

Dragon Ball Multiverse

By Valeria

Introduction

The world of Dragon Ball, a place of mystical energies, epic battles, aliens, demons, gods and more. In Age 784, 10 years after Majin Buu was defeated was defeated by the Z fighters, a mysterious ship appeared on Earth. This ship was from another universe, piloted by the Vargas. These small, bird-like aliens had discovered how to create portals to alternate universes. Whilst deciding that this technology should be sealed away because of how dangerous some universes were, they believed that, for one time and one time only, a tournament should be held.

This tournament would be held between 20 universes, inviting all the strongest beings in those universes to fight against each other for one time only. Any who wish to spectate are also invited along too. The fights are not all out free-for-alls but an organised, set rule tournament.

Whichever universe you begin in, you will start one year before the tournament begins and you are sure to receive a personal invitation to take part. For this jump, the only way out is to be the victor of the tournament. You cannot refuse to take part and a loss or forfeit will count as a loss for the chain as a whole.

You have been given 1000CP to help you win the tournament and survive your ten years in the world of Dragon Ball Multiverse.

Locations

Pick for free which of the following you desire to begin in. You may start in any location within the universe you choose.

Universe 1

In this universe, the Supreme Kai decided to take a more proactive approach to governing the universe. 5 million years prior to the story, they slay Bibidi before he can make Majin Buu. Over the coming eons, they destroy threats such as the Frost Demons or the Legendary Super Saiyans before they can threaten the universe. They helped organise the tournament, mostly observing and only having one challenger.

Universe 2

A universe empty of logic or much relation to Dragon Ball as it is widely known. It is filled with the other creations of one Akira Toriyama, including the man himself. Arale and the rest of Dr Slump, Sun Wukong, Nekomajin and other comical gag works are what can be found here.

Universe 3

In this universe, Bardock trusted the visions he gained from an alien transferring his powers to the Saiyan and concocted a plan to kill Frieza with a mass sneak attack. After succeeding, the Saiyans went on to terrify the universe, no longer bound by their Frost Demon overlord. However, Dr Lychee, a tuffle scientist who had long since desired revenge for his slaughtered race, exterminated the Saiyans to complete his revenge. Many, many years later Lychee would meet the hero Tapion and assist him in resealing the monster Hirudegarn.

Universe 4

Majin Buu was never forced to return to his Pure Majin form as Kid Buu. He ended up absorbing both Goku and Vegeta at the end of their battle. However, this left him with a fondness for earth and ambivalence towards being truly evil. