



by DeverosSphere

This jump takes place within the familiar universe of Dragon Ball Super but at a specific point of time between "Universe 6" and "Future Trunks" arcs. These events take place after a mysterious woman uses the Dragon Balls to resurrect Frieza, Cell, Nappa, and the Ginyu Force. She then used odd devices world wide to seal away the powers and souls of all of Earth's strongest warriors. Wanting to control the monster within her, she develops a linking system in which a human soul (the player) can possess the warriors and provide them with strength.

#### **Difficulty:**

While in the Jump Wave Machines are active causing a barrage of waves worldwide that seal everyone's power. In addition to placing stronger fighters' consciousnesses into a state of hibernation, this evens the playing field and allows weaker fighters like Krillin and Yamcha to go head-to-head with beings that long outclassed them in sheer power.

#### **Easy Mode +1000 CP**

**[Easy Mode is mandatory if you have not completed 10 or more jumps]**

In this mode all your in-jump abilities are suppressed until your body adapts to the Wave Machines either through the player soul and link system or by building up your own resistance.

#### **Hard Mode +1400 CP**

With hard mode active all of your perks and abilities both in and out of jump with the exception of Body Mod's are suppressed for the duration of this jump. By increasing your link value you can reduce the restraint until you either reach 100% or complete the jump.

#### **Gauntlet Mode +0 CP**

Unlike the other modes this Difficulty starts with no points requiring drawbacks to gain CP. This jump completely blocks access to everything gained outside of this jump except for the Body Mod. In exchange, dying in this jump is not a Chain Fail but you will have to choose between going onto the next jump or restarting this jump on **Hard Mode** with your enemies vaguely remembering your previous actions.

**Background:**

Within Dragon Ball FighterZ there are three alternative timelines that exist simultaneously determined by whose body the player soul lands in. Other than “**Online Warrior**” each background corresponds to one of these timelines where you are a member of the group that timeline focuses on. However if you do not wish to be automatically recognised as a member of that group you can instead function as a drop-in who travels with them.

**Online Warrior**

You are a new character, a Drop-in, somewhere near the action as an unknown quantity with no relation to the current situation capable of shaping what will happen in this world as you may select which of three body's the player soul lands in.

**Super Warrior**

You are a good friend to and well known ally of the Z-Fighters. Perhaps they know you from back in the day or perhaps you're still in contact, helping them on occasion and just so happen to be there when the Player soul awakens within the body of Son Goku.

**Enemy Warrior**

Perhaps you were once a great prophesied evil or the henchmen of a terrible foe regardless you are considered an enemy of the Z Fighters and are lucky or unlucky enough to be next to Frieza when the Player soul awakens within his body.

**Android Warrior**

You just so happen to be a third party of uncertain intentions who was somehow grabbed by android 16 when he picked up Android 18, by a stroke of luck the Ki you emit if you do emit Ki doesn't seem to set off Androids 21's hunger.

**Race:****Earthling Free**

The term is used to refer to all of the intelligent races native to the planet, including humans, anthropomorphs, and some monsters. Earthlings are typically among the weakest races in the DragonBall universe, with the average human's power level being in the single or double digits.

**Core Person -100 CP (Free Online Warrior)**

The Core People are known as the god race, they resemble humans, only visibly differing due to the shape of their ears plus the range of hair and skin colors. The core people are born from the magical fruits of the Kaiju and have innate special abilities that far surpass that of any sort of un-trained normal being. All members of core race contain at least a small amount of Godly Ki which they can instinctively utilise for techniques such as Magic Materialization, the Kai Kai, Psychokinesis, Telepathy and Healing

### **Majin Race -200 CP (Discount Online Warrior)**

The Majin are a race of magical beings who were created by Mr. Buu and Miss Buu. They appear to be humanoids with various skin tones and antennae on their heads, they are capable of manipulating their gum-like bodies for regeneration and appearance alteration. This species also possesses an odd ki that makes it hard to tell how strong a Majin really is.

If you take the **“How do we eat candy?” Drawback** for no additional points you may instead become a Super Majin gaining the ability to absorb others with your body parts at the risk of altering your mind and body if you lack control.

