

## **Troop of Beasts Jumpchain** **by Alercoe**

Welcome to the world of Troop of Beasts, an erotic Dragon Ball fanfiction by Jeckjack. This world's history is the same as the canon until the arrival of Kakarot on Earth. You see, he never hurt his head in a way that would result in him developing into the kind-hearted Goku. Fortunately, Son Gohan was more than strong enough to fend off the wild child's attempts on his life, and so the old man kept the latter contained within the mountain range that served as their home. Bulma managed to get the fourth-star dragon ball from Gohan, but her adventure stopped after she couldn't find a way to bypass the Fire Mountain. With no hero around, the Red Ribbon Army grew in power until a resistance was formed to oppose them.

After reaching adulthood and learning everything he could from watching Gohan fight, Kakarot finally managed to kill the old man and left the valley to begin a violence spree. He ended up killing Yamcha, who had joined the resistance and was trying to prevent the Red Ribbon from getting one of the Dragon Balls. The latter was being pursued by the lovely Colonel Violet of the Red Ribbon Army. This is important, because Kakarot had heard from Gohan that you could make children with women and that it felt very good. And he just so happened to feel lonely without any monkey-tailed people like him around... To put it bluntly, he fucked Violet's brain out and very much liked it. So now he's filled with a desire to get as many beautiful women as possible into his harem and have plenty of children with them.

This is a very perilous world and the rise of powerful beings like Kakarot or the dormant King Piccolo is bound to only make it more dangerous. To help you survive and maybe even thrive here, you have 1000 choice points (cp) to purchase options in this document. You will arrive anywhere on Earth the day Kakarot will kill Yamcha and proceed to have sex for the first time.

## Origins:

**Beast:** While you probably aren't a literal animal, you sure live like one. Much like Kakarot, you are someone that lived your entire life outside of civilization. Said life is one free of laws where your only master is your desire and your only rules are the limits of your abilities. Alternatively, you can choose to be unburdened even by the past and be a **Drop-In** without any history in this world.

**Defender:** You are a martial artist whose life is driven by self-improvement and defending those weaker than yourself. You may even be a student of the Turtle Hermit himself, who will soon recruit several other fighters in the fight to defend Earth against the many menaces that will arise. Will some see your path as restricting or even dangerous, there is some real fulfillment, friendship or even love that may await you.

**Professional:** You're not some fool fighting for justice, but neither are you a wild being just taking what it wants. You're a professional who has no doubt committed many unsavory deeds in exchange for whatever your employers or clients could offer. You may be working for the Red Ribbon, be one of the Crane School's trained assassins or even just a lone rogue. In a way, the coming chaos will provide many opportunities for you.

**Scientist:** Of course, not everyone can be so preoccupied with fighting. Some may instead choose to work on the technological wonders that will better humanity... or the tools that will allow them to dominate it. Whether you work for Capsule Corp, the Red Ribbon Army or are independant, you are a rather brilliant inventor and engineer who haven't quite made a name for themselves yet.

## Race:

Your age is decided by a roll of 1d8+17, and your gender is the same as the last jump. You can decide to change either by paying 50cp.

**Earthling:** You're just a normal earthling. Well, 'normal' is relative since this Earth's inhabitants can be humans, anthropomorphic animals, blue goblin-like creatures, and many others. So you have a lot of freedom when it comes to picking a species. But regardless of your appearance, you don't get any special abilities.

**'Demon' (200):** You are one of the strange green-skinned people that are known on Earth only by the evil of King Piccolo. You don't need food to survive, your limbs are stretchable and you can regenerate from any injuries by concentrating on them, though doing so is exhausting. You can also reproduce asexually by spitting out large egg, though you also have a penis for some reason. Your offspring will inherit any abilities you wish them to, but the more powerful they are, the more energy you'll need to spend. Producing one with all of your powers would leave you at death's door.

**Android (200):** Okay, this may be a bit of a misnomer. You are either a full robot or someone that has been modified into a cyborg by some mad scientist. You have no biological needs like breathing or sleeping and you will never age. Furthermore, you have been equipped with a special ability like for example an engine that manipulates heat around yourself. It alone wouldn't be enough to win against this world's powerhouses, but it'll always be useful.

**Monkey Person (400):** Well, Kakarot would be very interested in meeting you, that's for sure. Like him, you look like a human being with a monkey tail and, unless you're a drop-in, you have vague memories of a world with people like you everywhere. You have a natural aptitude when it comes to fighting and using ki. Furthermore, you get a noticeable power boost after recovering from near-death injuries. As long as your tail is intact, looking at the full moon will turn you into a Great Ape form that is ten times more powerful, but also completely feral. And perhaps you'll discover a new power by growing in might and experiencing a moment of extreme anger...

## Perks:

### General

#### **Breeding Material** (Free)

Is it any wonder that Kakarot wants all of the women in this world when nearly all of them seem to be gorgeous and curvy? And he himself isn't nicknamed the 'Handsome Monkey King' for nothing. No reason you should pale in comparison. You're very attractive in whatever way you desire, be it as a handsome hunk, a voluptuous beauty or a cute little tyke. Best of all, your appearance will stay beautiful no matter what happens. Even a lifetime in the wilderness would give you a certain rugged charm instead of making you look like a dirty hobo.

#### **Primal Instinct** (Free)

Of course, what's the point of everyone's bodies being gorgeous if you don't know how to enjoy them? You've got knowledge on how to make someone feel good and a lot of endurance. Making the woman whose pussy you're ravaging cum again and again while staying strong for hours is no real problem for you.

#### **Fighting Chance** (Free)

We are on the brink of disasters, cataclysms and fights between beings surpassing gods. To survive in this world, you'll need to master the energy within all living beings known as ki, which can be used to strengthen the body, fire out destructive waves and plenty of other, far more esoteric abilities. You have power equal to Kakarot at the beginning of this story which, due to his lack of experience, is roughly equivalent to Tien Shinhan during the 22nd World Tournament. Which means you're strong enough to easily wipe out a mundane army by yourself. Furthermore, you can fly at supersonic speed, sense the ki of other living beings and unleash your strength in a destructive ranged attack made of pure ki. But be warned that there are numerous people stronger than even you, so you shouldn't be complacent. Luckily, this perk comes with a guarantee that you always manage to get stronger through training, so you don't need to worry about reaching your peak too early on.

