



# I WANT YOU

LORD FRIEZA NEEDS MORE PEOPLE LIKE YOU TO SPREAD  
PEACE & JUSTICE THROUGHOUT THE GALAXY  
DONT BE A MONKEYS UNCLE.



## ENLIST TODAY!



### ***The Frieza Force***

Made By Lokilo85

Congratulations Jumper, you are getting drafted! Welcome to Lord Frieza's vast empire, the mightiest and most expansive force in universe 7, for the following 10 years, you will find yourself under the command of this galactic empire as you join its ranks.

Dropping the pretenses here, unless your idea of a good time involves dealing with literal tyrannical bosses, bloodlusted coworkers, and genociding entire civilizations so you can sell the planets, then maybe this won't be the most pleasant jump in your chain. Here's your **+1000 CP**, because you won't last much without power.

# Timeline/Universe

There are plenty of versions of this empire throughout the multiverse, so I'll offer you some variety in terms of options for whatever particular one you will want to join. Should there be an appropriate DB jump that coherents to the Timeline/Universe, you are free to use this jump as a supplement.

## **Z era**

The good ol' days, before those saiyans started changing their hair and multiplying their power to ridiculous levels, and where Lord Frieza was the undisputed strongest in the universe... If we ignore the deities and the figures that are hidden away to be discovered later in the timeline. This option lets you start anytime in between Frieza assuming leadership over the force from his father, to the point where Frieza would arrive in Namek.

## **Ancient Era**

Or maybe you wish to go to an even earlier period? You are free to do so, but the name of this jump will be reverse outdated. Do know that not much is known about this period of the universe, so what would be Frieza Force one day might be less of a military, and more like a union of space pirates. With this timeline option, you may arrive at any time between the first of Frieza's ancestors to establish the force, until the era King Cold Started his reign.

## **Pre-Resurrection +200**

Ah, the dark ages (or the light ages for everyone that doesn't like planets being raided) after the dynasty that held this bunch of savages together went to that mysterious green & blue planet and never came back... What type of eldritch creatures does that "Earth" place even have?!

Not to worry though, in this time period, eventually when the substitute leaders accept that they can't stand up to the heat without their glorious emperor, they will go on a daring and bold mission to retrieve those dragon balls in order to revive the great Lord Frieza.

With this option, you may arrive at any point in between the gap where the Frieza Force wasn't relevant in dragon ball Z, to a few months before the events of Resurrection of F... Hopefully when he does return, you don't become his punching bag like that poor sap.

## **Super +300**

Eh?! Our glorious Lord lost again?! That's just depressing, but not to worry about it too much, he comes back... For what? the third time now? Wonder how all of this will turn out after Lord Frieza was revived and fought in that multiversal tournament.

You may with this option pick any point in time between Frieza's comeback for the tournament of power, to the point Frieza achieved his latest transformation.

## **Xenoverse**

What an odd circumstance, instead of being its own variant timeline, somehow this version of the Frieza force ended up in a time rift connected to Conton City by timey-wimey nonsense. What are you doing here exactly? You want to ditch that goody-two-shoes patrol and join in the folks under Lord Frieza and partake in some good ol' barbarism? You wouldn't be planning on playing double agent, would you?

With this option you may supplement this jump as some sort of “side-quest detour” for the xenoverse jump

### **HFIH**

Nothing screams more loyalty than following your boss through literal hell, right? One way or another you have died before even coming to this jump, of course since this was out of your control it doesn't count as a chain failure. You arrive at hell, but you at least are followed by your boss in your stay, one way or another keeping your bodies in the afterlife. Though this is basically a prison, so before you and your folks raise a ruckus, the heavens will send forces to deal with you lot.

Or, for a bonus of additional +400 CP, you may arrive at that timeline where they try to “rehabilitate” people like you, in which case you will be contained with special bindings that seal your ki (And other mystical/esoteric energies) so you are more manageable to deal with.

### **Multiverse**

All those choices aren't enough for you? Fair enough, this multiverse can be rather varied in its realms. You may travel to any timeline/universe with a thriving version version of the Frieza Force present for you to join in, from that one where Ginyu took over Frieza's body, to the one Frieza won one way or another, or even the one “negative” universe where morals and color palettes are switched up.

## **Origin**

Origins come with their initial power level (PL) which can be multiplied further by the selected race, this feature is optional if you think your jumper would already have a bigger power level than what you are willing/capable of buying, or you rather ignore it for whatever other reason. You may spend 100 CP to multiply your power level by x2 each time since the power creep is rather ridiculous here. The option to multiply your power is only available if you play along with the default power levels provided.

### **Grunt +200**

You aren't the sadistic prick destroying entire civilizations for your fancy, nor the berserker enjoying the thrill of violence, let alone the weirdo that acts like they are a parody of something far more heroic. No, you are one of the people who mostly keep themselves out of the limelight, either you being the one running all the tech, or doing the odd job here or there. Maybe you want to take advantage of the lack of focus people have on you? This origin can be taken as the drop-in option.

**You start off with 250 PL.**

### **Brute**

Feeling like being a space viking jumper? You came here to partake in violence, you want a fight, to dominate and trounce your opponents. That's your idea of your ideal job. Your disposition for fighting and violent tendencies will probably put you into the missions related to what you do best, depending on how strong you are anyway.