### **Namekian -100 CP (Free Super Warrior)**

A race from the planet Namek who are humanoids with plant and slug-like characteristics, including green skin and antennae. They require only water for sustenance however Namekians can still eat solid foods. Namekians are an extremely Flexible and resilient race, capable of extending and instantly regrowing almost any part of their body while also being able to survive and regenerate far greater proportional damage to nearly any other race. The Namekian also possesses a Giant Transformation which allows them to grow in height, physical strength and weight, although it does not increase their energy level.

### **Saiyan -200 CP (Discount Super Warrior)**

A naturally aggressive warrior race who outwardly are very similar to Human-type Earthlings, but with monkey-like prehensile tails. Saiyans are commonly seen to have black hair, black eyes and a very muscular, well-defined build. Saiyans have a natural affinity to control Ki energy, allowing them to generate very powerful energy blasts even at young ages and can utilise multiple types of transformations. The most common transformation that Saiyans have thanks to their tails is the Great Ape form a metamorphosis into a giant ape beast with tremendous power when looking at a full moon but at the risk of losing control if they have weak minds. The next most common Saiyan Transformation despite it being a legendary form is the Super Saiyan transformation, an ability which drastically augments the Saiyan's speed, strength and energy. The most legendary transformation to the galaxy at large is the Super Saiyan God which incorporates god ki into the Saiyan for further use. These various forms can with time be combined or pushed further beyond to unlock more powerful transformation techniques. If you take the **“Kakarot?” Drawback** for no additional points you may instead become a legendary Saiyan gaining access to the legendary version of Saiyan transformations.

### **The Hera Clan -100 CP (Free Enemy Warrior)**

A once powerful race that lived on the Planet Hera they are a humanoid race with teal-colored skin and orange hair. They possess innate psionic and telekinetic powers that they can train to create energy draining thread and needles. They also have the ability to take on a superior Full Power Form that changes their hair and skin color while greatly increasing their power.

### **Frieza Race -200 CP (Discount Enemy Warrior)**

There are many names for this race who are sometimes referred to as Frost Demons or Frigidaireans. Most members of Frieza's race have red pupils and are able to "grow" white, keratinous exoskeleton-like clothing referred to as Bio Suits. They also have reptilian features such as a long tail, three talon-like toes, spikes, and horns. They are also adorned with colored gem-like plates on their head, torso, ankles, wrists, and shoulders. Members of Frieza's race have extreme survival abilities to the extent that one has been shown to survive as just a fragment of brain tissue and was still functional when placed within a mechanical body. With the exception of minor regeneration when transforming, the Frieza race do not have self healing abilities requiring that they gain artificial body parts to continue functioning if sufficient damage is taken. As mentioned Members of Frieza's race have been shown to possess transformations that are used to suppress their power so they do not exert too much energy and maintain self-control over themselves.

If you take the **"You were made to die by my hand!" Drawback** for no additional points you may become a Mutant of this race gaining the ability to create new transformations to gain more power through methods such as inverting the suppressed forms to gain an armoured form or mimicking the super Saiyan form to gain a golden form.

### **Android -100 CP (Free Android Warrior)**

The main Androids of this world are actually modified humans instead of purely mechanical beings making it more acute to call them cyborgs than androids. You may, if you wish, choose to be a purely mechanical android, however this race option will still function in the same manner as a modified human who is capable of becoming stronger through training. Androids lack a ki-signature which means that they are immune to being directly detected via Ki Sense or Scouters. The version of android for this option has the infinite energy reactor which functions as an unlimited power supply preventing the android from running out of energy and stamina.

### **Bio-Android -200 CP (Discount Android Warrior)**

Bio-Androids are a species of Biological Android composed of the cells of multiple other races hybridising their strengths and abilities. Depending on the races used to create them they can have many forms and innate powers. Because of the Bio-Androids' organic nature, they are the only known Android model to be able to be sensed via Ki Sense. To customise this race you may select 300 CP worth of race's with discounts applied, you will then be a composite of those races but are not allowed to select the racial drawback upgrade options for those components. If you take the **"Split-Personality" Drawback** for no additional points you gain another 300 CP to spend on Races for composition, you may also spend additional CP to purchase further races to add to your composite and finally you may also take the race drawback upgrade options for any race chosen for composition.

**Perks:**

100 CP perks are free for their background, all other perks cost 50% for their background

**Ki Manipulation Free/Mandatory**

Ki is the life energy of this world and like the people in this world, you too have control over this mighty power. You start with a basic understanding of Ki such as how to sense Ki, how to fly using Ki and how to fire Ki blasts in the special style of any fighter such as Frieza tossing out a barrage of Death Beams. Although your power is suppressed within this jump you will have at least the average strength and power of your selected version of your selected race to a minimum of a power level of 9001.