## Beast

### **Reject Civilization** (100 CP, Free Beast)

A life in the wilderness has granted you all the skills needed to thrive in it. From hunting wild beasts to cooking with rudimentary tools to making simple clothing out of fur, you're perfectly capable of living a simple but self-sufficient life in the wilderness. Most civilized folk will turn up their noses at the thought of living such a primitive lifestyle but anyone you provide for using these skills will be quick to warm up to you and your savage ways even if you didn't make the most civilized first impression on them. Work hard enough and you could turn a harem of captives and concubines into a loving family.

### **Finding Your Mark** (100cp, free Beast)

Sometimes the objects of our desire are just out of reach and we don't know where to start looking for them, but fate and fortune are on your side and will help you find the people and objects that you most desire. If you want to gather a harem then you'll have many chance encounters with beautiful women, but if you want to gather the Dragon Balls or find one particular woman then you might stumble across the dragon radar or find clues which will help you track them down. Treasures which are exceptionally well-hidden or very distant from you will require far more time and effort to locate, but the trail of clues leading to your objective will never go cold as long as you keep following it.

### **New Warriors are Born** (200cp, discount Beast)

Beside finding something to eat, a top priority amongst animals is to make offspring to inherit their genetic heritage. You have no problem with that, as you can reproduce with any creatures you can have sexual intercourse with, even if they're a robot or an alien with strange biology, without any risk for the child or the mother at birth. Furthermore, your children will always inherit the best part of you and your mate, with the potential to surpass you. You could very well result in a new, better hybrid race.

### **Let Sleeping Dogs Lie** (200cp, discount Beast)

Everybody knows it's dangerous to disturb wild animals, and it seems that people apply that principle when dealing with you. Even if you've shown yourself to be an obviously dangerous and violent man, most heroic types are happy to let you be as long as your actions don't threaten the world or affect things they personally care about. You could reign as some sort of bandit lord and not be bothered by nearby heroes unless you do something like kidnap their girlfriends. Hell, if something even scarier than you appears, there's a good chance they will ask you to help them.

### **Cornered Survival** (400cp, discount Beast)

Sometimes the only way to defeat an enemy is to run away, lick your wounds, and get stronger before coming back to try again. It might be humiliating but your survival instincts are top-notch when you're backed into a corner and you can make a clean getaway with only a brief distraction. Your enemies are prone sparing your life for whatever reasons: maybe they got something more important to deal with, maybe they want to use you somehow, or they just think seeing you flee is funny. Unless their goal is to specifically kill you. Furthermore, you tend to get a boost to your learning curve after a significant setback. Your training is more effective, you get epiphanies about how your abilities work or may even

discover hidden powers. While it won't make you all-powerful, it'll definitely grant you an edge, especially when training to overcome whatever it was that defeated you

### **Catching Your Prey** (400cp, discount Beast)

Sometimes the women you choose to become your mates are less than cooperative and require the use of force, but it would be a terrible shame if you damaged such beautiful girls by mistake. That's why you've become a master of controlling both your physical strength and any ki powers or magic you may have, allowing you to defeat an enemy or destroy her clothes without harming her. Even if you're forced to use your full power you can do so without leaving a single bruise on her body, and being much stronger than your opponent makes ravishing her far more enjoyable for both of you whether she likes it or not. Since breeding unconscious women is no fun, you've also become quite skilled at capturing and restraining your conquests, whether by pinning them in submissive positions or tying them up in sturdy bondage using whatever improvised materials happen to be on hand.

### **Handsome Beast King** (600cp, discount Beast)

Well, you certainly are an impressive one, aren't you? What you have could be called 'Savage Charisma'; the presence and allure of an Alpha ruling over its pack. At a base level, this gives you an intimidating aura that makes it clear to those who see you that you are dangerous. A simple glare from you would be enough to make the cowardly run for the hills and the weak would rather bow than anger you.

But fear is only a small part of what you inspire. People most of all feel awe and admiration when they see your primal demeanor. And this allure gets stronger and stronger the more you act like a beast, filling those around you with a desire to submit to you. Completely ignoring rules that others set, brutally beating down anyone in your way or selfishly taking who you want with no care for consent will make people admire you more and more, and applying this brutality to them will only hasten the process. Becoming a ruthless bandit king will result in villages proudly swearing loyalty to you and breeding a woman over and over again will likely turn her into your loving wife.

This perk's effectiveness on an individual depends on the strength of their body and will compared to yours. It is needless to say that a random village girl would be much easier to bend to your will than a proud empress, though it means you need to work that much harder to break the latter. One's existing loyalty to another may also allow them to resist you, though it will also mean defeating said person in any way would only make your influence on the one devoted to them even stronger.

### **Monkey See, Monkey Do** (600cp, discount Beast)

Beast you may be but your enemies are in for a world of hurt if they mistake you for a simpleton. You're an absurd genius at fighting, almost like you were born for it. The basics of combat and ki use come to you instinctively, and upon seeing someone else fight you can instantly understand what they do, even mimicking their techniques and absorbing them into your own fighting style if at all possible. In this way you can learn in one battle techniques that most people need years to master. This absolute mastery of your body also extends to the arts of lovemaking: you instantly grasp how to best enjoy your lover's body and what is most pleasurable to them, and your skills as a fighter allow you to learn erotic ki techniques

and other superhuman bedroom tricks just as quickly as you master any other combat technique.

## Defender

### **King of Dreamers** (100cp, free Defender)

Of course, no one said that a martial artist must necessarily be a non-profit lifestyle. After all, there are plenty of events where fighters can earn fame and riches. And you've got just the spark to catch on. You're very talented at making a show of yourself and you always have a good idea on how to appeal to the crowd. Furthermore, it seems that words of your feats will always spread very quickly, which will only hasten your rise to celebrity status. You got some talent as an actor to boot, and you can be sure that you will always attract at least some attractive fans to have some fun with.

### **We're a Distraction** (100cp, free Defender)

The role of a defender often means you have got between the innocents and the guilty to save the first. Or at least leave the latter open to an attack from your companion in arms. That's why, when you're involved in a fight with someone, you always know the best way to make them focus on you and potentially make them drop their guard. These means can be as varied as insulting an easily angered tyrant or raising your clothing to reveal your a-grade body to an horny wild man. Note that your foes will of course begin to wise up to you using the same trick on them repeatedly.

