

# Dragon Ball Fu

v1.4

by DeverosSphere

Big thanks to Masako X for inspiring this.

Hi there, I'm Fu. I've been using this trick to make Time Rifts and to play with history.

What's that? The Time Patrol?

Oh don't worry about them. The Time Rifts I'm using create fake timelines. They aren't even connected to the Book of Beginning and the End. It should be completely safe to play with these histories just so long as you don't anger the fake Zalama or Zeno.

The problem is I've been getting a bit bored lately. Most people act and do the same things every time Goku wants to fight, Vegeta let's Cell transform, Oolong wishes for Panties. I need something to shake things up.

So I thought why not outsource my rifts? I could add someone in as the new X factor and see what happens.



Then lucky me you showed up!

So have you ever wondered about how the story of the dragon balls might have turned out differently had there been different choices or decisions along the way?

What If Vegeta had been the first Super Saiyan?

What If the Namekians were the warrior race and the Saiyans the pacifists?

I could ask you hundreds of questions like these, but I've already seen them so the real question is what is your What If?

**Gain +1000 CP.**

### **What's your Setting:**

So starting off, when you are thinking about your Time Rift's "What If" think about its premise. What changes in events make your timeline occur? For example this is what happened with the last few i played with:

- **What If Frieza was sent to earth?**
  - Lord Cooler betrayed and killed King Cold. After King Cold's death the attendant Berryblue managed to have the infant Frieza sent to a weak planet called earth. The young Frieza was found by master Roshi and raised as his Grandson.
- **What If Raditz turned good?**
  - Raditz survived his first encounter with Goku and Piccolo becoming badly injured from the battle. He was then disowned by Vegeta and Nappa for being weak with the two clearly intending to kill him. Out of desperation Raditz joined forces with the Z-Warriors against the invading Saiyans hoping to prevent his execution.
- **What If Broly Joined the time patrol?**
  - In Age 850 Trunks used the Dragon Balls to summon a strong ally, someone with the kind of power to help him defend time itself. Surprisingly the person who appeared before him was a young Saiyan wearing a fur pelt and a shock collar.
- **What If Vegeto became the Super Saiyan God?**
  - In this Time Rift the Potara earrings were actually permanent and not even the dragon balls could separate Vegeta and Goku. When Beerus arrived Vegeto used instant transmission to get Tarble for the ritual and fulfilled the prophecy.
- **What If Present Cell lived?**
  - Krillin and Trunks were unable to find Dr Gero's basement lab and in Age 788 Cell awoke. The green bug man was able to sense energy and knew how underpowered he was. However thanks to the arrival of Super Android 17 he was able to go beyond perfect and become Superior Cell.



### Timeline:

Now we have our premise, the next part of this is deciding when in the normal timeline you want to appear. This will function like an origin and choose what discounts you get later on, so choose wisely.

- **Dragon Ball [+100 CP]** - You start on earth in Age 749 the same year that a young girl should have met a boy with a tail. In this time the villainous Emperor Pilaf is searching for the dragon balls to make himself the ruler of the world. Soon the Red Ribbon army will begin searching for the balls, the crane school will join the martial arts tournament and the Demon King Piccolo will be freed to begin his reign of conquest and destruction.
- **Dragon Ball Z [Free]** - You start on earth in Age 761 the same year that an alien pod is supposed to arrive with its occupant searching for the Saiyan Kakarot. Normally about a year after this time the Saiyans will attack earth. Not long afterwards the vile lord Frieza will journey to the planet Namek for its dragon balls. About four years after that Dr Gero will release his androids upon the world. Lastly, five years after Gero, Babidi will attempt to revive Majin Buu but you might miss that last one if you stay less than 13 years.
- **Time Patrol [Free]** - Unlike the other choices you will start outside of the standard timeline during Age 850, 852, 1000 or even Age 2016. At these point's the time patrol continues to fight against the villainous Time Breakers. Said time breakers will cause numerous issues to the timeline by empowering villains and changing the past, all in order to gather energy as a part of their goal to break the seal on the Demon Realm.
- **Dragon Ball Super [-100 CP]** - You start on earth in Age 778 the same year that the God of Destruction Beerus awakens from his latest nap and begins his search for the Super Saiyan God. Normally about that time Frieza will be resurrected and seek a new power before attacking the earth. Shortly afterwards a tournament should begin between universe 6 and universe 7. Vaguely in this timeline Zamasu's schemes and enacts his Zero Mortal Plan. Then at some point Zeno announces the tournament of power. There may be some more stuff that happens, something about a new Saiyan called Broly, a world eater called Moro and something about cereal but I can't remember it all right now.
- **Dragon Ball GT [-100 CP]** - You start on earth in Age 789 the same year that emperor Pilaf was supposed to use the red star dragon balls to accidentally make Goku a child. In this time the Tuffle Machine Mutant Dr. Myuu will complete his ultimate creation to exterminate the Saiyans and restore his kind. Soon afterwards the dead villains of the past will rise from HFIL alongside the arrival of Hell Fighter 17. Finally, the hubris of the past will corrupt the dragon balls leading to the birth of the 7 Shadow Dragons.
- **Dragon Ball Evolution [+700 CP]** - Really? That's clearly a mistake, you don't know what you're doing, this timeline is terrible. But hey it's your choice. You get more points, but I didn't prepare any perks or items for this timeline so it isn't profitable. It's just really really dumb...