**Hibernation Protection Free/Mandatory**

While you are under the effects of wide area ability or tools like the wave machines which cause you to be unable to defend yourself such as being immobilized or forced to fall unconscious you are protected by plot armor to the extent that you will not be attacked until others arrive to defend you. For the duration of this jump this perk cannot be blocked, suppressed or sealed.

**Scenery Buffer -100 CP**

High powered combat leaves a lot of unintended destruction in its wake. Ki blasts leave craters in the ground, deflected projectiles destroy buildings and that's before going into the massive attacks that are visible from space. With this perk once the battle is over the damage disappears as if it never existed. Be warned though this only works on unintentional damage if someone pulls a Namek this won't protect you.

**This Body is Magnificent! -200 CP**

Whenever you find yourself in a new body you will have an instinctive control over it and will be able to learn any secrets about any body you are in at an accelerated rate. This also makes it so that you are able to unlock a controllable pseudo version of any transformation before you are able to fulfil the requirements of the true form. This transformation is powerful but less effective than the true form, to a similar degree to the pseudo Super Saiyan form.

**Z-Change -400 CP**

With this perk when you are fighting an opponent you can quickly and seamlessly swap out with a nearby ally without your opponent realising that you have swapped and after they have realised they are fighting someone else they may not be able to figure out how long ago the swap occurred.

**Un-Spilled Milk -600 CP**

Each story arc is constructed of about 15 turn-based maps containing multiple battles. Once per map if you lose a fight you will be sent back in time to the beginning of the map, but you and your allies will retain all the experience you gained. Also, when losing to the map Boss in **Easy Mode** you don't automatically restart the map, instead you may choose once per boss to restart the boss battle over again without using the map's restart. Post jump this will function as a 1-up which sends you back in time to 24 hours before the incident that killed you started.

## **Online Warrior**

### **2.5D -100 CP**

The world functions on a 3D plane but who said you can't fight in 2D. When you begin a fight you can force yourself and your enemy onto a 2D lock where neither of you can move to the left or right.

### **Dramatic Finish -200 CP**

If you defeat an opponent in a way that lines up with their canon defeat, such as using a specific attack in a specific location the events will play out in a sort of recreation of the scene and double what rewards you would have otherwise got for winning the fight.

### **Limit-Breaking -400 CP**

When you're fighting by yourself, you will enter a Limit Break State. This state grants you a higher reserve of Ki, as well as an extra 20% boost to your damage output. This state stacks with other buffs like Sparking Blast and transformations.

### **Pre-Order Bonus -600 CP**

Once every 5 years and at the start of each jump you will safely gain a new random type of exotic energy native to the jump you are in with an innate understanding of it, starting with God Ki if you do not already possess it. If there is no exotic energy in that world which you do not already possess you will instead gain a random exotic energy from another world prioritising the worlds you have jumped to before.

## **Super Warrior**

### **Ultra Teamwork -100 CP**

You have an instinctive teamwork when fighting alongside your allies, with all of you knowing the intended plans, locations and actions of the others.

### **Cooler than Freezer -200 CP**

You have an interesting gift, the ability to perform outright insane stunts that so long as you look cool doing it. The cooler you look the more extremely difficult or virtually impossible the tasks, you can pull off.

### **Z-Reflect -400 CP**

By using up an amount of energy you can use Z-Reflect to parry or deflect away any physical attacks or Ki Blasts. The bigger the attack the more energy you will need to use Z-Reflect against it.

### **Rock the Dragon -600 CP**

By achieving a certain number of hits in a single combo during a fight you will gain an illusionary Dragon Ball. If you collect seven illusionary Dragon Balls you will be able to summon an illusionary Shenron, who will offer one of four wishes.

1. Restore your health completely, back up to the maximum.
2. Resurrect any single ally who has died within the last 24hrs.
3. Temporarily gain a X2 power boost that stacks with all of your boosting abilities.
4. For ten minutes you gain a regenerative power fast enough to heal completely from near death to max over the course of a minute.

### **Enemy Warrior**

#### **Teeth-Clenched Teamwork -100 CP**

When you and your enemy's share a common third party foe, you will find it surprisingly easy to convince them to put aside your differences and work together to deal with them first. Although both sides of this agreement will make snide comments neither party will break the agreement until the third party is dealt with.