### **Morality Pet** (200cp, Discount Defender)

Violence is not always the answer, you know? Sometimes, all you gotta do is try to reach out to them. The more intimate you are with someone, the more you can influence their behavior by making them want to please you. This won't change their fundamental personality, but a close friend or lover could definitely have some leeway. As one of the wives of a brutal warlord, you wouldn't be quite capable of making him abandon his ambitions, but he could definitely be convinced to be somewhat kinder and to spare those you care about.

### **Dragon Soul** (200cp, Discount Defender)

The life of a martial artist isn't an easy one, as you can meet foes that can crush your bones into fine paste. You gotta have some guts to pursue that way, and you luckily have some! You got all the willpower you need to face utterly terrifying enemies. Even if the situation seems hopeless, you won't ever give into base fear.

Furthermore, it seems you have a strange resistance to trauma. While having most of your bones get crushed into fine powder or your womb ravaged for an entire hour won't feel anymore pleasant, your psyche will be able to recuperate impressively quickly after you successfully managed to get out of danger. You'll have no major problems going back to your happy lifestyle even though you should by all right have at least PTSD.

### **The J Fighters** (400cp, Discount Defender)

Not all monsters can be defeated by one person only. Which is why you should make sure to have all sorts of friends to help you. You've got some truly formidable skills when it comes to realizing all of your allies' strength and how they may be used together to perform deadly combinations. Even in the heat of battle, you could quickly come up with strategies that rely on your collective power. Some would call you a great leader, but you're only one amongst



many. And when you and your friends work together, you can defeat even those who would squash you all in one-on-one fights.

Furthermore, you're great at actually making friends with those you fight alongside with. Whether it's because you're naturally friendly or you're just very cute, you tend to naturally form bonds with those you spend time with as long as you act generally kind to them, even if they happen to be ruthless criminals. This effect even extends to their relationships with each other, as even people that have nothing in common will form true bonds when they all work alongside you. As you can imagine, it's not that hard to make those bonds develop into bonds of love, and should those potential suitors come to care as much for each other as they care about you, then they can easily be convinced to share you.

### **Godly Blessings** (400cp, Discount Defender)

Somehow, you got your hands on Kami's oddest ability. You have the ability to possess a person who's weaker than you and who shares your general morality. Your own body will disappear, but this will grant you complete control of their body, which will become just as strong as yours. Such an ability may be great if you want to perform great feats while keeping your anonymity.

Note that if the possessed body were to receive a mortal amount of damage, you would instantly be split off. You would have all the injuries you suffered while possessing the body, while the person you possessed would be completely healed. This is not a power meant to sacrifice anyone but yourself.

### **Catching Up to Giants** (600cp, Discount Defender)

It would be pretty sad if your friends were to continue growing stronger while you were stuck at your early peak and could only watch from the sidelines, wouldn't it? This perk will ensure that as long as you work hard, your skills and power will develop to match those you consider your comrades. Even if you were a complete novice and they were a master of martial arts, you would quickly grow into their equals as long as you work hard for it.

Even better, this works both ways. Should you be above your comrades, you can effortlessly develop ways for them to reach your level through arduous training methods of your creation. And rather oddly, their growth seems to be even quicker if your methods are lewd in nature, to the point that intense sex with you can easily become a way to strengthen a young novice. You won't ever have to worry about having to shoulder the weight of the world alone.

### **The Master of Martial Arts** (600cp, Discount Defender)

To be considered a master, you can't just copy what others have done before you. No, you have to be a true innovator. You have mastered your body and ki to the point that you can find new techniques that use the latter in new and sometimes completely unexpected ways. From turning your energy attacks into bladed weapons to using them to constrict your enemy without hurting them, while passing by forming replacement limbs out of ki, the sky's the limit when it comes to what you can invent, such as making your ki vibrate inside of a woman. Though of course, it won't be easy. Each new technique needs a lot of time and experimentation to develop and make sure it works consistently, and the more unusual it is,

the more work it'll need. Still, if you work really hard non-stop for years on it, you may even do things like drain an opponent's ki by touching them.

## Professional

### **Who You gonna call?** (100cp, free Professional)

Well, hopefully they're gonna call you, because your livelihood kinda depends on it. Thankfully, whether you actively promote yourself or not, you seem to have a strange luck when it comes to being employed. People who might potentially be interested in hiring you will have a high chance of learning about your abilities and accomplishments along with ways to contact you. Furthermore, this luck is strongly tied to your will: the only people who'll manage to contact you for a job are those you wouldn't dislike working for, and you won't ever get offers when you don't want to work, period.

### **Up Your Arsenal** (100cp, free Professional)

You can't be expected to rely on your fists alone all the time, can you? You have knowledge and experience with using all kinds of mundane weapons like guns or swords, and you quickly grow used to any new weapon you may get your hands on. Furthermore, you have a real talent when it comes to incorporating weapons into any fighting skills you have that would otherwise rely on unharmed brawling. This also extends to the marital arts as your 'toys' will always at least be as good as your own body.

### **I'll Be Taking That** (200cp, discount Professional)

Of course, not all assignments require such base things as brute force. Good thing you're very skilled at hiding and following people without them being any wiser. You could even follow a group across many deserts and cities as they completely ignore your existence. And you've got a real talent when it comes to determining the best moment to strike and take what you want from them, whether it be a treasure or their lives.

### **I Will Survive** (200cp, discount Professional)

Life ain't all sunshine and rainbow, especially for unsavory folks like you. Sometimes you'll need to do or go through some things that would leave a normal person sick to the core. Thankfully, you're very good when it comes to bearing with it. You can at will 'turn down' any negative feelings such as disgust or horror regarding any particular action or situation, such as killing an innocent bystander to cover up a crime or letting yourself be repeatedly raped by a savage. It won't necessarily make things pleasant, but it'll make them bearable.

Of course, it can make things pleasant if you want. Instead of just turning negative emotions down, you can make yourself enjoy whatever dirty deeds you do or that are done to you. Just be warned that it may result in unfortunate events like you beginning to think that staying with the afore-mentioned savage and becoming his wife would be the best thing ever.

### **Useful Ass(ets)** (400cp, discount Professional)

Of course, your employers can't win everytime. Which is a huge problem if you ever get caught in the fallout and wind up at your enemy's mercy. Thankfully, you're great at selling yourself in more ways than one. More simply, you have some sort of sixth sense that helps you figure out why someone might think you're worth sparing and/or keeping around. Maybe they really need someone that can discreetly kill people for them or maybe they're the kind of guy who'd really love to add a hot piece of ass like you to their harem. Anyway, you're

very good at finding ways to capitalize on assets you may bring. Of course, this will be no help if you don't have any attractive traits or if you're talking to a complete loony who has no needs or wants besides killing people.

