual powers to save the day, those you help just tend to go along with it and roll with the punches, and save questions for until the dangerous situation is over with. Leave a good enough impression on the ones you're helping and they won't think to question it at all, or only think to much later.

Hey, Where'd You Go? [100 - Free for Future Warrior] - Of course, it's also good to make yourself scarce before you meddle with a situation you just finished fixing. Once the dust settles on a battle or chaotic situation, you can 'exit stage left' from sight, briefly becoming undetectable by any erstwhile allies or strangers. Once you disappear from a scene, those you helped will briefly wonder who you were, but won't dwell too much on who you were or why you helped out in the first place. While this lets you make clean getaways, someone who knows and is after you personally will still be able to go after you, and repeating this for the same group of people will see its effect diminish a bit more each time. The more you meddle, the harder you are to forget! This effect can be toggled off if you want to stick around instead.

The Right Moment [200 - Discount for Future Warrior] - You wouldn't be a good member of the Time Patrol if your arrival wasn't 'timely'! Ahahaha...what? Don't look at me like that. You are excellent at arriving in the nick of time, always able to show up before it would be 'too late' to do anything about a problem as long as you went as fast as you could to the scene. In addition, you're good at setting things 'right' and making sure events unfold the way they're supposed to according to 'canon'. You know the right words to say and the right person to punch when it comes to reinforcing the status quo...though this is largely useless if things have already been blown off the rails!

You're The One For The Job! [200 - Discount for Future Warrior] - Erm...why did the Eternal Dragon think you were the one fit for that wish in the first place? This may have something to do with it. Regardless of your qualifications or job history, you will find yourself being chosen for positions of great importance...whether it's at a very important desk job or fighting in a top-secret mission to preserve the timeline. People tend to put total faith in you and your abilities, and you'll never find a shortage of jobs or interesting events. Naturally, though, people you've opposed or otherwise wronged won't have such blind trust in you. This can be toggled on

and off if you don't want a bunch of people at your door saying you happen to qualify for the nearest 'hero' position.

Future Sue [400 - Discount for Future Warrior] - Is it your charming smile? Your strong demeanor? The fact you just kind of nod awkwardly along with whatever people say to you? Whatever the case, you find it amazingly easy to get along with just about anyone - heroes, villains, and even the frothing-at-the-mouth types consumed by endless rage and battle lust or some other insanity. Even the coldest soul will warm up to you eventually the more you spend time with them...though you may have to prove your abilities to them at some point, you could even make grumpy warriors of old accept you as an equal and a dear friend. Maybe even more than that, if you're the type. So long as you're not actively opposed to them (and can survive an initial encounter or two for violent types), you can befriend nearly anyone...and even your enemies are prone to respecting you as a worthy opponent, should you live up to their expectations.

No Butterflies Here [400 - Discount for Future Warrior] - You just have a natural knack for this whole 'time travel' thing, don't you? You have a sixth sense for time shenanigans...you can subconsciously sense when someone has meddled with history in the universe you currently reside within, and an idea of 'where' and 'when' it happened. In addition, you have a natural resistance to time-related shenanigans...if someone shot your grandfather, you wouldn't immediately pop out of existence. Even better, folks who can stop or meddle with time around you directly find you harder to deal with - you'll have a chance to break out of a time stop or keep up with a time skip, though you have to exert your willpower and power in order to do so.

Meet The Challenge [600 - Discount for Future Warrior] - Even among the many members of the growing Time Patrol, you're nothing short of a prodigy. Your abilities have an absolutely meteoric growth rate, and you could see yourself go from an average fighter to capable of fighting even an angry God of Destruction on even ground in a mere month or two. However, the price of such growth is being able to challenge yourself...you must both train and push your powers to their absolute limit against foes that are equal or greater to you. Slacking off or playing it safe will see this monumental growth wane and eventually stop altogether. So long as there is a challenge to you, all abilities you can improve through experience and training will grow exponentially...but if there is no challenge in the first place, it's little better than mundane training.

You've Got The Gift [600 - Discount for Future Warrior] - Aren't you such a good student? There's a hidden potential in you that powerful beings and great fighters can sense, and you will look like an ideal apprentice to most if not all of them so long as you're capable of getting along...so sworn enemies or people actively opposing you don't count. Most are eager to take you in as a student, though some need coaxing or a show of power to prove yourself depending on their personality. You'll find that they will be eager to pass down their techniques to you, which you will soak up like a sponge and learn extremely quickly, and the longer you keep them as a personal mentor, the more they will pass down even jealously-guarded techniques and

heirlooms down to you, seeing you as their star pupil. The sole catch is that this only works on one mentor at a time, and you'll have to start over with the same person if you switched over suddenly...they're usually quick to forgive you after an apology, so long as you didn't blatantly betray them, though.

Hey, It's Me, Jumper! [100 - Free for Legendary Hero] - The warriors in this world are pretty easy-going, aren't they? You're not much different...despite stressful situations you may be under and battles you may fight, you know how to appreciate the little things in life like a good meal and having friends and family. Even if you're constantly in battles to determine the fate of all things, you'll always be able to wind down and appreciate those little things, no matter how old you are or how hectic life is.

