



### Dragon Ball Heroes Jumpchain 1.0.1

Suggestions are on and this is a WIP Jump

If you Think a perk could be better then just make a suggestion.

### [Made By GinryuB & A Lot of Others]

.those that help will be in the **Thanks** at the bottom of the jump

.Special Thanks to **Burkess, Færret, DeverosSphere & Aldar** for doing just so much work for this jump.

[Introduction]:

.So Welcome to this "Completely" normal world that just happens to have this game that so many people love, its yu-g@#@##. I'm joking with you.

This is the World of Dragon ball Heroes, a world that has developed a Massively popular card/arcade game based off the dragon ball franchise, the only real problem is soon a number of the games players started going missing, this has been the fault of the demon realm as in order to ruin the dragon ball time time they have been adding and replacing people, best i can say is have fun in this world of heavy altered dragon ball. Here's some points **+1000 cp** and try your best to not die, it's not just a card game after all, you start a month before our soon to be beat falls into his first adventure, and if you can save a few people lost in the new world, well that's up to you.

**[Origin]:**

**.Player**

-Drop-in, just a random player that walked into the shop that day

**.Hero**

-Part of the Hero Lab Program

**.Collector**

-A Collector of cards, trinkets, and stuff

**.Martial Artist**

-Martial arts buff and probably a Dragon Ball fan

**[Avatar Races]:**

(No matter the Race you begin at Start of Z goku)

**.Earthling or Alien (Free)**

-A human, Anthropomorphic, or Monster between 4 to 9 feet tall with minor powers.

**.Android (Free/200cp)**

-add to another for 200cp

-Have a much slower Growth rate but don't run out of energy

**.Namekian (Free/200cp)**

-Its 200cp for dragon clan

-Can Regenerate lost limbs

**.Frieza Clan 200cp**

-can gain a golden form over time

-can survive in a vacuum

**.Saiyan** 200cp

- Can get the super saiyan forms with training
- Get a massive power boost after healing from the brink of death.

**.Supreme Kai** 300cp

- Long life span and can use God Ki
- can get a domain

**.Dark Demon God** 300cp

- Long life span and can use God Ki
- can get a boss form

**.Majin** 400cp

- absorb others for their power and reform from pieces [Warning there personalities may effect your own if used too much]
- Immortal
- Learn ki and magic after just seeing it once
- Has the best Regeneration out of all the races here

**.Nano Mutant** 400cp

- Body snatch others
- Immortal
- Increased processing
- Learn ki and magic after just seeing it once

**.Import** 200cp

- add and/or fuse any number of alt form races to make a hybrid Avatar Form.
- can be bought with other races on this list.

**[Avatar Powers]**

**.extra points** 50cp

- add 1 Avatar point
- Start with 10 Avatar points

**.Ki color** (free/1ap)

- pay one point to make Ki as many colors as you want. Can't be changed.

**.Demonic Ki** 3ap

- Grants the user a type of Ki used by demonic beings.
- An extremely corrosive type of ki that tends to be more damaging and mentality harmful.
- While being used it forces an overwhelming pressure on beings in possession of ordinary ki.

**.Metamoran Dance master** 3ap

-Grants the user the knowledge of multiple Metamoran dances including the fusion dance, the strengthening dance, the defence dance and the focus dance.

**.Ki Constructs** 3ap+

-Start with 2 Constructs and add an extra 1 for 1ap

-Make the Constructs able to take animal form for 1ap

**.Techniques of the Yاردratian** 4ap

-Instant Transmission, Ki Sense, Telepathy, Spirit Control, Manipulation of fusions and Healing Ki

**.Cap Ki** 4ap

-Far more Ki reserves

-×10 and your strength gain will be as if it was still lower thus keeping the times ten as you train.

**.Hell Ki** 4ap

-Deals more damage based on the Sins of the target

**.Poison Ki** 5ap

-Natural Toxicity to Ki and Ki attacks that are very hard to cure and near impossible to resist.

-it acts more like Life burning so Poison, Acid, and status Immunity won't cancel it out.

**.Time Stop** 5ap+

-Start at 1 second

-1ap per extra second

**.Divine Ki** 5ap

-Grants the user a type of Ki used by divine beings.

-An extremely pure quality of ki making ki attacks using the same amount of ki denser.