### **All's Fair in Love and War** (400cp, discount Professional)

You know full well that fighting fair is for chumps, so good thing you're never going to. Hiding knives within your sleeves, using poison gas to slow down your opponent's reflexes, slipping laxatives into their meal before a fight... You're an expert at all the various ways you can 'cheat' in a fight and make it seem like you're still fighting fair. It's simply perfect if you want to get ahead in a martial arts tournament the easy way. And even if your opponent doesn't give a crap about fighting fair, them not seeing your little tricks is sure to give you an edge.

Not that this can also be used during sex. It's always fun to trick a girl you're playing with that she's getting off because she's a little slut rather than the aphrodisiacs you put in her system while she was sleeping.

### **Ribbon-Wrapped Lies** (600cp, discount Professional)

It goes without saying that your job can lead you to do many things outside of the law. Which is why you got very good at hiding your true intentions and goal. You're a master liar and deceiver who knows how to act to really make your audience buy your bullshit, and how to best present a side of you that they would find favorable. Whether it's to convince a mob boss you're targeting that you're his loving moll or to persuade your subordinates that you wish for you all to take control of the world instead of just getting taller, you'll always know what to say.

You could hold up such a facade through many years, never slipping on your true intention as you make everyone believe that you've got their best interests at heart. And even if they were to find evidence of your treachery, finding ways to make those 'facts' fit your version of events come as easily as breathing. Only getting the cold hard truth from seeing it or from your own mouth could they ever believe you aren't what you say.

### **Training of the Crane** (600cp, discount Professional)

Being a soldier or an assassin both require very specific qualities like nerves of steel or a great tolerance to disturbing stuff, with the most important of all being a willingness to obey any orders, no matter how repugnant it is. Sadly, while you may have those qualities, not everyone is up to snuff. That's why the Crane School came to the conclusion that it had to drill that into their students, and you can follow that philosophy to the letter.

From gruesome training to psychological torture while passing by near-impossible task, there is little you can't do when it comes to breaking and rebuilding someone so that they have the skills and mentality you want them to have. You could mold them into remorseless killers or submissive slaves who follow all of your lustful desires without any complaining, for example, and they will naturally develop greater and greater loyalty to you the more they go on. By the end, any thoughts of ever disobeying you will have been driven out of them. This even applies to their looks as you could for example somehow train a woman to have a more voluptuous body. Though it should be noted that the process will take less or more time depending on how different the end result is from the person you're working on. And perhaps

more importantly, you either need authority over them or for them to trust you so that you can begin the work in the first place.

## Scientist

### **Doctor Jump** (100cp, free Scientist)

A lot of scientists only focus on one area of science, practicing and learning about it until they're masters of their domain. Those people are idiots as far as you're concerned. You're a genius, damnit, so why should you have limits? You are knowledgeable and skilled enough in all matters of science and engineering to deserve a PHD in every discipline, and considering the high technology level of this world, this means you can do stuff like building self-aware androids with enough work. But you aren't a stagnant old man either. Assimilating new knowledge comes very easily to you, no matter how many things you're focusing on at once.

### **Brief Affairs** (100cp, free Scientist)

Dr. Brief is not only one of the most brilliant minds in the world, but he's also the owner of possibly the most successful international company in the form of Capsule Corps. You... wouldn't know that when meeting him. He never seems to get involved in business matters, and his marital bond with his wife is similarly casual, with both cheerfully sleeping with other people as much as they want. Hell, he won't even make a fuss when she gets pregnant from a certain monkey man!

With this perk, you'll get to enjoy a similar freedom with any obligations you have. If you were, say, in charge of a company or a kingdom, you would be free to focus on your hobbies and personal life while leaving the rest to be handled by others without them shouting at you about boring stuff like responsibilities. And if you were married, you and your spouse would be free to shag as many people as you want. Note that if it's supposed to be an equal relationship, then trying to impose the rules you're not following to the other person involved is not going to go well.

### **Ribbon Remains** (200cp, discount Scientist)

If mad scientists share one thing, it's that they tend to really hold on to their grudges until their dying breaths, never giving up until they have reached their vengeance. But it doesn't mean much if they die along with the people they set out to avenge. Luckily, you seem to have a very peculiar luck when it comes to that. To put things simply, people tend to forget about tying up loose ends when they're inconvenient to you. A great warrior could destroy an entire army while not thinking about going after the one behind their mechanical might and hell, even if you're the one behind the danger, they tends to forget about you if you scutter away before your robot's broken.

### **Do It For Little Old Me?** (200cp, discount Scientist)

Sometimes, your smarts aren't quite enough to get you out of the pickles you're in. Good things there are so many strong guys around to sucker into working for you. It seems that there's always a way for you to convince someone to do a favor for you through various methods such as blackmail, seduction, and many others, though lewd services tend to work better. Of course, what you'll have to do can depend on how adverse they are to do what you need them to and how good they'd be at it. A peek of your panties might satisfy an old pervert into giving you some random gem he found, but you very well might have to give your body to convince a savage warrior to fight an army for you.

**Unbreakable Mind** (400cp, discount Scientist)

You know that old trope: a girl gets fucked over and over again till her mind breaks into a slutty mess that can only think of sex. Now, most would think this is a dumb cliché, but you can never be too sure in a world like this and your brilliant mind is far too valuable to break. Which is why your precious brain is now protected against such a fate. No matter how much torment you'll go through, how much magic is used to try to control your brain or how much nasty stuff you'll swallow, your mind will never deteriorate or be changed into something else without your consent.

**Love of the Creator** (400cp, discount Scientist)

An all-too-common problem for scientists is that their creations tend to harbor resentment towards them, often to the point of rebelling and killing their unfortunate makers. Fortunately, this won't be a problem for you. Any beings you create possess an innate love and loyalty to you and indeed, are quite happy to do things for you be it slay your enemies or accompany you in bed. This even extends to your creations that were made from preexisting people, which in other words you could very well remake an unfortunate woman into a loyal and loving sex cyborg. Though it should be said that this loyalty can be really tested if you do heinous things to your creations such as trying to destroy them without any reason.