**You start off with 1,000 PL**



### **Flashy**

Similar to the Brute origin, but... with more “flair”, sure, let’s go with that. Anyway, you have gimmicks and you like the attention, I am not sure who you are trying to impress, but go ahead, to each their own. People will probably consider you a weirdo, but who cares? What do they know anyway? If you are strong, you are strong, simple as that. And you are keen to show the diligence of your methods, as flamboyant as they might be.

**You start off with 1,000 PL**

### **Tyrant -400**

My, you fit right in with the likes of your boss, as with or without him in the picture, you would be doing your part to conquer the universe, maybe you already were the leader of your own band of monsters, maybe you were royalty of a race of warriors who rejoiced in violence, but the point is that whatever universes you find yourself in, they better be ready to bow down to their new overlord. You seem to take joy in watching lesser beings either being expunged by your hands or submitting like cowards. Are you by any chance considering replacing your boss to establish your very own empire?

**You start off with 9,000 PL**

## **Races**

If available as a Frieza Force “allied” planet, you may start off in your home planet, otherwise, you arrive at one of its colonies or one of its spaceships.

### **Human Free**

Eh? What the hell are you doing up here? Your civilization isn’t advanced enough to go around interacting with space folk. Well, not like it matters all that much, you could pass off as whatever recoome is, depending on the timeline at least before Frieza knows what a human even is.

**This species has a PL multiplier of 1x.**

### **Saiyan -200**

Depending what era you find yourself in, this might be an awkward choice, and also the fact that you know that your boss exterminated all of your kind doesn’t help with any of that. But still, you are part of an elite warrior race and frankly, you know what all that entails and you don’t need me to tell you again what saiyans can do. If you have picked the **Tyrant** origin, you may decide if you want to be Saiyan Royalty, either as the current king himself, or one of his sons, adjusting to the timeline.

Must take the “**Space Speciesism**” drawback for no points.

**This species has a PL multiplier of 2x. (actually 20x if you count oozaru)**

### **Namekian -200**

Another strange choice to join the force, even more so than the saiyans considering that your kind is by culture peaceful, are you by any chance related to that Slug fellow? We assume that you are the warrior type and not the dragon type, because if you can pop out those wish granting dragons, then you are most likely to be exploited ruthlessly for all you are worth...

Still, you possess impressive regeneration capabilities, stretchable limbs and the ability to go giant, so that's a neat package including the untapped namekian potential you hold.

**This species has a PL multiplier of 5x.**

### **Majin -400**

Fun fact, did you know that your ancestor was one of the two few beings that Lord Cold warned his son Frieza to never mess with? That's a testament to how strong your ancestor is, and by extension, you and your kind are. Magic abilities, malleable body, regeneration, absorption, frankly the list is rather absurd, maybe it would be easier to list what you can't do as a majin.

**This species has a PL multiplier of 10x.**

### **Frost Demon -300**

Of course this would be an option now, it's only natural given how this entire jump is named after one of your kind. You with this option belong to the strongest "natural" species in universe seven, having the biggest starting power, and untapped potential to further evolve, not to forget the telekinetic abilities you come with. If you have come from the **Tyrant** origin, you may opt to be the youngest sibling between Cold and Frieza, or the youngest spawn of the current ruler depending on the timeline.

**This species has a PL multiplier of 10x.**

### **??? Free/-200/-600**

The universe is a capital B Big place, there are all sorts of beings running around, many of those being the survivors of extinct races that joined up the ranks of the Frieza Force, so feel free to make your own or pick from the ones I didn't bother naming here.

If your race is basically humans with a new coat of paint, then it's free, if they have a natural aptitude for speed or toughness or one relevant unique trick like generating electricity, then it costs 200 cp, if they have one gaming changing ability like time stop or body switch, then this costs 600. **Custom Species don't come with PL multipliers.**

## **Perks**

### **Grunt Perks**

#### **Keep Your Head Low -100**

"The nail that stands out is hammered down" is a phrase that holds true in this occupation of yours, though it's more accurate to call it "executed" than "hammered down" for the slightest offense or inconvenience. Good for you that you have a good sense for when to not draw attention to yourself, especially negative attention of your superiors or anyone in position to punish you.

#### **Certified Ass-Kisser -100**

Maybe this perk's title a bit of an exaggeration, but the sad fact is that SOMEONE has to pass on the bad news to the tyrants, or ask the right questions by wording it just right so the boss doesn't get offended, and that someone may be you, as you are a master at walking around eggshells, you have enough tact to deal with the biggest egos of this universe.

### **Danger Zone -200**

Sometimes you already are screwed, before you can have a say on it, and you find yourself in the middle of what turned out to be a battlefield above your paygrade, or maybe even a suicidal mission. When those times come you at least receive a certain 'awareness' about it, so maybe you can get a heads up and try to react to your boss throwing a supernova at the planet you are currently fighting on and maybe run away out of the blast radius, but that part will be on you.

### **Make Yourself Useful -200**

The most reliable way you can make sure your boss keeps you around, preferably alive and well, is to be too useful to be written off as a chew toy, fortunately no matter how unreasonable your future superiors may be, they will at least take into account the benefits you give, and decide to pick on the less useful servant instead of you. This perk also gives the toggleable benefit of letting your boss know what you are worth by presence alone to whatever degree you desire.