#### **EX Special Attack -200 CP**

When making an attack you can choose to put more energy into it to apply any of the following effects:

- The attack will deal more damage.
- The attack will move faster.
- The attack will have a longer range.
- The attack will be harder to block.

#### **Jumper Jr -400 CP**

With this perk you have the ability to produce miniature Clones of yourself who have between 5% and 20% of your power and varying degrees of intelligence and near complete lack of sense.

#### **Sparking Blast -600 CP**

For up to two and a half minutes per hour you can activate this power-up, emitting a powerful shockwave that can blow opponents back as you become surrounded by a sparking crimson energy field. You can stack this power up with other boosting power ups, once active you begin rapidly regenerating health and can do far more damage than without.

### **Android Warrior**

#### **Upgraded Allies -100 CP**

When working alongside other people you gain an understanding of their strengths and weaknesses as well as how to help them sureup their weaknesses and improve their strengths.

### **A Brilliant Scientist -200 CP**

You are not just a strong fighter, you're a smart fighter, you gain a tactical intelligence and are able to experiment with and develop ki techniques far more efficiently than others can, making a lot of normally difficult aspects of advanced Ki techniques easy for you to understand.

### **CloneZ -400CP**

You have the skill to mass produce mindless replicas of anyone you have seen fight to the degree of power the original has shown. You are able to produce between 2 and 50 clones once a day with 50% of the power of the original evenly split between them. These clones appear almost the same as the original however they have darker colors, paler skin and red eyes. You do not have full control of the clones without external perks however they will follow the first one word command you give them.

### **You Look Delicious -600 CP**

With this perk you can convert 10%, 50% or 100% of a defeated enemy's power into a candy or other delectable food. Taking 10% will exhaust the target with them being able to regain the lost strength after a few days, taking 50% will permanently remove that much of their power from them requiring them to regain that power from scratch and taking the full 100% will turn them completely into candy. When the candy is eaten by someone that person has the proportional strength, speed and other abilities of the defeated foe added to their own.



**Items:**

100 CP items are free for their background, all other items cost 50% for their background

**Z-Coins Free**

You start off with 10 Z-Coins and every time you win a sincere fight you are rewarded a single Z-Coin. You can trade in ten Z-Coins to randomly receive an item from the reality you are in that you don't already own as a flat backed item ranging from a children's toy to an item of great mystical power.

**Garlic Castle -100 CP**

A mighty fortress, which contains a garden, an alcoholic fruit tree, a cuckoo clock, a storey with a balcony and a fully stocked meadery.

**Gourd of Mist -100 CP**

The Gourd of Mist traps people within it when they do not answer to their name. It creates a mist which surrounds the foe, shrinks them down, then sucks them in and turns them into water that can be drunk after a few hours.

**Yemma Fruit -200 CP**

Once per day you gain one of the mystical fruits of the Yemma Tree which normally grows in Hell. This fruit allows anyone who eats it to have their health and physical form fully restored. It also prevents the one who ate the fruit from losing stamina or needing food and sleep for three months straight. The most important part of this fruit is that the first time someone eats it, the fruit optimises their energy and physical might, increasing it by double unless they are already more powerful than the fruit can improve at which point the improvement is at a static state to a similar level as gaining the upper limit of the fruit of what the fruit can do.

**Black Water Mist -200 CP**

This jar contains and controls the Black Water Mist. Anyone who breathes in the mist has the evil in their heart drawn out converting them into a demon-like vampire which worships the owner of the jar.

**Energy-Suction Device -400 CP**

This white oddly-shaped bone-like device is able to extract the Ki, energy and or life force of whatever it's stabbed into. The energy is condensed into a thick purple gelatinous fluid that although foul smelling and tasting, can be used to increase the energy of anything that consumes it by the same amount of energy that the device has extracted.

**Seeds of Might -400 CP**

When planted on a planet, with a suitable atmosphere the seed will grow into the Tree of Might after enough energy and life force is absorbed through the tree's roots it produces the Fruit of Might. This fruit gives whomever consumes it a massive power increase, strengthening the user's muscle mass dramatically, and filling them with potent life energy.

## **Online Warrior**

### **Champion Belt -100 CP**

Whilst wearing this belt everyone who sees you including your allies, enemy's and complete strangers will think you are the world's greatest hero.