**Steel Over Flesh** (600cp, discount Scientist)

Training? Magic? Techniques? Bah, who needs any of those? You are a genius, and you can do what nature does and make it even better! Through observation and understanding, you can replicate any natural and supernatural abilities or phenomenon through the power of science, though it should be noted that the more complicated and powerful something is, the more time and resources you will need to sink into its replication. For example, you could make a ki-replicating machine should you study how living beings create it, or allow for the engineering of healing plants similar to the famed Senzu beans. Furthermore, this skill at replicating life has made your mechanical or bioengineered creations a thing of beauty. You could make an android that's completely undistinguishable with an actual person and even able to eat, sleep or have sex. Even an ancient demon that defies the laws of nature as we know them wouldn't be immune to being the basis of a superior creation. Why bother with women when you can make your perfect one?

**Gathering Materials** (600cp, discount Scientist)

Of course, while you can recreate and surpass anything nature or your so-called peers can make, it would be foolish to not make use of what already exists, wouldn't it? Good thing you seem to have exceptional talents in finding 'resources' and using them to create even more wonderful things. Hacking into a lovely android girl's computer then formatting her into a perfect sexbot and servant, turning a kidnapped orphan into a powerful cyborg, using the single cell of a monster to make a true nightmare... To put it simply, you take what nature or others have created and make them *better*, and it seems the more you ignore so-called ethics and embrace monstrosity, the more potent your creations will be.

Items:

General

**Fanservice Fashion** (free)

There are an astounding amount of beautiful women in this world and just as much, if not more sexy clothing to see them in. What you got here is a chest that seems to contain an unlimited amount of clothing that are generally on the skimpy side and downright fetishistic. From bunny suits to bikini armor while passing by lingerie, all of these garments seem to automatically fit anyone you're giving them to.

**'Books of Wisdom'** (Free)

Ahah, it seems that you share Master Roshi's love of literacy! You possess a vast library of various books, all centered around a certain theme- Okay, yeah, it's porn. What you got here is an impressive amount of porn books, in the format of either novels, comics or photos. What's interesting is that a good number of them seem to represent alternate versions of the jumps you have visited, much like this universe is based on a version of Dragon Ball where Goku never hit his head. For example, one book can take place in a world where Planet Vegeta never blew up and the saiyans are having sexy shenanigans, or a world where one of the many villains won and enjoyed the spoils of conquest. Naturally, this library expands with each world you visit.



## Beast

### **Mark of the Beast** (100cp, discount Beast)

Your women belong to you, and nobody messes with what's yours! To make that clear, you'll need these trinkets. This is a self-replenishing stock of accessories that can take whatever form you want, be they golden headbands, metal collar or even a special type of tattoo. Should a lover or subordinate wear one of those, anybody seeing it would know instinctively that they belong to someone and that trying anything against them would raise the wrath of their masters. However a weak master confers only a weak protection on his servants, while a strong one will find this item far more effective in dissuading attacks on his belongings. .

### **Lair of Savagery** (200cp, discount Beast)

Everybody wants a place to call their own, and this is yours! This lair, which can be a literal cave, a luxurious mansion, a foreboding castle or whatever you want, will always be very large and imposing in nature to the point that any looking at it would know it belonged to a powerful master. It's always more than large enough to sustain as many people as you want and filled with all the supplies and luxuries to make them comfortable there. And should you keep prisoners there, it will become much harder for them to leave the place. All the more time for you to 'convince' them of staying.

### **Ship from Another World** (400cp, discount Beast)

Well, that's an odd thing for a savage to have. Maybe this is how you came to live on this planet in the first place? What you have here is none other than a spaceship with many amenities and comforts such as bedrooms and toilets for a comfortable voyage. It can fly through the void of space at light years. It can be piloted simply by vocal inputs coming from you or from a person you tell it to obey, and it automatically remembers the path to any location it has been to. In short, it's the perfect ride for if you want to go on a joyride to collect alien women.

### **The Troop's Territory** (600cp, discount Beast)

Ah, now this is fit for a king. You're the proud ruler of a town like one of the many you can see in the wild territories outside of the Capitals. The inhabitants of this town, while pushovers even compared to the grunts of the Red Ribbon Armies, are completely and utterly loyal to you no matter how much of a brutal tyrant you might be. Furthermore, they always seem to have a steady amount of gifts such as riches, pretty women and meals to give you as tribute. And should you expand your territories through conquest or other means, the land you claim will be assimilated at an unnaturally quick pace, giving preexisting inhabitants the same loyalty as your subjects and allowing resources to be exploited rather easily, which allow you to enjoy even more tributes. Post-jumps, you can make a similar town be part of the world of your future current jump. Should you own a building such as the **Lair of Savagery**, you can make it part of the town.

## Defender

### **Weighted Stripping Clothes** (100cp, Free Defender)

One of the most notable methods of the Turtle School is making students wear a heavy shell on their back to train their muscles. Well, you got an even better version of this! This set of light-seeming clothing, which design is up to you, are in fact incredibly heavy which allows them to be used to help with physical training. Fact is, they seem to get heavier as you grow stronger, making sure they will always be effective. As an added effect, they can also 'train' your sexiness. You see, the longer you wear them, then the more beautiful and noticeable you will seem to people around you when you remove them. Sure, this boost in appearance won't last for more than a couple of minutes, but since they're liable to make the opponent stay frozen in place with a dumb face, that's more than enough for you. You can import any clothing you own into this item.

### **Dark Nimbus** (200cp, Discount Defender)

Well, you can already fly, but it never hurts to be able to rest. This is a solid cloud that can fly around and obey your mental commands without you even having to speak. It begins at the speed of a fighter jet, but will become faster to match your own flying speed should you surpass that. Unlike the Flying Nimbi belonging to Mister Korin, this one is solid not to the pure of heart, but to anyone you allow to ride. Furthermore, it's as comfortable as the finest bed, so it's perfect for a rest or some sexy fun during your travels, and accidentally falling from it is impossible no matter how much it loops through the air.

### **Senzu Plantation** (400cp, Discount Defender)

Oh, now those are very valuable plants you got here. What you have here is a garden of Senzu Bean much like the ones cultivated by Master Korin. While they might seem like small, ordinary beans, a single one of them can keep someone full for ten days. But what's more amazing is that anyone eating them instantly sees themselves be returned to peak condition: exhausted people are instantly energized, and even deadly injuries disappear in less than a second. You begin with ten of them, and ten will regrow each month (no, planting new ones won't work), so you better use them wisely.