### **Tech Support -400**

This place sure has plenty of fascinating and useful scientific inventions, even if they are all optimized for the sake of brutal conquest over the universe, but that doesn't detract from its value. Now you know how to operate and build many of the novelties you may find in this empire, from the healing pods, the ridiculously flexible armor, the programming of the scouters and you know how they function to measure power levels. You are the handy man people will call to keep things running smoothly.

### **Space Shipwright -400**

All those massive ships that make a galactic empire in the first place must be built by someone, and that someone one is you. As you can build from the minimalist pods to the behemoth motherships, and all of that while still making it functional and livable by the standards of many different species, supplying their needs and comforts, yes, even the space pods, somehow as tiny as they are. Also comes with the ability to handle all its functions, how to coordinate and of course operate it.

### **Overqualified -600**

Really, you might grow bored with all the tasks assigned to you, they have become mundane to your genius mind, and unfortunately your boss won't be all that keen on R&D considering how pure fighting power is what this empire is built upon, and an equalizer is the last thing a tyrant would want. But the main point is that you are a smart cookie, equal to that old man that likes ribbons and that blue haired woman on that odd planet that somehow hasn't reached the stars yet. If I may offer a suggestion for an intellectual pursuit, I heard androids are going to get pretty trendy.

### **The One That Escapes The Plot -600**

So maybe you aren't feeling heroic (or villainous considering the theming here) much in this jump, that's alright, everyone needs a break even now and then. This perk grants you just that break. If it is possible at all, you may use this to 'get out' of the plot as much as you can, no trouble will come to you if you decide to not engage with it, and if you didn't already mess the plot to kingdom come, things will flow as they should have gone. Of course, this comes

with many caveats as your benefactor might not appreciate if you keep abusing this perk, depending on your benefactor's patience and personal tastes anyway, so this comes with the limitation of only working once per five jumps, and making you be cursed with a drawback fiated to make your life 'interesting' according to your benefactor's tastes. This path would still be magnitudes far less dangerous than involving yourself with the plot, think becoming a tycoon or any number of wacky zany slice-of-live shenanigans. But this protection breaks the moment you go out of your way to interact with someone or something involved with the plot for whatever reason.

## Brute Perks

### **Ruthless -100**

As to be expected really, so now you have the trait many people have here to simply not care about the suffering of others, or even enjoy it if you want to go full psycho. A necessity if you want to work as a fighter in this force, toggleable if you want to keep switching this on and off for some reason, guess this could have its uses even for a goody-two-shoes.

### **Basic Training -100**

The bare minimum that each Frieza Force soldier seems to have, the ability to fire and shoot (very basic) ki blasts, and to fly. Funny how flight seems to be a big deal to some less advanced civilizations, but it seems a very basic thing for most of Frieza Force's lot. Since you are paying with CP for something you could learn on your own, let's say you aced every test.

### **In Touch With Genocide -200**

What's up with all those incompetent fools that leave someone alive when they should be dead? That's just going to bite them in the ass later, but you are better than those morons, because when you want someone dead, you will know the moment for sure that they are dead and what condition their corpse is in.

### **Demolition Expert -200**

In order to first conquer a civilization, or to wipe it out depending on the precise mission, you need to apply more than brute strength, actually maybe you could brute force it anyway but why not play it smart? Now you have a sharp mind for the purposes of inflicting the most damage to your enemies bases rapidly, the focal points of their control and how to destroy it so you can assert your domination over it so you can effectively raise down entire civilizations overnight.

### **Super Survivor -400**

If you are going around fighting like a madman, eventually one hour or another you will be on the receiving end of a beating, fortunately for you, you were built to last as you can take beating after beating after beating and somehow often manage to crawl out of it with some luck and elbow greasing. It will be far from your more glamorous points in your life, but hey, you are alive to live through it, and if you just happen to have the ability to get stronger by just surviving, then all the merrier.

### **YOU CAN SEE THE FUTURE! -400**

Sorry, I couldn't resist. Anyway, what would have been originally a ironic curse placed on a lone soldier's shoulders to face his race's demise, has been now turned into a blessing for yourself, as now you will be forewarned by predictions of the future when a major event is soon to happen. Those visions will happen at random intervals of time but only when you are in a good position to receive them, they will be left vague on the specific outcome so you don't screw yourself over with fatalism, but still giving you valuable info, for example the fate of your species, the coming of your fated rival, the end of the world or something similarly important. A series of predictions only happen once per jump so after you deal with that calamity you will be left on your own.

#### **Solid State Scouter -600**

Hm, seems you truly are unique among all the brutes and tyrants that surround you here, you now possess the spirit of a warrior! And of course that's worth more than just vague boasting, as you have massive levels of grit and tenacity, such things that can carry you way farther than what your lot in life would be otherwise, you could be born as a low-class warrior and still have the potential to surpass the royalty of your people given enough time and effort, actually, given the right means and opportunities, you could match even the gods! Of course, all of this also translates into martial combat, as you seem to be a level beyond the rest in pure skill and movement during battle, you are vicious and tenacious, especially so when you have a cause behind your back to further motivate you.