-While being used it is impossible to sense by beings that don't possess Divine ki.

**.World Eater** 10ap

-The power to drain worlds and those on it of their energy to boost your own power.

**.Power of Destruction** 10ap+

-plus 5ap more to make avatar a **God of Destruction**

-With the power of Destruction, the user can create, shape and manipulate destructive energy, capable of destroying anything from small objects to entire universes including the energy and souls within. At basic levels it will only destroy the bonds between things, for example, at this level it would turn a rock into sand. At higher levels the user can destroy abstract concepts, natural forces/laws and even destruction itself completely erasing anything putting the target into a state of non-existence so that nothing can restore them.

**.Power of Creation** 10ap

-Through the power of Creation the user can create, shape and manipulate creation energy to create matter from nothing, either as finished objects or simply unfinished elements. Higher level users can create anything they can think of, whether conceptual or sentient. This includes the creation of energy, souls and life of any complexity at the higher levels they could create fundamental forces, dimensions and realities. As well as being able to draw sustenance from creation to slow or stop ageing.

**.Stored Ki 15ap**

-Build up and store power like Jiren The Grey



**.Age 13+1D12 or Pay 100 to Pick**

.Any Arcade in Japan

-If You Purchased Portable Game Terminal you may start at any public place on our earth.

**[Perks]:**

**[General Perks]** (discount any two)

**.A Great SoundTrack** (Free)

-you get a soundtrack from the games that will play in your head, you can turn this off and on, the best part is you can let others hear as well and no one will question it.

**.Log In** (free (Mandatory))

-can use avatar card to enter into the Dragon Ball world from the game, and in later jumps use it to go into other games, be warned if you die in the game you don't know what could happen. Comes with a Hero Switch item.

**.The Adventure Doesn't End** (free)

-No matter how strong you get, you can always find a worthy challenge (anti boredom perk)

**.Battle Power Limit** 100cp

-Able to hold back so as to not badly harm others.

**.Dragons Resolve** 100cp

-will power boost

-Mind Control has to over power your reserves and you will never be in too much pain to move.

**.Just Need to Hit Harder!!** 200cp

-can punch through hax with enough strength, all you really need is to be stronger than your opponent by a lot.

**.Prof.Hax It All** 400cp

-can make dragon ball tech

-Your Skills with tech become something of legend, fix a spaceship at the age of five? Sure it's not that much harder than basic the normal toys you are used to

**.And You thought it Was a Game** 600cp

-Avatars in real world

-There's no limit on the time in the form, but till after this jump it will be uncomfortable to be in.

**.Army From Another World** 800cp

-7 Other cards in the real world stay out for an hour, each card has a 12 hour cool down.

**[Player]:**

**.I'm Probably from Yes** 100cp

-No questions here, people won't ask things like where you're from and do you have an id.

**.You're A Wizard!** 200cp

-Dragon Ball Magic

-Generic Magic that's limited by your energy.

-Think inheritance cycle magic But no words

**.I WILL SURVIVE!!!** 400cp

-Plot armor, only works for surprise attacks and battles you are trying your best in.

**.Temp Ban** 600cp

-Video games are dangerous when you really think about it. With this if you die in a world you're logged into, instead of ending the jump you are kicked out for a year.

**[Hero]:**

**.Know the Job** 100cp

-As a member of the hero lab, you need to know the codes, have the right plans, and at least have an idea of what you're doing. This perk allows you to learn rules, laws, codes, and computer systems at an extremely fast rate.

**.Heroic Calling** 200cp

-Skill at finding people in danger and knowing how to help.

**.Those That Save** 400cp

-When saving someone you get a x2 to both strength and will power.

**.Plan To Be Saved** 600cp

-as a hero you need to help others and now they can help you, anyone you fight with is boosted to at least your power during the battle.

**[Collector]:**

**.Appraisal** 100cp

-Value Seeing

-get an idea of The value as in money, potential and use.

**.Lucky Find** 200cp

-Fined More Money/Items/Equipment from battles

**.Card Crafting** 400cp

-Card Making

-You have both the skill and knowledge on how to make cards with there own custom powers and abilities with items you find

-This also lets you find skill items to make more cards in future jumps as well.

**.Mastery by Accident** 600cp

-Through large amounts of studies to see what's the best to collect and has value, you honestly have memorized all the abilities, and due to watching tournaments for what will be the next big card to grab, you have a pro level of skill, this skill lets you make the most out of the cards you have, and then some, this can help with other items over time as well.