Fighting Is My Life! [100 - Free for Legendary Hero] - You're no stranger to fighting either! Years of combat experience and training have added up - you know how to keep your cool and discipline during a fight, even having a healthy enjoyment of it without getting caught up in the battle frenzy. You also won't get bored of training or having to put your all into mastering a particular technique, able to keep on going until your body gives out.

Never Give Up! [200 - Discount for Legendary Hero] - BUT LET'S TAKE THIS DETERMINATION EVEN FURTHER! You'll find that fighters tend to get progressively weaker as they exhaust their energies and take increasing amounts of injuries. You'll find that no matter how badly you're injured, you'll still be able to fight with full effectiveness right up until you're knocked out or killed...or have a limb chopped off. While your energy and stamina can still be exhausted, mere bruises and deep flesh wounds won't stop you from throwing a mean punch!

Let's Fight Again, Okay? [200 - Discount Legendary Hero] - Even your enemies can't help but be fond of you, a familiar foe, after a while. 'Defeat means friendship' may be a bit of a cliché in worlds like these, but it's no less potent here. You'll find that when you defeat someone - whether in battle, a friendly competition, or any sort of contest, they can't help but become a bit more fond of you in the process. Even your worst enemies will develop a jovial and respectful attitude, even as they continue to fight you. After a long rivalry, some may even become your closest friends, though only if they're willing to join you as such. That being said, randomly punching strangers who had no intention of fighting or engaging in said contest with you in the first place won't see much of any friendships form. That's just rude.

Shut Up! [400 - Discount for Legendary Hero] - You won't let anyone dictate the sort of person you are and the person you want to be! Your willpower is something to behold, able to easily ignore coercion and charisma alike, especially from villainous types seeking to appeal to your vices. Mind control finds you an incredibly difficult target, for you can shake off just about any with a moment of focus or a well-timed punch to the noggin. Yes, your own noggin. You are also able to break similar effects on others with a similarly well-timed punch to the face (or closest equivalent), though you need to be able to even slightly hurt them in the first place for this to work.

You Can Do It! [400 - Discount Legendary Hero] - While Son Goku and his rival Vegeta were said to be the universe's mightiest warriors (not counting the God of Destruction and his Angel Whis), something they weren't particularly great at was training successors. You've learned not to follow this example, and know how to quickly train others in combat skills and abilities you possess. If it can be taught or bestowed, you could turn an individual into your equal in a matter of months...and perhaps an entire army in years. It's a bit of a time sink, though...can you skip out on your own training that long?

Keep Up Your Training! [600 - Discount Legendary Hero] - Not everyone is a prodigy at fighting like Goku or certain wish-made warriors, but that's no excuse to not keep racing for greater heights! You will find that not only is training more effective and efficient for you, but you're able to benefit from even outdated methods you've outgrown by suppressing your own power. By lowering your strength down to low levels, you can benefit from even Roshi's famed Milk Crate training methods and weighted clothes, and the result will be proportionate to your full power. It's a bit more gradual compared to the Future Warrior's own shooting star in potential, but with work and humility, you may also reach those heights in time!

The Greatest Battle! [600 - Discount Legendary Hero] - Ki is already powered by fighting spirit, but what if you could go even further beyond?! In a pinch, you can turn your raw willpower and heroic spirit into tangible fighting power - making you stronger, faster, and giving you a huge burst of ki proportionate to your own will. You can temporarily rocket past your current limits and perhaps even match someone beyond you, though the longer you keep up this state, the more energy you burn and the more you exhaust both your body and spirit. Keep it up too long and you might knock yourself out. But if you need an ace in the hole, there's few better than the will to win!

A Jovial Fellow [100 - Free for Fearsome Villain] - Being a dastardly fellow is no excuse for bad manners, you know. You are surprisingly charming despite being obviously wicked and devious...if anything, that just causes some to get along with you better since you wear your heart on your sleeve. Won't stop heroes or those against you from trying to fight you, but at least there's no hard feelings, right?

Don't Mind Me [100 - Free for Fearsome Villain] - It can be tough, being a galactic tyrant or a biological monster. You don't get invited to as many parties, particularly by goody-goody types, you know? At least, that's what SHOULD happen, but it doesn't seem to be the case for you...no matter your reputation or deeds, you'll find your presence will be tolerated even in public locations or places where heroes gather. While they probably won't trust you or think you're up to any good, no one will actually confront or attack you as long as you don't taunt them or cause trouble...so long as you haven't attacked said location in recent memory, of course.

Proper Management [200 - Discount for Fearsome Villain] - What is an evildoer without underlings?! What? You should be managing your minions instead of going out eating sweets or destroying planets? Bah, that's for the help, not you. You'll find regardless of your extended absence or neglect for an organization you run, the trains will still run on time and things will be just as you left it. It won't get better, but it won't get much worse without you around either. You just can't be bothered with busywork, you know?