#### **This Changes Everything -600**

Unlike a simple grunt, you can't afford the luxury of letting the world spin itself without your input, and now you have the power to change things from what they should have been. This goes beyond merely breaking fate, as if you put you all in your cause then your full potential will come into breaking your limits and also breaking what stands in your way to achieve your cause. This also ensures that no force in the worlds you visit, not even its native gods, can just turn back the wheels of causality or anything of that sort after what you have done is finished, and they will be forced to adapt. For this perk to work though you must be aware of what's happening in the first place, and put your sweat and blood into going against it, but doing so will never be an easy thing even if it would have been impossible without this perk.

## **Flashy Perks**

#### **Poser -100**

You already were expecting a perk like this to come in this jump eventually, weren't you? Now you have inserted into your brain the same routine that is popular with the Ginyu Force and some of the people that emulate them, you also have the innate shamelessness of being silently judged as you do your poses... The shamelessness trait is toggleable.

#### **Dance of Joy -100**

You are a cut above the rest, so who cares if your methods and customs are... unorthodox? Yeah, let's go with that, what this perk does is make your boss ignore more of your behavior as long as it isn't detrimental, in fact, they are far more willing to let you humor yourself and your silly little poses or whatever it is that you do.

#### **Maternity Leave -200**



What? You didn't know? Yeah, that's a thing in the Frieza Force, ain't that nice? And with this perk you'll continue to be pleasantly surprised over how generous your tyrant bosses can actually be, whether it be in terms of salary, benefits or being more lenient to you and your special needs, like how you procreate or your need to dine on blood, it will all be covered! Though the actual work is still just as unpleasant as it should be.

### **Zarbon Has Long Hair! -200**

That's a odd declaration, but the same could apply to you with this perk, as you have been blessed with beauty beyond brutes, and to make this deal all the more sweet you can "beautify" even your would be monstrous forms, though that part of this perk might make a certain vain guy more green than he usually is. This does come with a benefit beyond vanity, as it seems that people will give you more the benefit of the doubt than they should, at least if they lack context, but it is possible for more shallow people to focus on your pretty face more than the armor that you are wearing that belongs to the enemy army.

### **Ultra Fighting Bomber -400**

You may pose the pose, but can you fight the fight? With this perk you can actually do both, as you can amp up every destructive you possess the more dramatic you make it, announcing its name with a simple pose would increase its potency by 1.5x, with the upper limit being x10 if you something as dramatic as the move that this is perk is named after. To be careful since rarely will someone let you get away with too much prepping, even by shonen anime standards.

### **Jumper Special Pose -400**

You may ask "Why do those weirdos bother with all those silly poses?" and now you find out for yourself, as with this perk you have become inspired to do your very own unique signature pose! Somehow it gets you pumped up far beyond expected, so much so that your favorite "attribute" by 2x will be amped by five minutes, your willpower and determination will also increase whenever you do it, and of course, you yourself think it's pretty cool... Even if only other pose connoisseurs would appreciate it.

### **TOKUSENTAI! TOKUSENTAI! -600**

One man alone does not make a special force, no matter how strong/skilled they are. No, you need a team of fellow super elites on your side! Good thing you are now the ideal captain for such a prestigious command force, as you have the knowhow and skills to keep multiple "unique" types of personality in check, the ability to deploy tasks into the best under your force, and to coordinate them as a team. You have enough pull to even convince your companions of the virtue posing has, and other unusual tactics you may employ. This also comes with the ability to share "buffs" with a squad of five other people.

### **Purple Comet Attack -600**

What can you do when faced with someone who vastly outclasses you? Why, you call for backup from your teammates of course! With this perk your ability to work together with a partner/co-worker are magnified, you and them instinctively know not only know how to not get in each other's way, but know how to play into your strengths together, this compatibility extends to combination attacks similar to this perk's namesake.

## Tyrant Perks

### **Any taller and it would be unnatural!** -100

You can't exactly go around being a tyrant if you are self-conscious about your appearance out of all things, can you? To assist with that this perk grants you the boon of being content with your form, you have no issues with your height or anything like that, and your intimidating factor keeps any pest from pointing out any unpleasant things about your appearances.

### **Audacious Laugh** -100

Why even be a genociding emperor if you don't have the appropriately smug tone of laughter to mock any fools in your way? You are an expert of laughter to establish your dominance, from the shit-eating grin, to the loud and obnoxious evil laughter, you can perform them all according to your mood flawlessly, at least if you aren't getting the snot beaten out of you.

### **Frugal Conquering** -200

You will be going around, presumably at least, around the galaxy on the planet conquering business, but how will go about it? Of course just blowing up the planet would be a waste of valuable resources, so you will have to measure how much you destroy to get the most out of it's resources, fortunately you have a keen mind on what you can afford to destroy by minimizing lost assets. Whether that be foreign technology, natural resources and yes, even servants.

### **In The Head, Sick, Sick, Sick!** -200

Sadism is going to be a concept your opponents will become very familiar with, since you just seem to know how to apply pain with the same equivalent talent a master painter applies to his craft, if you called torture a artform anyway. You know how to apply your powers in the best way to apply not only physical pain, but emotionally and effectively by ruthlessly taking out the weak links in a blink, making a statement of how easily they fall in your presence.