**[Martial Artist]:**

**.I WENT TO SCHOOL!!!!** 100cp

-Master any one mundane martial art to the point that even without ki you could give episode one kid goku a run as a normal human.

**.What Was That?** 200cp

-Perception Boost, See UV, as well as R, G, B, you can hear a pen drop from across a crowded room and can pick out others from just smell.

**.A True Prodigy** 400cp

-Learning speed boost for martial arts  
-what takes a year you get in a day or two.

**.This Fight is Already Over** 600cp

-React to Reactions to Reaction, etc.  
-basically the power to start blocking, dodging and countering attacks up to 17 moves ahead, at this point you would need to either be overpowered, speed blized or counter precogged to even cause you to take damage.

**[Companions]:**

**.Nimbus the Romba** (free)

-It's a roomba dressed like a golden cloud  
-It has a basic A.I with the personality of an animal of your choice.

**.Player Two** 100cp

-Get someone with the player background that gets 600 points to use and any Avatar race for free (still must pay for dragon clan and or part Android)

**.Import** 50/300cp

-300 for 8  
-they get 600cp each and free pick of race with the same restrictions as player two avatar race.



**[Items]** get 300cp for this part and two discounts

**.Avatar Card** (Free (Mandatory))

-Avatar Card so you can enter the heroes world with.

**.Stylized Outfit** (Free)

-A Custom Outfit that looks good on you in the Dragon Ball style

**.Card Binder** (Free)

-Place to keep your cards safe, can restore damaged cards if placed in the binder

**.A Well Made Bag** (Free)

-its a Water proof Backpack, that can hold 3 times its size and never weighs more then 15 pounds

**.Pocket Home** (100cp/Free)

-Free for player

-home Capsule, large enough for a family of four, comes with large water filter, waste filter, and a electric generator that runs off most liquids.

**."Work Clothes"** (100cp/Free)

-Free for hero

-Saiyaman Outfit, it can self repair, withstand attacks that would harm most Kai, and has a melee weapon of your choice.

**.Collection Radar** (100cp/Free)

- Free for Collector
- a Radar that at first looks like a dragon radar, made to find items not yet in a set and or collection of yours

**.Workout Room** (100cp/Free)

- Free for Martial Artist
- Capsule Gym, has a fully stocked workout room and fridge of healthy yet good food. This does boost training by double.
- Will add boosts if taking with **Gravity Training Room**.

**.Zeni!!!!** 50cp

- this can be taken multiple times
- 1 billion Zeni
- 1 Zeni = 1 Yen

**.Well Equipped** 100/200/300/400cp

- 10x Equipment 1 star
- pay one hundred to upgrade a rank

**.Small Army** 100/200/300/400cp

- 10x Card 1 Star
- pay one hundred to upgrade a rank

**.An I.D Card** 100cp

- Well this will help with a lot of problems now won't it? This card will act as an id and show you are allowed in any government run civilization that isn't extremely hostile to outsiders.

**.Portable Game Terminal** 200cp

- Looks like a switch
- Will update to run any games from the settings your in
- has unlimited data storage
- Can't be broken nor reverse engineered.

**.Gravity Training Room** 200cp

- Build like the ship used in Z by goku, sadly it doesn't Fly, I did add a muffin button.

**.Potara Earrings** 300cp

- a Set of earrings that let two nongods fuse for an hour, but as this is an item from a jump, they now can fuse even gods without becoming permanent, and you may choose to turn this off at any time.

**.Demon Orb** 300cp

- A powerful magic focus that prevents the user from being erased by time Paradoxes.

**.Hero Lab 400cp**

-The main lab that is used by the great Saiyaman and a hub with living space, all modern tools, and an accessible panel to play any game, a few sets of 9 variable Supercomputers as well as a number of other small things here and there.

-can be either a Capsule or warehouse attachment in future jumps.

**.Seeds from the tree of Might 400cp**

-Feed it a world get super power up fruit, try not to become too much of a villain with this.

**.Crack of Time 600cp**

-Your own Realm outside the time stream and unlike many other poor souls you can come and go at will, the crystals of time can be mined for Resources

**.Time Egg 600cp**

-This item lets you restart the jump with all your memories once per jump, post spark this egg will let you make a new timeline once every ten years

**.Transport Cube 800cp**

-While this wouldn't let you leave a jump, this box lets you go to any location within the current jump, and anywhere at all post spark.