# Perks

The **100 CP** Perks are free for your Timeline and All other Perks for that Timeline are discounted to half price. You need to set these before you go start but keep in mind that your changes could have a knock on effect and the history of this rift will bend to accommodate your choices. Just be careful not to anger that world's version of the time patrol.

In other Jumps you can apply the effects of **Narrative Perks** in one of three ways:

1. You can retroactively change information as a retcones when revealed using the perk.
2. You can have the knowledge be the way it's always been changing the related history, knowledge both recorded and mental change to match the alteration.
3. You can apply the change to the current situation with everyone noticing the change.

## General Perks

- **New Body Who This? [Free]** - So now we've answered the what and the when how about the who? With this **Narrative Perk** you can choose "Who" you want to be in your Jump even when the option is not otherwise available. Instead of being given an entirely new body you will be able to take the body of any one person who should exist in your setting at the start of your Jump. Just please pick someone relevant otherwise it's boring for me to watch. Don't worry you won't just be gaining their body, you also get their power level as well as all of the knowledge, memories and skills they had before you took over, normally means that no one can tell the difference. You will start the way that they would be in your "What If" reflecting your changes to their background and history placing you somewhere possibly unexpected to start with. Assuming you make it to the end, you will be able to use your new body as an alternative form post jump.



- **It's Been A Year If It's Been A Day [Free]** - You can use this freebie **Narrative Perk** to extend the duration of a Jump beyond its normal 10 years up to a maximum of 100 years but you gotta choose how long before you start. You can also use this to end a Jump before ten years if the main events are over and you have Jumpchan's permission.
- **Is Nappa wearing a toupee? [-100 CP]** - why settle for default, with this **Narrative Perk** you can choose and change any Characters in universe age, gender and general appearance but the chosen values must be within valid parameters for that character. As far as anyone knows that is how they have always been.
- **Princess of all Saiyans [-50 CP, Free with "Is nappa wearing a toupee?"]** - I know how vain some jumpers can be, with this **Narrative Perk** you can change your new bodies in-universe age, gender and general appearance this must be within valid parameters for your character.
- **But it's not in-Saiyan [-100 CP]** - Sometimes the society in a setting isn't acceptable for what I want to do so why not use this **Narrative Perk** to change the way the social mindset swings and specific legal aspects? With this you could make people more prudish about celebrity news or remove stigmas from specific substances or relationships hell you could even set up a legal layout for the purge if you wanted.
- **Cannon or Cannot [-200 CP]** - When they say "pick your battles" I doubt this is what they had in mind. When you start you can use this **Narrative Perk** to choose what extended media is canon to your "What If" Maybe you like "Dragon Ball: Sleeping Princess in Devil's Castle" Dabura might mention it. Perhaps you like both "Dragon Ball Z: Broly – The Legendary Super Saiyan" and "Dragon Ball Super: Broly" Vegeta might think It's odd how the two Legendary Super Saiyan's are both named Broly.
- **You're the me from over there [-300 CP]** - Time for a crossover, with this **Narrative Perk** you can save echos of characters at any point in any Jump or Time Rift and import them into the new one, this is a good way to see if SS4 is better than SSGSS.
- **My name is Goku and I'm a Saiyan, from Earth. [-400 CP]** - Well not necessarily, with this **Narrative Perk** you can change things up, making any character any race you like including hybrids and change where they are supposed to start.
- **And then we can wish Raditz back to life. [-600 CP]** - What happens when you die? Truly life's greatest mystery, well for other people. For you the dragon just brings you back. With this option if you are dead for a year then your own personal Shenron brings you back to where you died. Yes I know it's inconvenient to wait around for the dragon but at least this world has an afterlife just hope the planet didnt get blown up while you've been gone. I'm sure if you ask nicely they will let you hang out in the afterlife while you figure out a ride home. This Perk is not a **1-UP** but will prevent a chain fail so long as you have at least 1 year left in the Jump.