### **A Disgusting Biology** -400

How foolish, they think they have you cornered, now it's the time to dash away hope even more as you shred into your true form. You now have the ability to do 'power-downs' as you revert into a form that is only a fraction of your actual power in exchange for better control, you may have multiple of those lesser forms and you can twitch your body with some effort to control the form you take in this state. As an extra, you may apply the "shonen rule" as you transform, making transforming into a "free action" if you will.

### **Justice in the seven balls** -400

Or maybe not depending on who's hand it falls to, as now you are a certified macguffin hunter, as you find yourself with fortune when hunting down items of significant power, doubly so when you employ violent methods of interrogation, threats, or anything that would be generally considered villainous. This perk makes it roughly x2 times easier if said macguffin is something the heroes regularly use or are something they actively are trying to find.

### **Only A Chilling Elegy** -600

You have become an extremely dreadful force wherever you are, it's like your very presence makes the universe colder, and maybe even more depending on how far your reach can extend. This perk not only makes you massively intimidating, but the more you conquer a settling, the more a effect of this chilling terror spreads throughout all of it, extinguishing the flames of rebellion from the brave before they can even reach you, meanwhile the scum joyous terrorize, but before you they cower all the same. the birds no longer sing, the wind obeys its king, flowers have been erased, the moon hides away its face. While you live... a poem of love is only... You can probably guess that for yourself

### **Resurrection Of F -600**

Well damn, guess the legendary warrior actually came in and took you out, but you won't be letting things go out just like that, of course not, you'll have your comeback! Once per jump you may use this perk when you are defeated, even serving as a one up. This will allow you to not only come back for your rematch, but initiate a "phase" for a few months where you can power up via training to match up against the one who beat you up, no matter how utterly ridiculous the gap should be, you will be able to make up for it... at least in terms of raw power, it will still be up to you to train smartly and not have any glaring flaws in your new skills that could get you killed again.

## **Items**

You may merge/combine items that serve the same general purpose, or can "fit-in" the selected item in any way that you can imagine while being reasonable with its capacities.

### **General Items**

#### **Scouter Free/-100**

Probably the most iconic item you'll find here, this machine is capable as a device for communication, recording, and it's unique ability to measure someone's power level, but it does come with the unfortunate incapacity to accurately gauge someone's power if said individual is capable of hiding or has a transformation in store. For -100, you may obtain an unlimited amount of scouters for any of your followers/companions.

#### **Frieza Force Armor Free/-100**

And the contender for iconicness to the previous item is also here, this oddly durable and resilient material even to the standards of the Frieza Force, though because the gap in power, this armor just becomes just a uniform at the end of the day, but even still it holds on way more than it should really, also very form fitting as to be useful for multiple different races of different shapes. For an extra -100, you will stock up an unlimited amount of armor for each of your followers/companions.

### **Grunt Items**

#### **Space Tool Kit -100**

If you won't be doing any of the planet conquering or any fighting at all, you will have to do something else to make yourself into something here. With this little handy thingy you got your hands on you are capable of essentially being a space handyman, fixing the minor

things of the shop, this kit also stores any tool that you come across the omniverse in your inventory, allowing you to just put your hand inside of it and the right tool will find its way into your hands.

#### **Armor Upgrade: Sidelines -200**

Unlike the other armor upgrades you'll find in this section, this one is unremarkable, so unremarkable in fact that it turns around about it being what's remarkable about it. This suit is so generic that it even spreads to all your features, whoever wears this armor will be treated by others similar to how a nameless background red shirt character would be by the story's reader, even if said "faceless monk" is actually a building sized dragon. Unfortunately this trait expires the moment you do something important enough for someone to actually remember you.

#### **Scouter Upgrade: Scouter<sup>2</sup> -400**

Someone has decided to specialize the coding of your scouter to further enhance its namesake for the purposes of scouting, its range has been enhanced to be 1,000 miles coming with a zoom feature, is capable of perceiving and showing you everything, even the supernatural, and it can detect and identify all manners of life by faint vibrations, recording everything it notices into its innate database by your conscious command. Pretty useful tool for spying.

#### **Mecha Chamber -600**

Seems like you are a pretty trusted asset to Lord Frieza, as you have been granted with your very own lab, or is it more like a surgery room? What you have here in your room is access to the best in terms of cybernetics the Frieza Force can provide, you could even rebuild the emperor himself with those and make him better than ever! Oh, and you can also implant those cybernetics into others if you want to, those upgrades make people stronger as you can guess, and the process seems to work out smoothly within the room.

## **Brute Items**

#### **Pod -100**

This spherical pod is commonly used by the troops in order to reach a planet, it's simple design allowing for anyone to get inside and travel conveniently in outer space. As far as spaceships go, this is the most minimalistic as it gets in its design, it only fits one person. Despite its tight limited space, it's surprisingly comfortable for you to sit in and has enough comfort and amenities for long term travel.

#### **Armor Upgrade: Battle -200**

While the armor that was already provided to you is miraculously durable, it won't manage to keep up with a jumper forever. And for this, we have upgraded with the power of CP for an armor that will keep up with you, as this armor's durability now scales up to your own destructive power, making sure that it can stand at least what you can dish out. Not only that, but it will adapt to any forms you have, yes, even the eldritch/memetic/conceptual nonsensical creature you can eventually become.