**.Key Sword 800cp**

-this weapon can seal any realm and grants a resistance to all darkness based powers.

**.Universe Seed 800cp**

-The Universe Seed is a seed that, when fully grown into the Universe Tree, can be used to create an entire universe. In order to do so, it requires enormous amounts of energy, which can be acquired from battles. Regardless of how close it is to completion, it can be used to acquire an Ultimate Form, greatly increasing the user's power, in addition to the seed still being able to gather energy during the form's usage.



#### [Drawbacks]:

Drawbacks: By **Burkess** from R/Jumpchain

#### .**Guess the Demons Won?:** 0cp

-So with this drawback all previous dragon ball jumps become corrupt time eggs within a vault that is hooked up to the time nest.

-(Must have taken a Dragon Ball jump before hand) for +200cp you may add those jumps right to the main timeline, granted this may cause the demons to win if you messed with the time too much. Hopefully you didn't do too much.

#### .**And I took that personally:** +300 CP

-All of the bad guys will always prioritize you. They could have the option to attack hundreds of other people, but they'll decide to go after you, specifically. Even if there's a better target. Your enemies really don't like you.

#### .**Insufferable Glory Hound:** +100 CP

-Goku believes he's your best friend and will show up to help you now. Whenever you're about to win a fight, Goku will appear and finish it for you. Unless he was there previously, he won't show up to help you until you're about to win. Everyone will credit Goku with the victory, despite you having done all of the work. For +300 extra CP, you now must participate in any fight that Goku does, and he'll always hog all of the action. You've gained the ability to teleport to Goku no matter where he is. This power automatically activates whenever Goku's about to fight. You can take Goku with you after this jump for free.

#### .**To fight alone:** +300 CP

-Events will conspire to have you face off against most enemies in 1 vs 1 battles. Coincidences will take place to make sure that you get a 1 vs 1 with the strongest opponent on the field. This doesn't happen all of the time, but it's often enough that you won't always be able to count on your friends to help you to victory.

**.Training Montage:** +500 CP

-Whenever you encounter a group of enemies, the weakest member of the enemy team will now be no weaker than 70% of the strength of the strongest member. The enemies are aware of this phenomenon and will work to exploit it to their benefit.

**.Hang on Guys!:** +300 CP

-Your allies will need to be rescued considerably more often than they normally would. You'll find yourself rushing to save your friends when they get overwhelmed by opponents that they need your help to defeat.

**.Big Villain Team Up:** +600 CP

-Villains from your past jumps have resurfaced here to fight you once more. They've joined your enemies and are working against you. For +400 more CP, all of these people are Ki users now if they weren't before.

**.Generic Costume:** +100 CP

-You're only allowed to wear the same equipment and clothing that the people in this world wear. And only in the same colors that they wear it in. For +100 more CP, you now can only wear three separate outfits. You can still choose to be naked as well.

**.Expressive Face:** +200 CP

-You have a max of six facial expressions. You decide which faces you're capable of making the moment you enter the jump. From then on, you can only make those faces, regardless of the situation you're in. Choose wisely. For +200 more CP, you can only pick one facial expression.

**.Mute Protagonist:** +200 CP

-You've gained the ability to communicate your thoughts and feelings through gestures and body language. You're incapable of speaking. People will sometimes misinterpret what you want in comical ways or just pretend that you agree with them in an attempt to get you to do stuff for them. For +200 extra CP, only people who have names and main characters from this franchise get voices. Cell, Gohan, and Frieza can talk normally. Even Appule gets a voice, despite being a minor character. But a taxi driver or a shopkeeper? They're as mute as you are.

**.Determined Fighters:** +300 CP

-When you would strike a finishing blow against an opponent, they'll sometimes have a second wind that lets them stand back up again, injured but still able to fight. They'll often give a short monologue explaining how they won't back down. For +300 more CP, this happens every time. You could swat a fly and it would spit blood and ask you if that's the best you can do.

**.Recruitment Drive:** +400 CP

-Your enemies now have 50% more minions on their side. They'll have recruited some extra allies who make the most sense logically. For +400 more CP, the enemies are accompanied by recolored clones of themselves. This is treated as being completely normal.