### **Training Island** (600cp, Discount Defender)

Everybody needs some privacy, especially a master of martial arts. Which is why you made your own on a large tropical island that includes a pretty nice house, jungles filled with all kinds of animals and a good variety of good training spots such as high mountains and rushing rivers. Interestingly, the fact that you're the master of this place seems to be automatically driven into the subconscious of anyone that visits it, to the point your words will carry much more weight and authority over people who don't hate your guts. Passing off sexy lingerie as your school's uniform is pretty damn easy, and with enough effort you could even convince a pretty young martial artist that sex is a perfectly valid way to get stronger.

## Professional

### **Flying Pillar** (100cp, Free Professional)

Well, that's very odd. It seems that no matter where you are, there always will be a nearby pillar-shaped object that's larger and taller than you, while still light enough for you to lift and throw. And when you do throw it, it will follow a straight line towards any location you have in mind. Furthermore, it will be incredibly easy to stand on even as it flies through the air, so it works just fine as an improvised vehicle. In fact, you automatically know a special way to jump on it just as it flies away. No, don't ask me how any of this works.

### **Tool of the Trade** (200cp, Discount Professional)

Sure, your body may be strong on its own, but you can never get enough help. Which is why you got this: a weapon of your choice, be it a melee or a ranged one. What's more impressive about it is that its strength scales to your own, so no matter how powerful you will grow to be, using it is always going to be effective. Of course, if you already own a weapon, you can import it to gain this item's properties.

### **My Little Pet** (400cp, Discount Professional)

You can't be expected to bother fighting all weaklings with your own hands, can you? Which is why you got a buddy to help you deal with them. To be more precise, what you have here is a huge monster that's not unlike the wild dinosaurs of the wastelands or General White's Buyon. Though it is obviously stronger than many of them as it can put up a fight with Kakarot and possess a single power such as breathing fire or unleashing electricity. Despite its animalistic and vicious personality, it is completely loyal to you and will understand any orders you give it, so it makes for the perfect underling.

### **Red Jumper Army** (600cp, Discount Professional)

Forget about working for someone, Jumper, because you're the top dog! You got your own army, filled with about a thousand men or women and equipped with the latest technology in warfare. Though each individual soldier is basically worthless against the true fighters of this world, they are together a force that could easily overwhelm the military under Earth's king. But their most remarkable traits are probably their nearly-blind loyalty to you and how exactly they follow your orders, allowing you to put your strategies in action without the factor of human error. Furthermore, each time a soldier dies, he seems to be replaced just the day after. You won't ever be afraid of being limited by morals or numbers, so feel free to claim what you want in this world.

## Scientist

### **All-Purpose Radar** (100cp, Free Scientist)

As you would expect, this is the Dragon Radar, which will display the exact geographical locations of Dragon Balls on the planet you are currently on. Or rather, it's a modified version that can scan other magical objects. Upon scanning something, the radar will then display other objects with identical properties to it on its screen the same way it shows Dragon Balls.

### **Jumper Corporation** (200cp, Discount Scientist)

Congrats, Jumper, you're a CEO! You own a company, and though it isn't on the level of Capsule Corp yet, it's still successful enough to have made you a millionaire. Furthermore, the people that make up this company are very proficient when it comes to mass-producing and marketing any of your creations, allowing you to profit from your genius without having to deal with tiresome paperworks. And yes, you can have a sexy secretary as a package deal.

### **Secret Lab** (400cp, Discount Scientist)

Every artist needs their workshop, and this is yours. This is a top-of-the-game laboratory, with every equipment and machines you need to make any inventions you can think of without having to scrounge up for resources. But sometimes, you need people rather than machines. Which is why this lab is also equipped with various means to keep people imprisoned there, even if they're vastly more powerful than you, be it through good old bondage or sedative drugs. You won't ever have to worry about your test subject or your material escaping on their own.

### **Anti-Saiyan Armor** (600cp, Discount Scientist)

Well, it won't be some time until Bulma makes this, but why should it stop you from having your own version? What you got here is an hulking pilotable mecha, equipped with a great variety of weapons such as lasers, missile and laser swords that could put up a fair fight with the strongest people on Earth. Furthermore, the machine automatically gathers opponent data in its main computer, which it then calculates to figure out new strategies against them. In other words, the more you use this mecha, the better it can fight.

## Companions:

All OC companions get the free general perks.

### **Your Own Troop** (100-400cp)

It's always nice to have people in your life, be they your friends or your lovers. Which is why I'm giving you the option of bringing them with you to face this dangerous world. For 100cp each, you can either import and create a companion who gets an origin and 600cp to buy species, perks or items there. And if you're the type to like a large harem, you can pay 400cp to bring eight companions at once.

### **Nice Quarry** (100cp)

Of course, there's also plenty of attractive people already in this world to take with you. By paying 100cp, you can choose a character from the Troop of Beasts fanfic or the official Dragon Ball Franchise that would exist in the time period you spend this jump in. This will guarantee that you'll have a favorable meeting with this character and, should they agree, or in a position where they can't escape from you, the option to take them with you on future jumps. It'll be a shame to have to let go of nice women like those here, right?

### **Monkey Queen** (100cp)

Well, it seems like Kakarot isn't the only monkey person around here! This beautiful yet dangerous woman has little idea of what her early life was as she just landed on the planet one day with a completely wrecked spacepod. From there, she basically went on a rampage until you came around and defeated her. Attracted to your power, she has since decided to be your subordinate and mate. Or alternatively, she has taken *you* and now accompanies you as your "mistress", though a loving and affectionate one. Her savage ways grant her the effects of the **Reject Civilization** and **Handsome Beast King** perks along with her species's bestial traits.

### **Spunky Little Devil** (100cp)

This young woman may come from a rich family in one of the Capitals, but she's no spoiled princess. Ever since she was little, she had admired martial artists and desired to be amongst the great, training her entire life for it. And lucky you, she seems to think you're the perfect mentor for her to get better. This hopeful fighter got **King of Dreamers**, **Dragon Soul** and **Catching Up to Giants** and seems to take especially well to lewd ways of training, though she certainly isn't going to admit it.