#### **Scouter Upgrade: Power Scale -400**



The original scouter's ideal of "power level" could only be approximated to the general threat level, it can only tell the "sum" of the target's power, not giving anymore info, like if most of the target's power comes from speed, durability or destructive power. Now though the system is more complex, having specific power levels for every attribute you can think of, and then giving a composite number based on a criteria that you set up yourself. This item is fated to always be able to measure a target's power, hidden or not, though the numbers may get funky with extra-dimensional creatures.

### **Terrifying Botany -600**

While most of the technology you encounter here is mechanical, there are the saibaman, such frightening creatures in concept, imagine planting a monster that can destroy most of a planet and with so little effort? Of course that alone wouldn't justify its price with the power around you, so you gain a bunch of 20 special seeds saibaman that have  $\frac{1}{4}$  of your power level, though they can become stronger depending on if you plant them on special soil. Feel free to either use them as sparring partners or to fight for you if you are bored, they of course obey you and they aren't really sentient. you recover them once every month.

## **Flashy Items**

### **Chocolate -100**

For you and the entire crew for this afternoon snack! You have gained an unlimited supply of chocolate with this item, now if you could be oh so gracious to share with people that would be swell.

### **Armor Upgrade: Style -200**

Feeling vain? Want your piece of armor to go together with your style? Then with this upgrade that will be the case, as you can freely customize it, and it will come with an aura of coolness to it.

### **Scouter Upgrade: Critique -400**

Your scouter has been upgraded to have remarkable analytical capabilities, it now can record anything that you see as footage, and not only that, but it comes with an intuitive analyses mode for you to review the footage, it can scan your brain for the purposes of reviewing everything recorded to whatever goal you have, as if yourself looked and commented on the footage frame by frame. Great for training your own poses! And also for training, I guess.

### **Mecha Force -600**

The Ginyu Force might be as elite as it gets in the Frieza Force, but it feels like there is something missing... That's what one of the more eccentric fellows at R&E thought about, and then built giant 100 meters tall mechanic battle armors based around each member. This technology is meant to combine with the user's own energy reserves to protect itself, meaning that it effectively scales to the user, and each of the five mecha possesses the same abilities as the original members... Yes, even the Ginyu mecha can do the "body change", though it had to be adapted to be feasible. The Ginyu can use its unique ability to 'remake' himself to copy one target, though the target remains unchanged, the bot would have gained the special traits of the target's body adapted into giant mecha. Not exactly like the original body change but as close to it as it can get. And the Guldo bot is limited to

stopping time by a highly experimental temporal manipulation engine inside of where his “lungs” would be, using time stop too much will overheat the mecha.

## Tyrant Items

### **Hoverpod -100**

A very comfortable levitating piece of machinery, it's like a moveable throne of sorts. It works by its own engine and it can float indefinitely. Why even walk when you have this thing? Besides when the time comes to get your hands dirty. Also is a pretty great place to sit while you watch some fireworks.

### **Armor Upgrade: Terror -200**

You want to be the one who calls the shots, probably an emperor of some type, then let's apply something more imposing into your outfit. While you are wearing your piece of armor, you emanate an aura of menacing authority, when people look at you, no matter how menacingly your minions are, they will acknowledge you as the scary being and the main danger no matter if you are restricting your power or not.

### **Scouter Upgrade: Propaganda -400**

This scouter, unlike the others, was meant to work on a large social scale. What it does is to give an in-depth analysis of whatever society you look into, whether it belongs to you or not, it will detail the general feelings towards their ruler, how much fear they feel, how rebellious they are, and gives hints of what you could do to alter all those factors. You can use this to either suppress, satisfy, or terrorize whatever society in whatever manner you want with this.

### **Space Conquest Pack -600**

What's the difference between any monster with abnormal amounts of power, and a conqueror of the galaxy? An organized massive force to oppress the galaxy. With this item, you are provided with thousands of thousands personnel to keep things running, a combination of grunts to keep things rolling, and the brutes with decent levels of power to actually do the conquering, and all the ships to hold them together across the galaxy. Comes with 10 massive spaceships similar to the one Frieza goes around in. Your subjects are loyal to you, can be soulless NPCs if you don't care for them, and update to the standards of the local jump, or a small, small, small fraction of your own power if you so desire.

# Companions

### **Jumper Squad -100/-200**

Of course, you can't just leave all the conquest and bloodshed to yourself, you are so generous that you want to bring along your pals alongside you! For 100, you can bring up to 4 companions to you and they all receive +600 CP and their origins, and for 200, you can bring up to eight companions with you. This also ensures that you would be assigned to work together if possible.

### **Recruitment** Free/-100

Did one of the psychos around here catch your attention? Then you can recruit them if they accept it... But since this place is rather ruthless, we can stretch the definition of “acceptance”... Basically, if you force anyone to submit to you, you can forcefully recruit them as your servant.

For the payment of 100, you can leave a “good” first impression, whether you want to make it clear that you are terrifying and not to be rebelled against, or an actually friendly first meeting.

## **Unique Companions:**

You may establish what sort of relation your origin had with those companions before the jump started, if you are a drop-in, you'll eventually run into an encounter with those to establish the relationship dynamics, but it is fated for them to for one reason or another decide that you are one to be followed. You can decide minor aesthetics, personality traits and even genderbend them as long as it doesn't conflict with the text.