### **Ki-Sealing Handcuffs -200 CP**

An alternative but similar tool to the wave machine which when being worn blocks the body's use of Ki and other types of energy.

### **Potara Earrings -400 CP**

These earrings are worn by all Supreme Kais as part of their standard outfits, coming in various colors. The earrings can grant the wearer certain privileges, they also have the ability to fuse two people into a single entity for an hour.

### **Key Sword -600 CP**

Although similar to a specific Disney branded key this Key Sword was created by a god as a weapon to seal the Demon Realm, the blade is able to take on many forms and channel many types of energy into itself, it also gives its user some resistance to attacks of the darkness attribute.

## **Super Warrior**

### **A Pouch of Senzu Beans -100 CP**

This small pouch contains 10 Senzu Beans which once per day has 10 more beans appear in the bottom of the pouch. If you don't use the beans quick enough they might start to overflow from the bag.

### **Z-Sword -200 CP**

A now empty weapon that was created by Beerus to seal away the old Kai, this sword is incredibly sturdy and heavy but could potentially be used to contain someone else in the future.

### **Anti-Wave Aircraft -400 CP**

A spherical aircraft that has the power to neutralize the effects of the waves as long as the person being affected remains inside. However, it does not allow the person to utilize their energy, as it is only able to cancel out the waves to a point where a person can move their body of their own free will.

### **Lookout -600 CP**

A copy of Dende's lookout, an ancient platform that is located in the Heavenly Realm partially protecting it from unwanted guests. The lookout contains a Pendulum Room which lets you interact with solid illusions of the past, a transporter machine that allows anyone to go anywhere on Earth and a Hyperbolic Time Chamber where a day outside is a year inside, with Dende's removal of the 2 year limit the only restriction is the shortage of food.

## **Enemy Warrior**

### **Hover Vehicle -100 CP**

A comfortable floating, egg-shaped vehicle used by both Cooler and Freiza, this model also doubles up as a short range space pod capable of moving at half the speed of a saiyan attack ball but it lacks the suspended animation function.

### **Dimension Sword -200 CP**

While wielded by the demon Janemba it was most notable for its anti-dimensional properties, it is able to separate space appearing to cut anything. While being held Its user is able to mimic Janemba's teleportation being able to break themself down into cubes and reform somewhere else.

### **Frieza's Ship -400 CP**

A giant spaceship designed for planetary conquest. Its anti-gravity tech allows it to travel at high speeds. The interior is complete with enough luxury living quarters to contain a standard size crew roster. It has multiple medical healing rooms each with a dozen healing pods, self refilling luxury pantries/cargo holds and all the top of the line Frieza force technologies allowing it to serve as a mobile base of operations.

### **New Planet Vegeta -600 CP**

You now own this almost completely barren rocky planet which can be stored within your warehouse or orbiting a star within the jump at the correct distance for an earth like temperature. With the exception of the main castle this planet has no real building and although there are fake cities in the distance these are merely stone cut outs made to resemble buildings as even the greenery is manufactured! You can leave any owned property or lands which do not come with a planet on this world for storage. If this world is destroyed then the planet will regenerate within 24hrs.

## **Android Warrior**

### **Skill Chocolates -100 CP**

A box of luxury chocolates that when open has 15 slots which once a day refills the chocolates. By eating one of these chocolates you will for 15 minutes have access to up to 3 of the 15 skills at a random degree of strength.

### **Underground Lab -200 CP**

An underground laboratory hidden either near your starting location or within your warehouse. The laboratory contains all the heavy equipment, tools, consumables, and documentation that would be required to develop multiple androids with anything that was lost or used up being replaced once a week.

### **DNA Samples -400 CP**

You have a collection of DNA samples from all of the races in the dragon ball universe Including rare mutations. Each jump this sample database updates adding new races from each universe you jump to.

### **Wave Machine -600 CP**

This set of 17 machines emit waves of energy which prevents the use of life energy. This essentially suppresses all of the Ki usage of anyone within range of the devices. Post jump these devices can be set to suppress other types of energy and selectively exclude some people from their effects.

### **Companions:**

#### **Z-Assist: -50 CP/-200 CP**

If you don't want to be alone when coming to this world you can spend 50 CP to create or import up to 8 companions each have 600 CP points to spend and may select a background that won't affect what timeline you and your companions are in. If you pay 200 CP you can create or import 8 companions with an extra 200 CP to spend each.