## Dragon Ball

- **I like marsh mellows! [-100CP]** - Taste is subjective, or at least it was. With this **Narrative Perk** you could make anyone like or dislike any food. Maybe Buu hates candy or Beerus loves the taste of sprouts, you could even make Whis hate pudding, just think of the possibilities.
- **You little freak! What do you think you are doing! [-200CP]** - I swear it's all a misunderstanding and with this **Narrative Perk** she'd believe you. This setting lets you change the basic personality levels of any character. Have you ever wanted to see a trusting Bulma, a Chill Frieza, a cunning Buu or a kind Zamasu? Well now you can.
- **Who is Fortuneteller Baba? [-300CP]** - I don't know and neither does anyone else, are you sure you don't mean "Ghost Summoner Steve" Roshi's accountant! Yes, with this **Narrative Perk** you can replace canon characters with new OC characters. You decide who they know and who they are related to. Sadly unless you use other **Narrative Perks** they take someone else's place. Unless you have the "**I want to be drop-dead gorgeous!**" **Narrative Perk** these guys are just Generic Humans.
- **Goku! Wedding is not a food! [-400CP]** - Poor Chi-chi she loved Goku so much she did but she doesn't have to. With this **Narrative Perk** you can change the relationships of anyone in the Time Rift. Perhaps Bulma hates Vegeta, maybe Freiza loves monkeys, you could even do the impossible and make Roshi a hit with the ladies.
- **The Future? It couldn't hurt to take a peek. [-600CP]** - I know I said you had to start in a specific year but with this perk you don't have to. You can change the date you enter a Jump or Time Rift to any year on the timeline and if you chose to you can use "**New Body Who This?**" on any target that existed at the time.

## Dragon Ball Z

- **Does a machine like yourself ever experience fear? [-100CP]** - They do now, that is if you want them too but it's not only machines if you want Frieza to be a coward or Kid Buu to think more like a real kid? Now they can be with this **Narrative Perk** you can change the emotional and mental state of any target.
- **It's Not An Overseer That The Earth Needs Right Now [-200CP]** - Why was Kami the Guardian of the Earth, there were so many better options. Why wasn't it Tien Shinhan and why wasn't Dabura the galactic emperor? Well now they can be. You can use this **Narrative Perk** to change the occupation of anyone in the Time Rifts universe.
- **While you've been taking it easy, I've been developing a new attack. [-300CP]** - everyone knows the Kamehameha and the Solar flare, why are the techniques always the same? At least Vegito had the Final Kamehameha. Well with this **Narrative Perk** you can now design custom techniques and choose who knows them. Just keep in mind that the more powerful techniques tend to drain more energy.

- **I'm not talking about Goku. [-400CP]** - Why is Goku always the main character? Why does he always have to beat the bad guys? Well with this **Narrative Perk** he doesn't and you can pick one person to be the protagonist of your Time Rift or Jump.
- **This isn't even my final form [-600CP]** - It's interesting that Saiyans turn into big apes, Zarbon can look like a monster and Namekians grow giant, but humans never change. Not anymore, using this **Narrative Perk** you can pick as many races to have as many physical transformations as you want. You can change their appearance as much as you want and how change affects them but keep in mind this won't bring about any certain hair colors or golden transformations.