Fighting Dirty [200 - Discount for Fearsome Villain] - Backstabbing, feints, solar flares to the face...oh, what fun it is to be a bully! Even your betters can fall victim to a well-timed sucker punch if you time it just right. You'll find that the more underhanded and pragmatic your fighting style is, the more effective it is against your opponent. It may not be able to let you defeat a vastly superior foe, but they'll certainly feel pain with a well-placed poke in the eyes or a kick below the belt!.

Team Jumper! [400 - Discount for Fearsome Villain] - As said, you cannot be bothered to do everything yourself...that's what minions are for. As you yourself grow in power, you will find a growing number of sycophants and eager mooks will flock to your banner. The majority of them are just competent enough to do things like guard work or menial tasks, but occasionally a talented and color-coordinated bunch will appear complete with poses and a fair amount of strength compared to 'normal' folks in that world you're in. And if you don't want to wait for destiny to bring them to you, you can train such an effective team how to pose and work together effectively under your banner!...what do you mean 'kind of niche', this is important for aspiring evil overlords!

Hope Crusher [400 - Discount for Fearsome Villain] - It's so easy to make them think they have a chance against you, isn't it? The battle of the mind is just as important as the battle of the body...and you know how to win it. You know how to twist your words in the way to infuriate your opponent into making mistakes, or convincingly throwing the fight in a way that makes them think you're much weaker than them. This is all a wind-up to tearing down their hope and fighting spirit, having the right combination of brutal attacks and words designed to shatter their morale into pieces. Those much stronger-willed are harder nuts to crack, as is someone who can break you over their knee...but if you knew their weak spots and just how to get a reaction out of them? Ooooh, that pain would be *delicious*.

Supervillain Mode [600 - Discount for Fearsome Villain] - It seems the Time Breakers have already tried to use you...and drastically underestimated your power. You've internalized their dark magic into your own body, and it has become a natural part of you instead of some temporary power-up...and lucky you, your ego was too strong for them to control. In this Supervillain Mode, optionally with an ominous black-and-purple ki aura and red eye color, you receive a significant power boost from your own vices...anger, ambition, lust for power, all those wonderful things. The darker your soul, the more vibrant your rage, the stronger the boost...and as you grow stronger overall, this boost grows with you. It pays to be evil, no?

You Cannot Control My Pride [600 - Discount for Fearsome Villain] - It's not just the Time Breakers who try to use types like you, of course. It's always some other moustache-twirling sorcerer or overambitious fool who thinks that just because your heart is a black, shriveled thing that you're easy pickings for them. Idiots. You will find that not only are you immune to being controlled by outside, corrupting influencing, but that you retain the benefits and none of the downsides of any power or ability said corruption grants you. They may be able to control others, but what they can't control is your warrior pride.

I Can See Your Heart's Desire [100 - Free for Time Breaker] - It's easy to control someone when you know what it is they ultimately want in life, right? There's a few constants...love, power, wealth, but you're familiar with all of them. You read the emotions of others like a book even if they have the strongest poker face, and you can quickly deduce what it is they currently desire...useful for bargaining chips or manipulation, no?

Menacing Foe [100 - Free for Time Breaker] - You're not a simple, run-of-the-mill villain...you have big plans in mind. Plans that will shock and terrify those who dare to comprehend them. Or rather, they're just scared of you, period. You're naturally intimidating to others, especially those much weaker than you, who will usually flee instead of trying to fight you once they sense the aura of murderous intent around you...sure, certain heroic or strong-willed types will stand and fight anyways, as we'll those stronger than you, but this saves time, doesn't it? This can be toggled on and off.

The Moment To Strike [200 - Discount for Time Breaker] - Being a Time Breaker is about knowing the right moment to strike, exploit, and steal. You have a second sense for that sort of thing, knowing in the back of your mind when a pivotal moment in history is about to unfold and an idea of how it will influence the future, as well as how your actions can potentially make it damaging to your foes or those who oppose your goals. You may not necessarily have the abilities to, but you have a solid idea of how you could do so with what you possess. It just takes a little pressure, you see?

Follow Me To Victory [200 - Discount for Time Breaker] - Evil is one, big, happy family you know? Just ask the Demon Realm. You're good at using honeyed words and misdirection to recruit similarly villainous types to team up with you, making your goals sound mutual to theirs. You might need some effort and leverage to make something more than a temporary alliance, but...birds of a feather and all that.

Make A Real Villain [400 - Discount for Time Breaker] - Did Towa have a disciple instead of a lackey? Who knows? Whether taught to you or stolen from her, you know how to use dark magic to corrupt and empower others, giving them a 'Supervillain Mode' that boosts their power and lets you subtly manipulate their actions by subconsciously directing them using their vices and shortcomings. Pure-hearted or strong-willed types can shrug this effect off, as can beings like the Gods of Destruction, but those who can't...they're useful pawns indeed. The best part?

You can create and control this effect from miles away from the action, so long as you can sense your target.