### **Berry** -200 (Free for Grunt)

Berry is a personnel of the Frieza Force who sits on the backlines and manages the paperwork and sometimes dabbles in fixing some of the machines here, he looks very human, but you can't be sure at first glance due to him always wearing the helmet. Unlike the rest of the companions you'll find here, this guy REALLY doesn't want to be here. He's very willing to ditch this joint at the first opportunity, he is frankly cowardly and squeamish to violence, but he does have redeeming qualities, like common sense and being reasonable, a rare thing around these parts. He's rather good at managing logistics and can serve as an engineer, so he is far from useless, he actually does have a HUGE potential as a business owner, he just lacks the confidence for such things. Also it seems he picked up playing the bass as a hobby, and he thinks he's worse at it than he actually is.

Comes with the perks **Keep Your Head Low**, **Danger Zone**, **Make yourself useful**, **Tech Support**, **Frugal Conquering** and his own version of **The One That Escapes The Plot** perk that he can't share with you, but he can provide support for you without compromising his plot armor.

**PL: 4.**

### **Leeku** -200 (Free for Brute)

This young woman is a rather odd warrior, she claims to be of tuffle origins, the race thought out to be made extinct by the saiyan, and yet her physical abilities match that of a saiyan ironically enough, though her hair is teal so she doesn't seem to be a saiyan based on that and her lack of tail, and her voice is weirdly Robotic? Though what is known for sure is that she's an adept and talented fighter, and her energy reserves seem to recover far faster than normal, roughly x2 faster to be more precise. In terms of personality outside of the battlefield, she seems cheerful and carefree, though in combat her attitude and disposition seems to match that of a saiyan.

What most don't know is that she's a pseudo cyborg/bio android experiment of the fallen tuffians who tried to merge Saiyan DNA with cybernetic technology as a last ditch attempt to creating super weapons that were too little too late, creating Leeku, who was sealed in her capsule thrown into the vast galaxy and she came to life recently.

It seems like she likes singing as a hobby, and she's quite good at it, she seems proud of her singing in her voice with her "robotic accent".

She comes with the perks **Basic Training, Ruthless, Demolition Expert, Super Survivor, YOU CAN SEE THE FUTURE! Solid State Scouter** and **This Changes Everything** .

**PL: 10,000.**

**Metal Tom** -200 (Free for Flashy)

This person is as close to a theater kid that you will find here, as you can guess from the name, he is a metallic fellow, though he does have a humanoid vessel that matches his vanity and love for dramatics. He is trying to get into the Ginyu force as you might have expected, and he fits right in, with his whole "killing robot diva" motif he's rocking, all he needs is more power to back up his walk. He is quite the diva in all aspects, putting a lot of value in his sense of style, and his unhingedness when it comes to violent acts. What most people don't know is that he isn't actually an automaton, but a spirit using that as his vessel. Apparently he was an experiment made by a reptilian scientist, but that's a long story.

He comes with the perks **Basic Training, Ruthless, Demolition Expert, Poser, Any taller and it would be unnatural! Zarbon Has Long Hair! Ultra Fighting Pose, Solid State Scouter** and **Jumper Special Pose**.

**PL: 12,000.**

**Kuriza** -200 (Free for Tyrant)

Your boss's brat... Pretty sure he wasn't supposed to be canon, but now he is. You wouldn't happen to be his nanny, would you? Anyway, this brat is like a (even more) tiny version of Frieza, but considering who's his father, and the track record of potential the sons of strong fighters have in this universe... Yeah, odds are that this little guy is destined for absurd levels of power. In case you don't know, Kuriza is very much like his father appearance wise, but shorter and with brown spots instead of Frieza's purple ones, and his head's top is pointed upwards similar to a nut. Unfortunately, it seems he didn't fully unlock his father's ridiculous power and is weaker than someone like Vegeta, that might have given him a complex considering how hung over he is over "the pride of the cold family". He seems to be a more childish version of his father in all aspects, very keen on showing off. He also seemed to pick the drums in his free time.

Comes with the perks **Basic Training, In Touch With Genocide, Audacious Laugh, In The Head, Sick, Sick, Sick! ,A Disgusting Biology** and **Resurrection Of F**.

**PL: 15,000**



# Scenarios

## Jumper Force

So, you want to be the one calling in the shots? Sure, go ahead. But first you must climb on the ladder, and how do you do that? Simple: Violence, what were you expecting anyway? All you have to do is establish your place as the top dog around, beat up Frieza or his equivalent, and have the former Frieza Force accept you as their leader, willingly or not.

Reward: **Galactic Empire**

You obtain what you have conquered, this includes all planets under you, all the ships, and all your soldiers as followers. If all of this doesn't fit in anywhere you can insert them to, you can simply obtain a time rift containing all that you have gotten here.

## Temporal Espionage

You might have heard of the time patrol, right? A representative of them came in earlier to bribe- I mean offer you payment for your services. What they want you to do is to catch some malefactors belonging to the time breakers who have invaded the timeline you are in, trying to cause subtle butterfly effects.

This won't detract from your freedom of choice, as the timeline you are in isn't actually connected to the main one. This timeline was used as bait to trick and lure in the time breakers, that means you are free to do whatever you were already going to do here, as long as you catch the time breakers.

Though you might be expected to fight said timebreakers, don't worry too much about it, they aren't abnormally strong by the standards of the Frieza Force, since they can't stand out. Though on the flip side, if you are either too strong or incapable of hiding your power, they may find you as an agent first, and even if they are weaker than you, they may have their means to dispose of you when you least expect it.

Reward: You were bribed with **+500 CP** to spend on any dragon ball related jump if you succeeded in capturing the time breakers.

# Drawbacks

## **The Boys Are Back In Town! 0/+100/+200**

Depending on the era or canon you find yourself in, this place will have lost most of its colorful cast, so with this option you can go to a timeline where those folks have come back from the dead along with their boss or some other means to return, maybe you'll encounter an ancestor or something like that.

For +100 points, you can opt out to power them up similarly to their own boss, their power will be relative to the gap between them and Frieza back at the times of Z, otherwise they would be pretty useless.

For +200, you can invite some of the other folks associated, like Cooler and his men, and they will be similarly powered up. As a silver lining, this drawback's scaling extends to the companions.

## **Not going to share any chocolates with you! +100**

How mean! It seems that for this jump, you won't be able to have any sweet treats, and no one, not even your companions, will be allowed/willing to give you any.

## **Eccentric +100**

It's pretty obvious that there are a very odd bunch going around here, and you seem to have joined the group of weirdos. For this jump, all your odd habits will be magnified and you won't be able to hide them away, your sense of shame will be similarly null for this jump duration... Only then to get brought back at the last second of this jump as your mind betrays you by making you remember all the cringiest things you have done.

## **P in PTSD Stands for Pose +200**

You had a moment of your childhood where you had to fight a bunch of weirdos back to back, and they posed, they posed a lot. That has left a mark on you, either that causes you to feel stressed by the sight of it, or you have internalized it as you posing yourself will depend on you.

## **Ho-ho-ho, my...! Twelve +200**

You really can't catch a break when it comes to your speeches, whatever you say to try and sound cool, menacingly, heroic or anything serious like that... Just falls flat, like they heard it all before. This will also give you a compulsion to try those quips even though you are aware of this drawback, pick this with the **Eccentric** drawback at your own self-esteem's peril.

## **Space Speciesism +200**

Well, that's to be expected really when you factor in how this is an extremely violent place with countless other races all subservient to Frieza in a very toxic environment. Though it seems that your race, whatever it is, has a particularly bad reputation. Maybe the general opinion of your race is that of braggarts or something like that, you will most likely be targeted by this.

## **Douchy Rival +400**

Rivals, a staple of shonen series and the vehicle for growth on both parts. They are something that can push even jumpers to improve with drawbacks related to such... Too bad this asshole isn't one of them. What you have here is an extremely petty, cowardly, and all around pathetic rival. I kid you not that he has bothered you ever since you were a child trying to one up you, and unfortunately, he does start off with the same power level as you, but he only has that going for him if we are going to be honest.

### **Stress Doll +400**

Sometimes you wonder if that's what is written on your back, because whenever someone above you needs a punching bag, you somehow always are the prime target. Whether it is your fault or not. Be careful Frieza doesn't feel like literally exploding you.

### **Resurrection Of Ffffffffff... +600**

So, you may have taken notice of how many times Frieza has come back. He may be an oppressive genocidal tyrant, but he surely isn't a quitter. Well, that's your problem now, as Frieza, or another one of his family, will be coming after you because of a prophecy about you and your status as a jumper. He will figure the dots by the end of your first year in the jump and come after you. And what is even more troublesome is that he comes with a version of the **Resurrection of F** perk that triggers once every year to match up against you, so be prepared to fight against him, over and over and over and over again.

## **Ending**

Had your fill of violence? Or maybe you decided to be the heroic type, well, doesn't matter what you did, you managed to survive long enough to get here, so what will you do?

### **Go Home**

Well, if you decided to quit after seeing all that mass scale destruction this jump would show you, then fair enough. Best of luck, jumper. Have fun in a universe where some random alien won't come and explode your planet.

### **Stay Here**

...Really? Wow, you really must enjoy bloodshed then, color me surprised. But if that was the case, why wouldn't you just continue to other worlds? It isn't like this universe has many more planets to conquer, actually this universe is lacking in planets sustaining life period. Well, it's not my place to judge you or your tastes, color me surprised with this option.

### **Move On**

You went through your own path through this jump, but you are still left wanting for more. The omniverse has more places to conquer, more fight to be fought, more empires to explore. So let's not stop now, onto the next conquest you go.

# Notes

**Companions:** Berry would be based on his two “cousins” Cranberry and Raspberry, Leeku is a Hatsune Miku expy, and Metal Tom is a mettaton expy, though I guess the latter ended up more like his underfell counterpart. And Kuriza is Frieza's son from a gag manga.

I got the idea for the Miku and Mettaton expies from two covers of solid state scouter I found on the internet.

[Solid State Scouter but it's counting Mettaton's Ratings ✨ SSS & Death by Glamour Mashup ✨](#)

And

[Dragon Ball Z - Solid State Scouter - Hatsune Miku Remix PV](#)

Two music videos covering the same song, both inserting technological divas into Bardock's story, what are the odds? And they even have roughly the same views too.