#### **Z-Friends: Free/-50 CP/-200 CP**

This world is full of interesting people from different races and worlds. If a canon character is alive during the events of FighterZ, and you can convince them to willingly come with you while being fully informed they can become a companion for free. If you spend 50 CP post jump you can choose a canonical character and gain an identical copy of them which believes that they are the original and came with you willingly filling in the reason with their own logic as to why. For 200CP you can select 8 characters to have the same effect.



## **Drawbacks:**

### **Team Three Star +0CP**

This world is a little odder than you might remember Goku is dumber, Piccolo has people in his head and nappa's out there making movies or something. That right FighterZ is getting the abridged treatment just watch out for all those squares making circles.

### **Call Me Kakarot +0CP (Cannot be taken with any Scenario)**

Rather than being a new Character you can instead take the place of a Canon Character. The only caveat is that, they must be vaguely the same race as the one you've paid for, such as Being a Namekian for Garlic Jr, a Hera Clan member to a Ginyu Force member, a Majin for Janemba or a Bio-Android to be Bio-Broly.

### **Yooouuu... hit your head as a child, didn't you? +100 CP**

You may have suffered some slight brain damage because you find it difficult to understand slightly complex things and have trouble remembering when holidays are.

### **The Majestic Space Duck +100 CP**

I hate to tell you this but you're short, you're bald and for some reason you can't stop quacking when scared.

### **A coward patting himself on the back. +100 CP**

You dislike fighting, you dislike the vibrations through your fists on contact, you dislike the taste of blood in your mouth, you dislike the sound of your heart in your ears. You just do not like fighting.

### **I AM THE HYPE! +100 CP**

You take deep pleasure in your actions from completing the smallest task to defeating the greatest foe. Your glory and brilliance cannot be left unheralded so if no one else is going to proclaim how much of a miracle you are, then you will.

### **All thanks to my submarine +100 CP**

You have an exceptionally perverted mind, laughing at every moment of poor phrasing, constantly coming up with perverted jokes and contemplating ways you can attempt to grope those you find attractive.

### **I wish for zeni +100 CP**

You now have an excessive desire for money, and other symbols of wealth being willing to go to extreme lengths to get more.

### **A truly restful slumber +100 CP**

Much like a specific purple space cat you are tired constantly feeling like you need to sleep. A long nap will help but not much, to alleviate this feeling at least for a short while could take a few days or weeks of sleeping.

### **A bit of advice, in the future +200 CP**

You're here a little longer than expected normally you would only be here for the duration of the game but with this drawback you will be here for the full ten years drawbacks and all.

### **P is for priceless +200 CP**

You are now a perfectionist and will refuse to accept anything less than perfection.

### **The Clone Saga +200**

It seems that you too have a bunch of Clones out there causing chaos. These guys have all the perks and race options you picked in this jump but their minds are empty.

### **A Super Clone Bargain Sale +600 CP (requires The Clone Saga )**

Remember how I said those Clones had all your in jump perks well now they have all of your out of jump perks as well good luck.

### **We can wish Raditz back to life. +200**

Now not only will you have to face the resurrected evil of the Ginyu Force, Frieza, Cell and Nappa but also all of the canonical villains and minions with a name. This group includes the Demon King Piccolo, Raditz, Zarbon, Dodoria, King Cold, Androids 19 & 20, The Cell Jr's, Pui Pui, Dabura, Sorbet and many more.

### **Reborn Stronger and Sleeker +400 (Requires We can wish Raditz back to life.)**

It seems this world is more complicated than first believed. It is not just one timeline which foes are being resurrected from but multiple containing some threats unknown to this world. Even bringing multiple but different versions of the same villains and their minions from other timelines so they can seek their revenge. These villains include Lord Chilled, Dr. Wheelo, Dr. W, Lord Slug, Turles, Garlic Jr, Mecha Frieza, 5th form Cooler, Meta-Cooler, Androids 13,14 & 15, Future Android 17 & 18, Hatchiyack, Bojack, Janemba, Z-Broly, Bio-Broly, Super Buu, Abo & Kado, Mira and many more. It's a good thing that the Wave Machine affects them too.

### **How do we eat candy? +200 CP**

You are always hungry and if you don't fulfil your desire for delicious food at least 18 times a day you may find yourself in a hunger-induced rage.