Dance To My Tune [400 - Discount for Time Breaker] - It's not enough to hide somewhere behind a rock and wait for a single moment...you need to create that moment yourself sometimes, through careful manipulation and plans spanning across time and space. You know how to make intricate schemes by misdirection and careful planning, and unless someone catches onto your end goal early on, it's easy to have these plans go off without a hitch. You even know how to make this plan non-linear to account for extensive time travel on your part - how about that?

Your Power Is Mine [600 - Discount for Time Breaker] - Kili is the energy unit that Demons take measure of and utilize. Kili is generated from ambient tension in a battle, along with injuries inflicted and energy spent during the fight. Normally, it takes a device to make use of this spent energy, but your body is a natural sponge for it...you can absorb Kili generated from a battle you're either present or participating in, and it can be used to either restore your own reserves or boost your base power. Should you feel...generous, you may also grant a temporary power boost of Kili to any living creature of your choosing. But the ability to grow stronger by reaping the power levels of those who do all the fighting for you...it's a tempting prospect, isn't it?

Forced Fusion [600 - Discount for Time Breaker] - It's not enough to merely take in table scraps, though, is it? What you need is a tried-and-tested method of gaining power, the most dreaded of all...Absorption. You are able to reduce either an object of power or living being into energy and absorbing it into your body, fusing their power and abilities to you and greatly boosting your own power as a result. Your body may even change in shape and size to gain traits of your victim. That said, this has its risks...you must be able to overpower both the willpower and strength of your victim or the object, lest they break free during the initial process. Your body may also become volatile from taking in energies beyond your ken, and using it recklessly after the initial fusion may destroy your body and more. But if you can overcome these and have time to fully adapt? May the spoils of war be yours.

Items:

You receive 2 100 point items for free, and receive a discount on 2 200 point items, 2 400 point items, and 2 600 point items.

Costume Closet [100] - The people of this world wear such interesting outfits, don't they? If not, you'll certainly get acquainted with them soon...this is a collection of clothes and armor worn throughout this world's history, contained within a very spacious crate. They don't have any special properties aside from magically becoming good-as-new after being destroyed in a fight the following hour, but they're also very laundry-friendly and even comes with about ten personalized outfits in a style of your choosing. How about that?

Groundbreaking Science [100] - A copy of the book Groundbreaking Science, authored by Son Gohan himself not long after the death of his father...or was that another timeline? It's not clear. Either way, this is a book that details the science behind ki generation and how everyday people can use it. The methods in this book detail a speedy way to awaken a living being's ability to use ki, even if they're not necessarily humanoid or have conventional biology or souls, and enables them to start training it further. Who knows? You might be able to use this to start your own martial arts school.

Advanced Scouter [100] - We've come a long way from those stupid scouters that exploded upon seeing too high a number, huh? This is a comfy holographic scouter that appears in an overlay in front of your face at will, able to detect the power level of nearby living beings and give a rough approximation of how much stronger or weaker than you they are. The actual machinery for this is located in your Warehouse, safely tucked away and can be turned on and off with a simple mental command. Neat, huh?

Dragon Radar 2.0 [100] - ...come on, you know this one by now. This is a miniature radar that can detect the presence of Dragon Balls. The main difference it has to its predecessors is that it can tell you when the object has been misplaced in time, and has the range of an Earth-sized planet. It can scan unique objects that are part of a 'collection' like Dragon Balls and detect those instead, if you so wish..

Historical Documents [100] - I was wondering how long it'd take for this option to show up. Um...nevermind that, now. These are a collection of 'historical media' from this world. That is, it's a complete set of Dragon Ball merchandise and several disks from a media of your choosing detailing the entirety of this world's canon. How about that?

Saiyan-Ready Rations [200] - Between all the training and the fact Toki Toki City has a sizable population of Saiyans, you're going to be burning a lot of calories in a very short amount of time. Luckily, we have you covered! This vending machine will dispense any food you've encountered into a conveniently-sized plate on command with the push of a button. Magical or supernatural food won't retain any special properties aside from taste, but you'll never go hungry again!

Time Scroll [200] - Did you steal from the Time Nest already...? Oh? You didn't? Huh. Anyways, this is a magical scroll that shows a detailed account of your life and chain up to this point, like a sort of portable movie. It can even show 'what if' situations and see what would happen if you made different choices in prior jumps, though it won't show any jumps you haven't taken or only 'might have' taken. They also retain their ability to sense distortions in the timeline in the universe you're currently residing in, and have a one-time time travel ability you can use to correct the error and defeat the offender, which will cause the timeline to 'snap back' to normal regardless of any leftover meddling on your part. If you fail, you get booted back to the present to deal with whatever consequences await you. No pressure, right?.

Magical Weapon [200] - Not everyone is a standard martial artist, you know. In his youth, Son Goku used a magic size-changing pole. Trunks himself prefers using a sword he's managed to hold onto for this many years. The problem with normal weapons is that when you train hard enough, mundane steel and bullets just stop mattering...well, most of the time. This is one of the exceptions. This is an ordinary melee or ranged weapon, whether it's a gun, a bow, a sword, a spear, or what-have-you. The catch is that it easily absorbs and synchronizes with your personal ki levels, always being as strong or durable as you are so long as you have energy to burn. You may import a weapon you already own to this option.