#### Time Patrol

- **Boring [-100CP]** - What do you mean? This is supposed to be fun, oh well if you want to you can set it so that when things are getting too boring you can choose for your body to go on autopilot. You could set a timer or alert for when specific events happen but it will switch off if something interesting happens.
- **I Don't Know Who You Are, But Thank You [-200CP]** - Why i'm your old pal Fu of course you remember me or at least you could. With this **Narrative Perk** you could change who knows what secrets and who knows who when the Jump begins.
- **I want to be drop-dead gorgeous! [-300CP]** - Fine fine. If you want to insert or own OC that badly you can do it with this **Narrative Perk**. You can pick a race that exists in your Time Rift or Jump to create your "Original Character Do Not Steal" but unless you use **"Is Nappa wearing a toupee?"** they will look like a generic member of that race with no one knowing who they are. Oh also, unless you change it using other **Narrative Perks** your power level will start in line with Yajirobe. Don't worry if you put in the time and effort you should be able to catch up and keep up with the power scaling.
- **I really should get out and exercise... [-400CP]** - You know some people think Intelligence is more important than strength? Well I say they are both important. With this **Narrative Perk** you can alter anyone's base power level, their intelligence and each one's growth rate, Just keep in mind the power scaling.
- **My Time To Patrol [-600CP]** - As a time patroller you can visit other timelines, it is supposed to be your job after all. By picking this perk you can choose 1 other timeline and gain all discounts for its perks and items. You can purchase this multiple times.

#### Dragon Ball Super

- **My ears do more than just frame my face [-100CP]** - As far as experiment potential goes, this **Narrative Perk** is a personal favorite. You can now add, remove and change the physical features of any race as well as how efficient they are. Should Tien Shinhan's third eye see ki? Should all Saiyans have twin tails for flight? Should the Namekians lose the antennae and gain a full head of luscious hair that's up to you now.

- **All Hail Vegeta, Prince Of No One. [-200CP]** - Why does no one follow him after all he is a prince? Then again he doesn't have to be. Should Bardock be the King of Vegeta and Piccolo the prince of earth? However, what is a king without followers? With this **Narrative Perk** you could grant or remove any peerage ranks or titles. You can also make as many people you like there loyal subjects, followers or supporters.
- **An angel? So Whis is an angel? [-300CP]** - Yes he's an angel, I'm mostly a demon but who's counting. What about Kryptonians, Daleks, Tauntauns, Elves or even Muppets? With this **Narrative Perk** you can make any race from your previous Jump's canon and local race's non-canon. You could even invent an OC race but unless you have other **Narrative Perks** your customisation is limited and power wise they'll be kind of average.
- **How does a Saiyan have such incredible power? [-400CP]** - Why should Saiyans be so strong? Why are Shamoians so weak? Well they don't have to be with this **Narrative Perk** you can change the average power level and growth rate of every race.
- **just call me Golden Frieza [-600CP]** - Training really worked out for Freeza, but why stop there? why not a Golden Namekian, a Legendary Super Human or even a Mega Ultra Chicken? Yes! with this **Narrative Perk** you can pick as many races to have their own golden form in the same vein of Super Saiyan or Golden Frieza as well as how much of a boost that gives. Also if you already have the **Narrative Perk "This isn't even my final form"** you can add as many additional number and color forms as you want. Just watch out for Super Human God Super Human Krillin, he's tougher than he looks.

#### Dragon Ball GT

- **He told me Mister Satan is...the world's hero. [-100CP]** - Sorry Uub, he lied to you, and with this **Narrative Perk** you can copy that trick. You can make great hero's be seen as the most vile villains, you can turn nobodies into the greatest champions and even give galactic emperor King Cold a 100% approval rating. With this you can bestow the credit and blame for anything on anyone, even if they don't necessarily have the power to back it up. I'm sure Vegeta would feel fairly disappointed when he finally gets around to taking vengeance on Hercule Satan for blowing up his planet Vegeta.
- **No! You're not my grandpa! [-200CP]** - You say that Pan but well actually with this **Narrative Perk** you can change who is biologically and sociologically related to who. You could make Turles the older brother of Goku in fact you can go as far as making it so that Yamcha is Trunks' daddy but unless you make the mommy a Saiyan Trunks would become a full human. It's basic Biology don't you know?

- **A thing of extraordinary magic and power [-300CP]** - Well the dragon balls are magic and Babidi uses magic. Ok I see your point fine with this **Narrative Perk** you can add other power systems from worlds you've Jumped to before into the Time Rift. You can also set who can use them, this won't change how powerful people are just what kind of power they use. I wonder what Goku's Stand would be? Imagine how hard it would be to take down Awakened Sharingan Freeza? Would anyone be able to stand against Yamcha, the chosen successor of Hokuto Shinken? If you have the **Narrative Perk "You're the me from over there"** you can also import characters from past jumps either as they were in your jump as a drop-in or make them canonical with a local theme change and world relevant powers.
- **So...uh...do I have to go back to school now? [-400CP]** - Battle Shonens are so overdone, perhaps we should use this **Narrative Perk** to change the genre? Goku could be the protagonist of his own school harem, Gohan could start working in an office comedy drama and why don't we send Trunks off to his own Isekai? I mean his future self already had the sword for it.
- **Now, witness the wrath of a Tuffle reborn in a Saiyan body! [-600CP]** - Perhaps Captain Ginyu was right? Why stick to the one body when you can hop about as you please? With this perk you can swap to any other person gaining all of the knowledge, memories and skills that they have. Don't worry about your old body, they will go about thinking that they made all those choices. Just remember that you can only keep one body per Jump.