### **Buu eat you! +600 CP (requires how do we eat candy?)**

Now you not only have a deep hunger but it takes a darker tone as you now want to eat powerful fighters. You can hold off this desire with a strong enough willpower but it will be far harder if you don't keep yourself full. Should you lose control, everyone is on the menu.

### **Kakarot? +200 CP**

When it comes to fighting you tend to go into a powerful rage, the longer the fight goes on the less control you have over yourself but with a few minutes breather you can normally calm down.

**KAKAROOOOT!! +600 CP (requires Kakarot?)**

Turns out it's not just fight that sets you off any time you get hurt any time you are annoyed your rage builds greatly taking far longer for you to calm down. What's worse there is a name out there and you don't know who's but if you hear it you will fly into an uncontrollable rage.

**You were made to die by my hand! +200 CP**

You have a hatred of one species from the dragon ball world. You can ignore it to an extent but should the opportunity show itself you really want that race dead.

**This is the end! Die! +600 (requires You were made to die by my hand!)**

You now have a completely irrational hatred for that race. You would be happy to wipe out entire worlds to kill them and if anyone gets in your way you are more than happy to kill them first.

**Split-Personality +300 CP**

It seems that you are not alone there. You have an alternative persona within you, one who cannot take control unless you lose control. They seem to be the antithesis of you but they seek out what desires you refuse.

**Split-Personality Takeover +600 (requires Split-Personality)**

It seems this new persona really wants control as it is constantly fighting you for dominance and unless you keep this persona suppressed it will take control eventually. Unfortunately for you, if you have any drawbacks other than this, the persona, although not able to directly contribute to setting them off, the persona will attempt to use them to weaken your mind and take control for themselves.

## Scenario:



### Player's soul (Online Warrior Only)

You will take the place of the Story mode player soul and must complete each story mode. First you will be starting in Goku's body and on completion of the story arc you will restart in the body of Frieza if you succeed again you will restart once more this time within the body of Android 18. One advantage you have over the original spirit is that you can apply your purchased racial abilities on anyone you are possessing. Post jump you can keep this spirit form as an additional alt-form and possess people in a similar manner to this jump.

**Rewards:** +500 CP

### The Strength of our link

Now with this perk you can actively boost the power of any ally in direct proportion to your link bond.

If Taken with "**Limit-Breaking**" you can apply the perk to yourself at full power and your allies proportionally to your link bond as if you were each fighting alone.

### The sound of an ocarina (Super Warrior)

Long ago a great hero was sealed within a music box to contain a great evil and now you will take his place, the place of Tapion. With both halves of Hirudegarn now free you must permanently trap or destroy the two halves before they can rejoin, however unlike you and the other fighter Hirudegarn is unaffected by the Wave Machines making the second option far more difficult.

You gain an additional alt-form which is the same race as Tapion but for the duration of this jump that form will have all the racial abilities of your purchased race.

**Rewards:** +500 CP

**Dark Eyes see the Dawn**

For successfully dealing with Hirudegarn you gain his most mystic ability the power to turn any part of your body into mist like ectoplasm to prevent damage and for short range movement. If Taken with “**Z-Reflect**” the ability becomes reactively localised to incoming threats any punch or Ki blast can pass right through any spot in your body without you needing to activate the ability however a smart opponent might be able to take advantage of this.

**In other words, I BECOME you! (Enemy Warrior Only)**

Now instead of just being the race you selected you also become a Tuffle parasite the same as Baby gaining the parasite form as an extra alt form. You are able to make extensions of yourself to infect others with your mind. Your objective is to infect all of the heroes, villains and all the peoples of earth with your parasite extensions this is easiest done by defeating them first.

**Rewards:** +500 CP

**Become part of something great!**

If any creature is inside of you or you are inside of it either from absorption, symbiosis or parasitisation you can overlap its mind with a copy of your own to become a singular entity as if in a hivemind. For the purposes of perks or other abilities this makes the creature an extension of your body.

If Taken with “**Jumper Jr**” instead of overlapping the entity's mind you can instead replace it by moving the original mind into a slightly customisable version of the entity with between 1% and 50% of its original power.