**.Are you done powering up?:** +200 CP

-You know that thing people do where they stand there while they yell and power up? Now nobody does that. Everyone in this world instantly powers up, transforms, and they charge their attacks up very quickly. You don't gain these benefits. For +200 extra CP, you're required to yell when you power up or launch big attacks.

**.Excessive Collateral damage:** +300 CP

-Any battle involving you is significantly more destructive and will quickly level the place you're fighting in. The landscape might as well be paper mache for all the resistance it offers. Small altercations can make the area look like a hurricane came through, and the aftermath of big battles resemble the grand canyon.

**.Pragmatic Fighters:** +300 CP

-This world is filled with arrogant people who throw away easy victories by constantly taunting their foes and giving them chances to fight back. Even the good guys will sometimes let the bad guys fight back and turn the tables on them. Not anymore. Everyone in this universe is significantly more pragmatic and will focus entirely on achieving their goals in battle, by any means they have available to them, while still retaining their personalities. There's very little discussion and everyone fights at 100% from the very beginning, with a single minded determination to crush their enemies. For +300 extra CP, your enemies are like machines, always taking the most advantageous route they can think of and leveraging their powers in ways they'd normally not use if it gives them an advantage. They'll even be willing to train in preparation to destroy you!

**.Super Saiyan Bargain Sale:** +600 CP

-Every organic and inorganic being now has their own version of the super saiyan transformation. Just like going Super Saiyan, this multiplies their power by 50 times. For +400 extra CP, there is now a SSJ2, SSJ3, and SSJ4 equivalent for every being to potentially unlock.

**.Big Appetite:** +200 CP

-In order to feel satisfied, you must eat your body weight in food everyday. Your stomach will expand to safely fit this much food in it and you won't suffer any negative effects from this overeating. Failing to do this will leave you constantly feeling hungry.

**.Dated Graphics:** +100 CP

-You now perceive the world in the same animation style as the video game. You can freely toggle this animation style on and off for any future jumps you visit.

**.Stay tuned for the next episode of....** +300cp

-Before you would only be here for 10 years but now when you enter the game for the first time you're sent back to the start of Dragon Ball and can't leave the game nor the jump till you complete Dragon Ball Heroes, Prison Planet. You do not remember taking this drawback, no just not playing the game.

**[END?]:**

**.End your Jumpchain game and return home:** -Choose this option to end your Jumpchain game and return home.

**.End your Jumpchain game and remain within the setting:**

-Choose this option to end your Jumpchain game and remain within the setting.

**.Continue your Jumpchain game and move on to the next Jump:**

-Choose this option to continue your Jumpchain game and move on to the next Jump.

**[Notes]:**

.I've put on suggestions

.Cards keep their personality but only have the powers on the cards and will follow orders.

**.Super Saiyan Bargain Sale** includes the jumper in the drawback as well but any forms gain by this drawback aren't jump backed to work.

.I moved **Techniques of the Yardratian** to 4ap as the power over fusions was a bit too good over all.

.The effects of **Dragons Resolve**, will massively decrease the negative effects of the **Majin** race absorbing others, and being overpowered by their personality traits, what would turn a Buu into a 4 year old would only make them slightly impulsive, this will basically drop the effects to 1% normal.

1.0.1 Notes:

.Added to the introduction

.Fixed the wording on a few perks

**.Temp Ban** is for both **Log in** and virtual worlds that don't just hold your hand, matrix from example

**[Thanks]:**

.Drawbacks: By **Burkess** from R/Jumpchain

.Convinced Me: **Suhreijun** from R/Jumpchain

.Google Docs & Some Perks: By **Færret** from Discord

.Some Ideas & Prof Reading: **Aldar** from Discord

.Some Avatar Powers, made the text for a few perks added the pictures and did the background: By **DeverosSphere** from R/Jumpchain

.Brought up the Half Androids: **GodEmperorSmash50** from R/Jumpchain

.Brought up the NM Race: **Mulljade12** from R/Jumpchain

.Helped with jumpmaking Aid: **Nerx** from R/Jumpchain

.Made some amazing powers: **Deverosfear**

.Thanks for all the help I got and the people that helped me, im not really that good at this stuff and this would just be another unfinished jump in my note app, thank all of you so much!!!