# Items

Ok let's get down to all the goodies you can take with these toys going into your chosen scenarios. Don't worry, as far as everyone is concerned you always had those on you, and best of all you can keep it post jump once all this is over.

For the discounts the **100 CP** Items are free for their timeline and all other Items are discounted to half price for their respective timeline.

## General Items

- **Timeline Media [Free]** - Why live it when you can watch it. With this you can have all dragon ball media relevant to your selected timeline. This stuff includes manga, anime, movies, toys and games in every format with all required equipment to use it. This stuff is fun and good for research.
- **Bag of Zeni [-50 CP]** - What's Zeni oh it's a form of currency that is used across large parts of this Earth. At some point the 10,000 Zeni bill even has the "hero of earth" Mr. Satan appearing on the front of it. Each purchase of this item comes with a nice self cleaning Bag containing 100,000 Zeni, perfect nestegg for starting a new life in our little timerift.
- **Capsules Corp Case [-50 CP]** - The Brief family, truly scientists after my own heart, and this is the product that made them the success they are today. These six small capsules can do it all: a house, an electric rice cooker, a motorcycle, a small submarine, a small jet plane and even a hover vehicle that is shaped like a specific pink pillar. Best of all, they come with a carry case with the Capsule Corporation logo, what more could you want?
- **Distorted Time Egg [-200 CP]** - How did you get that? I'm going to have to go back on what I said, you can't take this into the Time Rift. Trust me you don't want to see what happens if you activate it inside a rift. Why? Well you can activate this egg to make new Time Rifts for any setting you can formulate with either a random "What If" or your own idea. The important thing is that you can customize it using **Narrative Perks**. One interesting thing about this is that an hour outside of this egg is 10 years inside. Also if you don't absorb the energy from that Time Rift when you're done it will revert back to the egg and you can use it as many times as you want whenever you want.

- **Reality Egg [-600 CP]** - This may seem like a knock off copy of the time egg but instead of creating a temporary time clone of a reality you instead create a real reality customisable using any **Narrative Perks** in the same way as the time egg however it runs at 1:1 the local time rate once it is created you will not be able to edit it without direct intervention.

#### Dragon Ball

- **Power Pole [-100CP]** - This is a copy of that magical, length-changing staff that Goku used to use. Did you know it was supposed to be used to travel from Korin Tower to Kami's Lookout? How silly, I would have made a far better way of traveling if they had put me in charge.
- **Fox Mask [-200CP]** - What do you think of this simple fox mask? It has some cool features if you're wearing it. The mask perfectly hides not only your identity but also your internal ki and power level even when flying however it can't hide external ki things like ki blasts or use multi-form.
- **Personal Nimbus [-400CP]** - This is better than Goku's old ride, it's a magical cloud capable of flying at your maximum speed without getting tired. You can also change its color and the requirements to ride it whenever you want.
- **Ultra Divine Water Tea Pot & Cup Set [-600CP]** - Who wouldn't want a cup of poison? This Tea Pot contains a limitless supply of Ultra Divine Water, it's a magic water that will draw out all of the drinker's current potential. Don't worry buddy if you drink it using the cup from the set the poison can't kill you but it will still hurt like HFIL.

#### Dragon Ball Z

- **Little Qipao Outfit [-100CP]** - Well don't you look dashing, you've got a copy of Gohan's outfit from the day Raditz kidnapped him. Your outfit however changes size to perfectly fit you. Should you add any special items or accessories this outfit will display them as though it was always a part of the ensemble.
- **Ultimate Scouter [-200CP]** - This is something I had fun making. It's similar to what the Freeza's army uses, but far greater in scope. This scouter can take the form of any model as well as containing the functionality of all scouter models. Unlike Freeza's this scouter has no upper limit for the measurement of power levels and can retain the highest registered power level for an individual as well as their current level. This means that someone just lowering their power level won't hide them from this scouter.