### **Bunny Moll** (100cp)

Unfortunately, with so many dangers in the world, not all groups can rise above the rest. Such was the unfortunate case of the Rabbit Mob, whose reign of terror was cut by a rival gang. Many of its members scattered across the land including the daughter of the boss herself. This voluptuous bunny has been looking for a new place in the world and decided that you were a good opportunity. Not only did she learn from her time as a criminal the underhanded means under **Up Your Arsenal** and **All's Fair in Love and War**, but she inherited her dad's power to transform people with weak power and will into carrots with just a touch.

### **"Beautiful Girl Genius"** (100cp)

On the one hand, this young girl bears her self-given title well, as she is a beautiful curvy blonde with an IQ equal to this world's greatest minds like Bulma or Dr. Gero, to the point . On the other hand, her personality is pretty damn crappy, as she seems to have little social skills beyond insulting people for little reason and spouting obscenities in every other sentence. The fact that she turns into a whimpering mess whenever anyone actually stands up to her and that she has a major masochistic side may or may not help. Anyway, she stumbled into your path as she was trying to search for her big break, and as much of a handful as she is, she could very well be useful with the abilities she got from **Doctor Jump**, **Steel Over Flesh** and **Love of the Creator**.

#### **Feline Savant (100cp)**

Well, it seems that Kakarot was far from the first Saiyan to be interested in claiming the women of other races. Once upon a time, a warrior had claimed the member of a feline race as his prize for the conquest of her planet, bringing her back as a toy. The kid born from this union was sent away by her mother, who knew she would suffer in Saiyan society from being a half-breed. And so, she grew up as a galactic drifter while learning about mechanics, until she crash-landed on Earth. Not only does this rough-and-tumble woman get the full potential of a **Monkey Person** despite her much more catgirl-like appearance, her experience with machinery and getting ahead in the galaxy has given her the benefits of the **Doctor Jump**, **Brief Affairs** and **Do It For Little Old Me?** perks.

#### **Prototype Demon (100cp)**

Well, that's... odd. You see, a solitary mad scientist managed to somehow get a sample of cells from the sealed Majin Buu and used it to create a Bioandroid. While he did manage to complete his project, this rather predictably resulted in his death and the complete destruction of his lab. His creation then escaped into the wild as she craved for great powers. Upon finding you, this bubbly girl has become completely enamored and eager to 'feed' on your body juices. Though much weaker than her template, her gelatinous body is very flexible and extendable, allowing it to go through a lot of punishment without serious damage. Furthermore, her mind has been granted with natural fighting instinct, giving her **Monkey See, Monkey Do**.

## Drawbacks:

### **Beginning of Childhood (+0cp)**

Oh? Do you wish to have a chance to change the fate of this world? Very well. If you take this option, you will begin the jump in 749, when Bulma arrives near Gohan's house in search of the Dragon Balls. Though considering Kakarot is trying to murder his grandpa there, hopes of replicating the canon story are still very slim, to say the least.

### **The Sagas Beyond (+0cp)**

As we all know, Dragon Ball is a long, long series. And should you stay for a mere ten years here, you will have to leave in 764, the year where Future Trunks arrive in the past of the 'canon' timeline, which means you will possibly lose out on a lot of things. To make up for that, you have the possibility to extend your stay as far as the year where the end of Dragon Ball GT takes place.

### **What If? (+0cp)**

It is quite amazing how such a little change as Kakarot not hitting his head caused such a divergence in the timeline. But there are a lot of other versions of even the 'real' story which may possibly affect this one. By default, this world incorporate all the elements of the manga and anime fillers such as the beautiful thief Hasky. In addition to this, you can cherry-pick which elements from official non-canonical Dragon Ball works exist in this world, be they the movies, video games or even Dragon Ball GT.

### **Wearing The Bestial Crown (+0cp, requires Beast and Monkey Person)**

Ah, so you wish for this much different story to revolve around you, do you? Very well then. By taking this option, you shall take the place of Kakarot, the Handsome Monkey King himself and inherit his memories. Considering you spend the year rampaging around the country, you're pretty well-known already.

### **Legacy of Kakarot (+100cp)**

Jeesh, with how many nasty things want to take a shot at you, you'd swear you're in some kind of cliché RPG instead of a lewd fanfic. To put it simply, you seem to be harassed by countless amounts of violent wildlife such as rampaging dinosaurs, ravenous tigers and more. They're not actually a danger for you, but having to deal with this constantly is going to be annoying. And don't think flying is going to help you. There's pterosaurs and dragons here too, you know.

### **Bulma Syndrome (+100cp)**

Oh boy, it seems like you're the designated fanservice character! What's that mean? Basically, you always seem to find yourself in humiliating and annoying situations, such as your clothes being way too prone to being ripped to shreds, often finding yourself in very lewd poses by accidents and, wouldn't you know it, the only available piece of clothing is a bunny girl outfit! It's never going to be life-threatening, but it can get very annoying after a while.

### **Hit Your Head As A Baby (+200cp)**

Or did some crazy scientist turn you into a cyborg, causing you to lose all memories of your former life? ...nah, it's most likely the head thing. Anyway, the point is, you've got a complete amnesia of anything before this jump. And considering how much crap is going to happen to this world, being unprepared and unknowing may be a very bad thing...

### **Are You A Woman?** (+200cp)

Turns out living with only an hermit who hasn't talked with a woman in ages has consequences. Someway or other, you were raised outside civilization and you know nothing about it, be it about the technologies and comforts within it or the polite way to act in society. Furthermore, learning about it is going to be a very difficult thing for you to get your head around... unless you go full Kakarot and don't care at all.

### **Amorous Temptress** (+200cp)

Congratulations on your Waifu/Husbando. They are everything you'd want in a partner, and hotter than fire; knowing just how to make even the most ornery of warriors into putty in their hands despite having little martial prowess to speak of by the standards of this world. Which of course, places them in the perfect position to whisper in your ear. Maybe they genuinely care for you, or maybe they see you as an asset of convenience best kept happy; but they certainly have an agenda of their own, and a gift for plying you to work towards them. Whether through direct appeals you're bleeding heart cannot turn away, or cunning wiles to bring you to realize it's in your interests to do so. Whatever the case, their influence will ensure you meddle in affairs you may have happily ignored otherwise, and will no doubt bring you into conflict with some powerful individuals during your stay. On the flipside, they'd likely be more than happy to accompany you as a companion when you leave.