Helpful Robots [200] - Sponsored by Capsule Corp! This is a collection of robots who don't do too much on their own, but will happily settle down in any properties that you own or just your Warehouse if you want them to. They will organize and clean anything you wish in any manner you see fit, and can operate things like the Portal Network or similar technological devices in your stead. They also respond to mental commands from you, and only you. How? Uh...science!

Portal Network [200] - When you need to get somewhere and just flying there will take too long. This is a levitating portal that will take you to any location within the current 'dimension' you reside in after only a minute's delay...and once you're taken to that location, a return portal will materialize behind you to take you right back where you started. You can just reprogram the first portal to take you somewhere else, but you also receive some handy do-it-yourself blueprints for constructing additional ones. If you've bought the 'Time Machine' below, these portals can also take you 'anywhen' in the current jump...though mind that clause about reckless time travel!

Evil Mask [400] - A favorite of Towa's, this is a mask of any design of your choosing with a unique ability. It will quickly brainwash someone you throw said mask onto, and giving them a power boost akin to 'Supervillain Mode' above. They won't respond to you or anyone verbally in any way, but they're effectively your obedient minion so long as they wear said mask. It won't work too well on types resistant or immune to that kind of thing specifically. Hm? What happens if you wear it? You'll gain the benefits of 'Supervillain Mode' as well, though without the brainwashing, and it immediately wears off if the mask is completely destroyed or removed. It does look pretty cool, too, and can hide your identity. You may import a mask you already own to have the same effect.

Infernal Staff [400] - Another favorite of Towa's...actually, no, I'm pretty sure this is an exact replica of her staff. In addition to being able to do things like open portals leading to other locations, making yourself invisible, and launching magical projectiles...this staff has the ability to turn ki or Kili into magical power and vice-versa, letting you augment your fighting power with magic or enhance magic with your body's own energies. You need to be holding the staff while doing this, though. You may import a staff you own to gain this same effect.

Senzu Dispenser [400] - Ah, the Senzu Bean...a miracle food that feeds the user for several days and near-instantly heals all of their physical injuries and restores their energy to boot. Toki Toki City has taken this to its natural conclusion and sells these at shops for both the Time Patrol and those who don't want to fuss over a kitchen for too long. You seem to have gotten special treatment, because this is a vending machine that freely dispenses Senzu Essence Capsules, which are effectively just Senzu Beans contained in small capsules. The catch? Well, eating more than three senzu beans in one day is a good way to make your stomach burst...or at least make you very, very sick instead of revitalizing you. Burn off the calories before you scarf more of these down, they can feed you for several days!

Mixing Machine [400] - Want to improve that old Saiyan Armor with something a bit tougher? Want to make incredibly tough armor into a smaller, easier-to-carry package? Look no further! This Capsule Corp-sponsored device will let you break down a person-sized armor of your choosing and add its durability to another piece of armor or clothing of your choosing, keeping the durability and special properties of the first piece of armor while keeping the look (and lightness) of the second armor. Just be aware highly-advanced technology doesn't really carry over, so I don't recommend sticking an electronic suit of armor on here unless you won't miss it...and don't forget durable metals might not mean much around here after a while. Still, if you're in a pinch...

A Cozy House [400] - JUMPER'S HOUSE IS UNDER ATTACK!...I'm kidding, I'm kidding. You do have a new house, though. It's a two-story tall home with an aesthetic and surrounding biome of your choosing, based on one back at your home or in a location you've been to before. It doesn't carry over special properties aside from aesthetics, but it comes fully stocked with furniture, food, and any devices you've purchased here if you so wish. It's also located away from the bulk of civilization, and is very difficult for your enemies to find unless they specifically track you down. No attacks here!

J-Force [600] - You and what army? This army. This is a collection of various generic aliens from across the universe with the odd Earthling or ten, numbering at about a 1,000 and come with an interstellar spaceship for a base of operations. How does it fit that many people? Uh...don't worry about it. Each alien is individually outfitted with the Saiyan Armor used by the Freiza Force in the good old days and some personalized blasters. Individually, these soldiers are about as strong as Nappa was at the start of the Saiyan Saga. They're all blindly loyal to you and will happily attack any threat you point them at. Good for a distraction, or tiring out the opposition. Any who die will be replaced by suspiciously similar substitutes the following week.

Time Egg [600] - Alright, are you just stealing from the Time Nest on your first day on the job? This is an egg laid by Tokitoki, or at least a similarly important divine bird. This egg passively generates a growing amount of Kili - it starts with about as much energy the Z-Warriors had during the start of the Namek Saga, and grows to contain more by the month. While potentially a great power source, its true use is much more important...when the Egg is hatched, it will create an entirely new timeline within the universe you exist in, where events in history unfolded

in a way appealing to your specifications or desires, or at least the last person holding the egg. The old timeline will still exist, but this is a way to create an ideal 'future'...though it takes at least five years for it to hatch. The only catch is that this future must be possible within said world without outside interference (you) and make sense for the universe it is used within. It will be replaced in the next jump and won't be usable until the mid-point of your time in said jump, either way. Absorbing the egg's energy or using it for something else resets that timer, too. So decide what you're going to use it for ahead of time!