**Finally Full (Android Warrior Only)**

Fu Fu Fu, where is the fun in letting an innocent girl suffer for the mistakes of her creator, time is not on your side so you should change it. You will now gain a demon race alt form which will be your outer appearance with all the racial abilities of the race you purchased. Your mission is simple, you must save good android 21 from her intended demise. I know this sounds easy but a specific group won't like you messing with history so beware as progressively stronger time patrollers will show up to try and stop you from saving her. You should be glad of two things, first that the wave machines seem to be having as much of an effect on the patrol as you, which should even the field a bit and second the time patrol won't use time travel to undo what you've already done, meaning they can't undo your victory's.

**Rewards:** +500 CP

### **Literal Split Personality**

On command you can create a subservient alternative persona of yourself within your body to either take control, aid in multi-tasking or give you advice. The Persona does not necessarily need to be Evil, it could be an exact copy of you or it can be any variation of yourself that you can describe with a simple sentence such as the restrained you, the smart you, the confident you.

If Taken with “**CloneZ**” you are able to bestow your created personas their own bodies with between 1% and 50% of your power if you die then you take over your CloneZ’s body regaining your abilities and gaining its experiences. If the clone dies its mind returns to you and you gain its experiences and abilities. The clone body doesn’t have to be your own but your persona may find it more difficult to control an unfamiliar body.

### **I’m the Jumper Now (Requires Hard Mode or Gauntlet Mode)**

For this scenario you will take all of the previous scenarios regardless of their restrictions. As you play through each arc you must complete its corresponding Scenario taking the form of both the player spirit and the Scenario race simultaneously as a small hive mind failing any of the scenarios counts as a jump fail.

**Rewards:** On the completion of each task you will receive rewards for that scenario however the **Hard Mode** will only receive half of the reward CP.

You will also gain the boosted scenario perks:

#### **The strength of our link [Boosted]**

Any ally you are linked to who is using a technique to boost their abilities will find that it is twice as effective.

#### **Dark Eyes see the Dawn [Boosted]**

When your mist like ectoplasm comes into contact with any energy attacks you will be able to absorb the energy from the attack to refuel your own reserve’s.

#### **Become part of something great! [Boosted]**

If you somehow become separated from an entity you can retain all of its knowledge, skills and abilities though retaining any racial abilities may require your augmenting itself.

#### **Literal Split Personality [Boosted]**

When creating a persona it no longer needs to be a copy of your own mind. You can now create a copy of anyone else’s mind. Regardless of whether the mind is exactly the same as the original or an alternative persona it will be loyal to you and think of itself as an extension of you instead of an extension of the original.

### **A spark of greatness (Requires I'm the Jumper Now)**

If you successfully complete all other scenarios you can take this final scenario. If you do end up failing this scenario you will not be penalised and instead you will be moved onto the next jump or return home depending on your choice.

You will appear on Mount Paozu in Age 737 the day baby kakarot was supposed to arrive. You will be an infant regardless of any previous drawbacks or jump restrictions and you will be found by a man who will later be known as Grandpa Gohan. This world is a hybridisation of the worlds shown in the various official Manga. Movies and TV series of Dragon Ball, Dragon Ball Z, Dragon Ball Super, Dragon Ball GT and of course the Video Game Dragon Ball Fighterz. However this world has two important things changed, first Krillin defeats his bullies and remains at Orin Temple and second Kakarot will never arrive on earth having been teleported to planet Metamor as the pod was supposed to land on earth however Raditz still will still think this was Kakarot's destination so he will be coming eventually.

For this scenario you will lose all drawbacks you have taken in this jump but you will only have access to the Body Mod and the perks/items that you received for Free in this jump. Your mission is for yourself and a sustainable population of the earth to survive until Age 797. Death or the destruction of earth is not an instant failure so long as someone within two years and two months of the death or destruction restores the world and or lives using the dragon balls or other such means.

#### **Rewards:**

If you manage to complete "**A spark of greatness**" you will gain your spark which you can incorporate as soon as you have it or you can delay sparking until later.

You may also take as many willing locals from this scenario world as your companions into future worlds.

### **END:**

#### **Dear Old Days**

Has this been too much for you or maybe you just want to go home thats fine you will be taking everything you've gained back with you back home.

#### **Dragon Power**

Stay? In this world? I'll warn you, things get a little...MORE crazy later on. You will?

Alright. Take +1000 CP as a consolation prize, and train hard for what's to come, Jumper.

#### **Power of Dreamer**

Next jump!

#### **Notes:**

Thanks to SonicCody12 for suggesting building this jump.