- **Ultimate Saiyan Pod [-400CP]** - This is a good tool, for both travel and training. I built it to look like a normal one person Saiyan spaceship but this one comes with a top of the line cloaking device and shield system. While being used for transport the passenger is put into a sleep inducing healing pod that puts their body through high intensity sleep training that scales to what they can take.
- **Ultimate Z Sword [-600CP]** - What no this isn't the real Z sword, but it is a good copy. This one can change form to any weapon the user wants and if it actually gets broken the sword will reform and repair itself. While the person swinging it around, they gain the results of the Old Kai's ritual as well as also gaining the knowledge of how to perform the ritual on others. Good luck picking it up though.

#### Time Patrol

- **Groundbreaking Science [-100CP]** - Now this is a good read. This is a signed copy of the book written by Gohan in Age 804 on the understanding of ki usage. It was a hit with lots of people in the general public with many people learning how to fly from it. A cool thing about this one is it updates whenever you Jump with a new chapter, that appears as if it was written by Gohan documenting the ki principles of that jump world.
- **Scroll of Time? [-200CP]** - Well this isn't really a normal scroll of time, this one is a little more fun and allows you to view any alternate dragon ball timeline you are not in. You can choose to view it as either a manga, anime or movie just so long as you ask it the right way.
- **The Masked Saiyan's Mask [-400CP]** - This is a copy of the mask my mother made. This one emits demon ki, so that if you put the mask on you could use the Dark Energy to enable supervillain mode. Don't worry, unlike the original, this mask cannot be used to brainwash anyone. If you put in a little practice you could learn to incorporate the demon ki, allowing you to channel and possess demon ki without even going berserk. Maybe you could even do my version of the Super Saiyan transformation? It's legitimate, look it up. Hum I wonder if there's a Super Saiyan Demon Super Saiyan? Only one way to find out
- **Parallel Quest Generator [-600CP]** - I might have "borrowed" this from the time patrol. This little droid is like a holodeck that can generate simulations of either custom or random missions, and can simulate anyone from the dragon ball universe. It can create people and places from both canon and non-canon material. Don't worry about holodeck malfunctions, should you be sufficiently harmed the simulation will end. Should you complete the simulation however, you could earn clothing, money and even combat techniques.

## Dragon Ball Super

- **Super Dragon Radar [-100CP]** - I've got to hand it to Bulma. It's impressive a human could make the super dragon radar but this one is my own spin on it. This Super Dragon Radar unlike the regular Super Dragon Radar can pick up all dragon balls across all local timelines as well as all of the 12 universes. Would be 18 universes but Zeno blew up six of them. Plus I'll also throw in a complete set of blueprints for every version of the dragon radar.
- **Sorbet's Ring Laser [-200CP]** - It's a surprise that such a small ring can do such harm. The laser from this ring bypasses energy defenses, making it useful against those who use energy shields. Too bad it's harmless to those with a durable enough body.
- **Time Ring [-400CP]** - I swiped this from Zamasu when he wasn't looking. This ring lets you travel through time and I've fiddled with it so it will think you're a Supreme Kai. The ring can also protect you from being affected by any changes in the timeline or other time based effects. It's useful in this line of work and should be quite the surprise to Hit.
- **Cube [-600CP]** - This baby is a top of the line vehicle of the gods. This can be used to travel anywhere in the 12 universes' it may not be as fast as instant transmission but it can go a lot further. If you know where to look you could even go to the non existent space where the other six universes used to be.

## Dragon Ball GT

- **Demon's Whip [-100CP]** - This guy is smart as a whip, mostly because it is a whip shaped mutant machine. This whip can drain energy if he lassos around someone, absorbs their energy and either stores it or transfers it to whoever is holding the handle. Even though he isn't a real companion he could still be a real friend.
- **Shadow Dragon Ball [-200CP]** - It's beautiful isn't it? A single blue dragon ball with black star's, although it can't grant wishes it has other uses. Each one "consumed" grants power with the boost growing exponentially the more Shadow balls inside of you. If you've got two or more balls that have the same number of stars you can't "eat" the extra one. You can buy this multiple times and each time you get one Shadow Dragon ball.