Creation Chamber [600] - This is a modified Rejuvenation Pod containing a red orb that beats like a disembodied heart...ew. This doesn't do anything on its own aside from being a creepy conversation piece, but if you feed this 'core' both DNA samples of creatures and species you possess along with a day's worth of energy for a few months, it will start to germinate into a powerful Bio-Android with an appearance and aesthetic of your choosing, possessing the traits of all the samples you've given it. They are programmed with absolute loyalty to you despite any violent impulses on their part...though you may need to personally educate them to get anything besides a glorified attack dog. Should they become fully sapient, you may take them as a companion. Otherwise, them being completely destroyed or otherwise permanently cease being companion (through being left behind or otherwise) will see a fresh core appear in the chamber, and you must start over again. In short, you can only have one at a time. But the fruits of your labors...they should be worthwhile, no? If you wish to upgrade the one you already possess, you may place them back into a 'sleep state' in the chamber and add more samples to them, though it will take at least a week and possibly a month for them to adapt depending on how much you add at once.

Time Machine [600] - You're supposed to be stopping these, not using them!...I guess this makes sense if you're a Time Breaker, at least. This is a replica of Bulma's Time Machine, all shiny and new just for you. As it says, it can take you back in time as well as take you back to the original 'present' you started from. When you time travel and just passively observe events without changing anything, nothing really happens...but if you warn someone of a future threat or change history, the timeline will 'branch off' into a new one based on your changes, though the original one will still exist. A mortal actively doing this sort of thing is considered a grave sin, so...I'd recommend waiting until you've left before making too much use of this.

Parallel Room [600] - Located behind a door in your Warehouse or a property you own is a completely white, featureless plane of existence about the size of an island. With a mental command, this room can simulate any opponent you've fought or encountered on your chain, as well as a biome or environment of your choosing. These are simulacras that only hold their fighting abilities and don't have much in the way of conversation, but are excellent for training or testing yourself against opponents you may not have had a proper duel with for whatever reason. What is in the Room cannot be taken out, but perhaps you can glean both training and insight with these artificial sparring partners...? Should you be knocked out or struck fatally by these copies, the 'simulation' will immediately terminate and you'll be booted out, exhausted but alive. Don't push yourself too hard, okay?

Companions:

Assemble A Team [100-300] - Want to bring some companions along? Want some new ones? For 100 points for 2, 200 points for 4, or 300 for 6-8 companions, you may create or import new allies with 600 points and a free background, personality and species of your choosing. They receive item discounts just as you do.

Rock The Dragon [100] - Of course, Toki Toki City and eventually Conton City is full of interesting individuals and fighters from across history in their prime...along with being a nexus for strange off-shoot timelines and a haunting ground for some Time Breakers. If a canon character is alive (or at least present in the City due to time travel) during the events of Xenoverse, you may convince one to come along with you as a companion. Most individuals in this world won't travel with someone much weaker than them without a bribe of food or a strong friendship, so be prepared with a good sales pitch. That aside, for an extra +100 to the price of this person, you may pluck them from a 'what-if' timeline where events unfolded differently...perhaps a world where Raditz was a major character, or where Krillin became the hero of Earth? You will still need to convince them, but their personality and history may be radically different to your specifications...though much like a Time Egg, this 'alternate timeline' must be plausible within the universe itself to be used.

Mentor [Free, Conditional] - As you may have guessed, there are no shortage of potential teachers in the mighty warriors who reside within the City. While you may learn from as many of them as you please if you can convince them to take you under their wing, you may choose one to have a special bond with. This must be a mentor you were able to best in an all-out sparring match at least three times, and have accepted you as their pupil. You may then convince them to come along as a companion or a follower. As a follower, they won't take up a companion slot but will be exempt from the benefits of imports and will generally act on their own...but they have a habit of swooping in during a heated battle you're in to help out their prized student. As a companion, they follow the same rules as normal. The only downside is, again, you must be able to make them accept you as an equal for this bond to be considered complete. **This can also only be taken once, so choose wisely.**

Drawbacks:

Echoes in Time [+0] - Have you been to the many worlds of Dragon Ball before? Whether during the start of Goku's adventures as a child, or the events that transpired from the arrival of the God of Destruction? Or maybe even a second timeline where Super Saiyan 4 exists? You may consider your presence and actions there 'canon', and some of your old friends may recognize you if you so wish. This might make your job a bit harder if you're working with the Time Patrol, if you did anything major...

GET IN THE FUCKBOX! [+0] - The events of Team Four Star's Let's Play of Xenoverse and Xenoverse 2 are now canon, replacing the pair of Future Warriors in this universe with Duplin' and Puddin' respectively. Optionally, this may make all other characters act in like with their Abridged counterparts instead of their normal selves.