### **Yamcha's Condition** (+200 CP)

Before he got killed by Kakarot, Yamcha's crippling nervousness around women actually got better through his relationship with Bulma. But even then, this seriously interfered with his combat prowess, as it will now with yours. Pick a gender, you can't imagine intentionally harming someone of that gender; causing you to hold back when facing them, or at least hurt them as little as possible if forced into a confrontation. If you take this drawback for 300 cp instead, then even if one of them is coming at you with killing intent you'd be unable to bring yourself to so much as punch them. Hope you're very good at running, or have some creative ways to get them to stop. Admittedly, this doesn't stop you from convincing others to hurt them for you.

### **Grandpa Jumper** (+200cp)

What an odd child you found one day. Basically, you are now the moral center of a young beast. While they may or may not be another Monkey Child, they are a child or teen possessing terrible power, tremendous potential, and little in the way of morals or restraint regarding its use, who has now found their way under your care. The gods must be laughing or weeping for you as you genuinely care for this savage and/or broken child, who in turn has some twisted respect for you. Not that it keeps them from using their gifts against you. Your duty then is not only to nurture them to ensure they grow healthily, but to give them a noble heart; or at least turn them into a civilized adult you can be proud of, all while nurturing their potential into actual talent. If they reach adulthood without doing so you fail the task, and your only option to move forward will be to make up for your mistake by putting them down yourself; saving the people who would suffer from your failure, even at the risk of your



life. Should you manage to guide this young savage to the path of good, you can take them as a companion. Should you take **Beginning of Childhood**, you can choose to replace Gohan as Kakarot's caretaker.

### **Hunting Beast** (+300cp)

A terrible beast has caught your scent, and deemed you the perfect mate. Whether Kakarot or some similar individual with greater martial prowess than care for consent has decided that you would be the perfect corner stone for their new army/legacy; they just need to force you to submit and pump some babies out of/into you. And of course, their marital skills are just as terrifying as their martial ones; making successful escape from their clutches a matter of willpower, just as much as strength or cunning. Moreover, they seem to run on shonen hentai logic like Kakarot himself; unless there's a body you probably didn't kill them, and if you did it's only matter of time before some fool brings them back, they punch their way back to the world of the living, or make a deal with a Kai for another shot at you. Each time coming with new techniques and or gear of course. Admittedly, if you can force them to submit to YOU instead by your tenth year; then perhaps you can take them as a Companion? Or maybe you can take them along if you decide that you actually like how they treat you, though I can't guarantee your freedom if you do so.

### **Moon Madness** (+300 CP)

You go into an insane rage that drives you to attack everything around you if you look at the full moon, much like Saiyans do, but you don't get to turn into a giant monster when you do so. And should you actually be a Monkey Person, the effect of this drawback will instead be that you'll turn into an Oozaru everytime the full moon is out, without any need to look at it. Either way, you better be careful when its time for the moon to go full...

### **No Means No** (+300cp)

What the hell? You're a badass fighter, girls should throw themselves at you...! But no, somehow, any person you want to get romantically or sexually involved with is completely opposed to being with you. And don't think porn logic is going to help you there: trying to mind break them through rape is only going to make them hate you. It'd take at least one year of constant courtship before you'd even get someone to think about going out without gagging at the thought. And should you take a drawback which guarantees someone will be attracted, then something about their appearance and personality will make sure you don't want to be with them.

### **Unrestrained Instincts** (+300cp)

Morals? Laws? Common sense? Why should this apply to a beast like you? You have indeed gone full Kakarot, because your desires have gone into overdrive at the cost of your self-control. A liking for sex could become a tendency to try to fuck pretty women right there and now no matter the circumstances while finding fights funs could lead to you defying literal gods and goddesses just because they look strong. Expect to get into much trouble with that reckless attitude and for savvy people to rapidly get how to manipulate you. You better hope you're strong enough to get away with.

### **Survival of the Fittest** (+300cp)

Well... crap. Okay, first thing: forget the ten years period, you're staying until the time when Kid Buu would be killed in canon. Secondly: everything that can go wrong will go wrong.

Every single Dragon Ball Z villain, no matter the continuity, will rise up and appear on Earth then target either you or what you hold dear the most in particular. The Saiyans will come in search of Kakarot followed by their genocidal lord, Gero WILL make the perfect android and unleash it as revenge on the whole world, Buu will awaken from Babidi's efforts... Efforts to deal with them prematurely such as destroying Gero's lab before Cell's birth or shooting down Raditz's pods in full flight will always be blocked by fate. And that's without counting the movie villains such as Turles planting his life-draining tree on the planet or Dr. Wheelo coming to try to steal your body. They won't come all at once, mercifully, but you can still expect a lifetime or life and death battles, not to mention that the Earth getting destroyed or earthlings being driven to extinction will result in a chain failure. It's kill or be killed here, and only through defeating all your competition will you truly deserve the title of king.

### **Waifu Target (+300cp)**

You might have decades of training and experience behind you, but your focus has left you as a green horn when it comes to marital affairs and oh so vulnerable to the pleasures of the flesh; you might call out about your pride, but once you have hearts in your eyes there's really no beating the D/V. While this alone wouldn't make you the slave of whoever fucked you silly, the chance to experience that again would be a constant temptation and might color your perceptions of your paramours; viewing them more favorably than you might otherwise, even if they're little more than a Beast in the shape of a man. And the more they take you, the worse this will get. Take this with **Hunting Beast** or **Bulma Syndrome** at your own risk.

## Ending Option:

Ten years or more have passed for you in this dangerous yet sexy world, and now comes the time for you to make a choice.

### **Go Home**

Enough of adventure for one lifetime, uh? Very well, then, you'll go back to your home world at the exact time you left it, while taking all that you acquired during your jumping adventures.

### **Stay there**

Yeah, it's a pretty nice place to live in despite all the dangerous folks there, and you've probably made yourself a place there. And so, taking this option will result in you staying there.

### **Move On**

Eh. I should have known that you wouldn't be satisfied with just that. And so, you'll go to the next jump in search of more adventures and/or conquests.

### **Note:**

Link to the original fanfic:

[-https://forum.questionablequesting.com/threads/troop-of-beasts-dragon-ball.6675/](https://forum.questionablequesting.com/threads/troop-of-beasts-dragon-ball.6675/)

-The Dragon Balls don't work outside of their home universe and you can't ask for cheeky stuff like more cp or getting a spark. Even if you die, your chain will fail only if you're still dead when the jump ends.