- **Augmented Blutz Wave Generator [-400CP]** - Another one of Bulma's inventions, that family seems to invent everything. This tank fires Augmented Blutz Waves that can either be used as a weapon directly or, thanks to a little tweaking, you could transform anyone into either a Giant Animal or a Golden Giant Animal. Its default mode is the Great ape, but can be set to a variety of forms. This can be dependent on the target's personality, race or user preference. It even has a randomiser function, so go crazy and see what you get by the end.
- **Hell Fighter Construction Guide [-600CP]** - I "borrowed" the schematics from good old Gero a while ago, and I have written a complete guide on how to create and customize your very own Hell Fighter. The Hell fighter must be a mirror image of someone and it can fuse with their non hell fighter counterpart to make them exponentially stronger. The new fusion can even supasses the ones created by Potara earrings, assuming the earrings were used on an identical clone.
- **Shadow Dragon Ball Set [-1000CP, Requires 1 "Shadow Dragon Ball"]** - Yes i was being a bit cheap before. Here is a complete set of shadow dragon balls. What's that? you have eight balls? Well I suppose you could have the extra shadow dragon balls as a new loyal shadow dragon companion.



# Companions

Good friends go a long way, so if you don't want to go alone purchase from the lot below.

- **Icarus [Free]** - I thought Shenron was the only dragon on earth but this lilac guy has proved me wrong. He can't grant wishes but he can fly with his small wings. He's not a fighter but he's more fun than most dogs.
- **Dogidogi [-100 CP]** - You want my pet divine bird? No! Well I suppose you can have a time clone of him. What is he? Oh he is what hatches out of a Distorted Time Egg if it's fertilized my little guy can create his own Time Rifts and control time on a small scale. I suppose your copy could too. Sadly his Time Rifts don't ask "What If" but your perks work.
- **Shadow dragon [-200 CP]** - These guys are normally created by the overuse and built-up negative energies of the Dragon Balls but I've grown my own. They are immortal and very powerful, and you can pick from any of the seven of them choosing any of their possible forms as their true form. What's more, if they like you enough once every thousand years they can grant one wish as if they were good old Shenron.
- **Android ?? [-50 CP]** - You know these things were made by Dr Gero originally? My own brand of Androids are totally customisable, so you can choose for this one look how you want. This model is completely inorganic and comes with both the unlimited power supply and energy absorption. They are about as powerful as imperfect Cell, but if you manage to get any new tech this android can integrate it seamlessly. Oh and obviously it's programmed with you as its master and unlike the originals it won't rebel against you.



- **Cannon Companion Sticker [-200 CP]** - Is there a character you like in your Time Rift or another Jump? Perhaps someone who is normally in the background but now up in the front? Well if they agree to wear one of these unlimited Red X stickers you can convert them into a companion to take them out of the Time Rift and keep them for your future journeys.
- **Import Companion [-50 CP]** - If you already had some friends you could bring them along. They can each pick their own character and get 300 CP to spend on the Items. They can also gain the body as an alt form post jump once it's all over.

## Drawbacks

What's that you're out of points! Well I have a few Time Rifts that are a bit broken. if you use them instead i could give you some more points to spend.

Don't worry all the drawbacks go away when you leave the Time Rift and won't occur again. Well unless you buy them elsewhere.

- **Team Three Star [+100 CP]** - This rift is a little odd. Goku is dumber, Piccolo has people in his head and nappa is a ghost. Your "What If" now has the abridged treatment regardless of if you take this or not you can have it as a **Narrative Perk** if you want it.
- **I am hilarious, and you will quote everything I say [+100 CP]** - When did you start talking in sound bites? Everything you say sounds like it's an advert and it's difficult to have an actual conversation.
- **Is it just me, or is he singing to himself? [+100 CP]** - Welcome to dragon ball the musical well i say that but your the only one singing that is you can't stop. Have fun!
- **Tell me. What do you know about time travel? [+200 CP]** - Time is no longer on your side. Time dilation no longer benefits you can't use any time machines, time rings, or even the room of spirit and time and you can't use any time stopping techniques but anyone else can.
- **we could literally GROW Raditz! [+200 CP]** - you are at the bottom of the totem pole no matter what you do, no matter what you say, you are a joke.
- **I AM THE HYPE [+200 CP]** - Talk about arrogant, you've changed well in this Time Rift at least you have an inflated ego and self pride this might just get you killed so good luck.
- **Oh, I get it. Turn them back into humans and make them weaker [+300 CP]** - Do you remember all those Perks, Powers or other abilities that you got from Jumping about the infinite places you've jumped to before now? Well those are all gone at least inside the Time Rift don't worry you get it back when you're done.