Summoned by Shenron [+0] - Whether Trunks simply gave up on the idea of making the wish in the first place or you just materialized in their place, you've somehow replaced the role of the original Future Warrior. This means that the bulk work of the Time Patrol is now your responsibility, particularly things concerning Towa and Mira. Have fun.

Friendly Rival [+100] - Someone else in the Time Patrol or whatever group you're part of considers you a rival. They don't want you dead, but they will regularly inconvenience you and try to strong-arm you into a fight with them, and they'll keep up their training enough to catch up with you if you slack off for too long. They won't stop bragging anytime they win, either. However, win at least half your matches with them and they'll become a friend of yours, becoming a companion if you so wish.

Bald [+100] - You have no hair. And no nose, for that matter. This isn't as debilitating a drawback as it was back in the day, but...well. I hope you don't mind it too much, you know?

Chronoa Cooking School [+100] - Your ability to cook is nothing short of atrocious, the meals you make considered to be a curse laid down by Zen-oh himself. You have a strong urge to push this awful cooking onto others, which will usually make them incredibly upset with you and may result in a 'friendly' brawl or three. I hope you never cross paths with Beerus.

I HATE TIME TRAVEL! [+100] - Maybe you're not alone in this, but you just don't...get time travel. You're terrible at making sense of non-linear events or operating anything related to time travel, and usually have trouble navigating the Portal Network setup during your missions and end up getting lost for several minutes or even hours. This won't guarantee you'll mess up your current mission or fail by virtue of navigation problems, but you may have a shorter window of opportunity as a result. Just TALKING about time travel for too long gives you a headache, too.

Guru's House Is Under Attack! [+200] - Again?! It doesn't matter if you're neutral, part of the Time Patrol, or a Time Breaker...you keep being called back to do the same menial battle and mission on a nearly daily basis. It never gets any harder, but if you fail at any point, it will jeopardize your current goals...whether it be 'altering the timeline' or 'just enjoy my dinner'. I repeat: Every day. Have fun.

Limited Reserves [+200] - Normally, epic battles in this world can drag out for a very long time and the strongest fighters can have seemingly bottomless ki reserves. Not you. Not anymore. You can only use a small number of powerful ki attacks or other limited energy reserves in your body before you're exhausted. You can 'power up' to restore them, but you need at least a

minute of breathing room and concentration...and almost everyone here fights by the second or faster.

Stamina Break! [+200] - WHY DO THEY KEEP KICKING YOU IN THE STOMACH?!

Somehow, your body has become vulnerable to 'stamina break', a powerful stun attack that can leave you temporarily vulnerable and give your opponent some extra time to knock you around. You can dodge these, but blocking them (or worse, trying to tank them) never quite works out for you, even if they're physically weaker than you. I hope you can survive being a pinball for a minute or two.

Time to Grind [+200] - Oh...that's wonderful. You know your Ki Training and all those powers you started with? Well, you've been...set back. Your starting fighting capacity is now equal to that of an average Earthling back in the days of Kid Goku, and all your other powers and skills have either fizzled out or are set to their weakest possible variant. You can get your might back...but you need to train. A lot. Even with quick growth, you're going to be lagging behind some of the major players here unless you work at this every single day...hope you're ready.

History's Most Wanted! [+300] - I guess even if you were a Time Breaker, Towa just couldn't tolerate your presence. The Time Breakers are now actively gunning for you and will show up to disrupt your missions and your training, striking with the intent to kill. Even if you should defeat Towa, Mira, and their many minions, more powerful enemies will inevitably surface...maybe even some familiar foes of your past, if you're unlucky. And if you've taken 'Echoes in Time' and certain drawbacks in the past...she remembers you. And she's been taking notes.

Ultimate Battle! [+300] - Since you're not limited by this world's...'logic', you can potentially de-escalate situations with cleverness or honey-tongued words instead of just having to punch the problem away all the damn time. Not anymore. No matter your place in this conflict, things are going to escalate and you'll have to fight the problem and win. Things go from 'making sure the Raditz Saga goes accordingly' could end with you fighting all three Saiyans powered up with Supervillain Mode, and an overcooked lunch could turn into a battle with an angry Beerus. These will usually be lethal or at least incredibly dangerous situations, too. Why won't everyone calm down?!

Fun with Fu [+300] - Fu likes you. Let me explain. Fu is the artificial 'son' of Towa and Mira, and is considered Dabura's favorite as a successor. He is an incredibly brilliant scientist who is surprisingly idealistic and well-intentioned as a Demon...but that's the thing. He's a Demon. And he's easily excited, too. He has heard of your chain and journey somehow and is delighted to meet you. The problem is that he wants to *help* you. So using energy he's somehow taken from various points of your chain, he has concocted 'interesting scenarios' involving superpowered versions of old foes and allies you have to fight, and will create temporal paradoxes involving you if you happen to be involved in the Dragon Ball timeline. You must confront and defeat each of these increasingly-dangerous 'missions' he makes for you or you risk popping out of existence from the temporal strain and ending your chain, booting you back home. Should you

succeed and can find it in yourself to forgive this demonic scientist of a jackass, you may take him as a companion for free.

Scenario:

I Have to Run The Time Patrol?!

Regardless of your origins, you don't start off in Toki Toki City...rather, you start within the Time Nest itself. Almost like you were summoned. You get about ten seconds to get your bearings when a very short, pink-haired Kai starts yelling at you. A lot. She proceeds to go into detail about any temporal or reality-based incidents or crimes you have been responsible for along your chain. If this is your first or an early jump, she instead rants at you about how dangerous someone randomly wandering the multiverse can be to both all timelines and angering the gods. If you've been a saint up to this point, most of these complaints are fairly petty and exaggerated. If you're a Time Breaker, she ESPECIALLY rips into you for that since you obviously planned to meddle with the timeline.

However it plays out, she points at you with one finger and demands you atone for your 'sins' by working for her. In case it isn't clear, this is Chronoa and you've taken the place of Future Trunks as the soon-to-be founder of the Time Patrol. Regardless of your original faction, the Time Patrol and the building of Toki Toki City as its hub is now your responsibility. This is on top of any drawbacks or extra responsibilities you've taken. You must construct Toki Toki City, recruit and train en-masse new members of the Time Patrol, and have the organization be self-sustaining and able to run itself by the time the decade is over.

Chronoa will handle all the time travel, thankfully, so it's largely up to you to get Capsule Corp's support or provide your own technology for things like the shops and the logistical parts. As the years go on, your ability to hold this organization together will be put to the test...invasions from the Demon Realm, a resurgent Freiza, and enemies from alternate timelines where they were victorious will attack both the timestream and your headquarters directly several times. You may even be on the receiving end of the wrath of an angry God of Destruction, or have to pass inspection done by Zen-oh or the Grand Priest lest you be erased for incompetence. While you may be able to fight them yourself if you are truly mighty, you will best be served by having a strong and active Time Patrol. Should the organization be destroyed or Chronoa herself killed, you will fail and the chain will end in failure with you.

Should you succeed, you may take Chronoa as a free companion...though she won't admit it out loud, she was in truth restless from her solitude and desperate to find help in her work, which you provided in full. She wishes to accompany you out of gratefulness...and perhaps fondness for you as an ally, if you were both able to work together effectively. The Time Patrol will accompany you as followers, and the Time Nest will join you as well, allowing you to monitor and travel freely through the timelines...though Chronoa will be very unhappy if you try to manipulate time itself again after all of this.

End Scenario:

The Final Chain Breaker (Requires at least 5 prior jumps)

There is no 'opt-out' for this scenario, if you choose to take it. This will end your chain one way or another. Once you're committed, there's no turning back. Understand?...alright. Let's get this show on the road.

Towa, Mira, and Fu have collectively been made aware of how vast your journey truly is. Whether from past encounters or just clever deduction, they understand your tenuous connection to the greater multiverse that exists beyond even the 12 Universes currently in existence. A scheme is hatched in an attempt to claim not only your own power and potential, but the ultimate prize of all: The promised Spark.

The plot starts as normal, except...Mira is much stronger, holding power and DNA traits from various enemies you've encountered. Distortions in timelines start forming not in the world of Dragon Ball, but earlier in your chain. The worst one of them all targets your own home world, and your original self before the chain had truly begun. Mira and Towa have been empowered to collectively hold the best of all your greatest enemies, and a collection of powers from each world you've been to. You must stop each one of these distortions, each battle more difficult and more apocalyptic than the last, to preserve your chain.

However, that is only the tip of the iceberg. Demon God Demigra, or your greatest enemy instead, have managed to steal energy from the various distortions along your chain. They have gained a combination of all of your various powers and even a few you've missed...and while they haven't had long to get acclimated to their new abilities, they are now a terrifying foe capable of swatting aside even Gods. Because of your close link to them, you are the only one able to truly damage them...any companions you brought into this jump likewise share this link. You must defeat this foe in a battle within the Crack of Time. This turns into a tug-of-war...when you are dominant in the fight, your abilities and various powers become stronger, and vice-versa. The one who strikes the final blow will absorb the energy from all distortions, igniting into a Spark. Should you be victorious, your body will absorb the energies, granting both the Spark and complete, all-encompassing power over time and the timeline itself...events you dictate by will alone will unfold as how you see fit, without fail. Fail in this final battle...and your enemy instead claims all you've gained, as well as this new power.

Either way, your chain ends here. It was fun, Jumper.

Managed to survive ten years in this world, Jumper? I hope so, otherwise you're going home. But let's get the usual out of the way, shall we?

My Journey Ends - You return home with all you've gained.

My Place Is Here - Remaining in this City? I hope you didn't make too much of a mess, then...you'll remain in this world and receive +1000 points to spend freely.

Off To Space! - Onto the next jump!