- **Then where did i get this muffin [+300 CP]** - Yep sorry no muffin's also you can't use the wairhouse or any Items from outside the Jump.
- **Grrr I wish I were a carrot! [+400 CP]** - you know how i said you were a main character well sorry you're not you're the farmer with a power level of 5. Sorry.
- **Are you that Frieza Guy [+400 CP]** - Hi remember that whole camouflage where no one can tell the difference? Well it's not working and unless you're a really good actor everyone will be able to tell you're a fake.
- **Do you know what a minute is [+400 CP]** - You might not actually. Do you remember how I said you would gain all their memories, knowledge and skills well with this you wont. You will just be in their body with no idea how to use it. Don't blow yourself up.
- **Prince, has that ever worked? [+600 CP]** - you are so weak that you cannot beat anyone. Even a farmer with a power level of 5 can defeat you and there is no way you can surpass anyone.
- **Alright maggots, listen up [+600 CP]** - Hay you know that thing i said about the time patrol well it turns out i was wrong the old kai doesn't like me much and he has made that your problem so keep an eye out for the time patrol they are from outside the Time Rift your perks won't affect them.
- **Is that me stronger than me [+1000 CP]** - Ah we have or rather you have a problem it seems that a mirror clone of you exists in this world with the mind of whoevers body you've "borrowed". The clone has all of your powers, your strengths and weaknesses but it is fully dedicated to completely wiping you out. It even went as far as learning the Hakai so it can permanently erase you from time and space, good luck.



- **What is a god, To a non-believer! [+1000 CP]** - Hay remember how I mentioned “Borrowing” Zamasu’s ring? Well it just so happened that Perfectly Fused Zamasu asked me who took it and somehow he thinks you're responsible. I know that wasn't cool of me but he is going to come after you so get as ready as you can. He is not going down easy, especially as he’s from outside the Time Rift so your perks won't affect him.

## Final Choices

After ten years or however many you set in the Time Rift you can choose one of these options:

- **End your Jumpchain game and return home:** If you choose this option we can use the Time Rifts energy to end your Jumpchain game and you return home.
- **End your Jumpchain game and remain within the setting:** Ok cool we can do this i will expand the Time Rift’s energy making it fluctuate into a new multiverse layer the only problem is you’ll be stuck there.
- **Continue your Jumpchain game and move on to the next Jump:** With this I will absorb the energy from that Time Rift and you can move forwards onto the next Jump.
- **Let's do it again:** Now your talking, choose this option and we can recycle the Time Rifts energy to start a new Time Rift allowing you to use it as a Supplement for future Jumps or start a new Time Rift “What If” between Jumps, using any purchased **Narrative Perks** in order to start again but you don't get any initial CP but you can take drawbacks for more CP.

### Notes:

- The way that Time dilation works in regards to your time limit is that if you are time traveling your personally perceived time is used against the time limit but if you are slowing time down such as if you are using the room of spirit and time then the time outside of it is used against the time limit.

### Changelog:

v0.1 to v0.2:

- Added Companions and Drawbacks

v0.2 to v1.0:

- Text changes
- Added Dragon Ball Evolution - sorry
- Added “Ultimate Krillin” Picture.

v1.0 to v1.1:

- Text changes

- Added "Who is Fortuneteller Baba?", "While you've been taking it easy, I've been developing a new attack.", "I want to be drop-dead gorgeous!", "An angel? So Whis is an angel?" and "A thing of extraordinary magic and power" Perks Thanks to EdroGrimshell for the suggestions.
- Added "Baby Vegito Black Roasie 2 Preporation" Picture.

#### v1.1 to v1.2:

- Large Text changes thanks to rebelpyroflame
- Added "You're the me from over there"
- Changed perk description on "My name is Goku and I'm a Saiyan, from Earth.", "Who is Fortuneteller Baba?" and "A thing of extraordinary magic and power"
- Change companion description for "Dogidogi".

#### v1.2 to v1.3:

- Changed item description "**Distorted Time Egg**".

#### v1.3 to v1.4:

- Text change
- Added "**New Body Who This?**", "**It's Been A Year If It's Been A Day**", "**But it's not in-Saiyan**", "**Distorted Time Egg**"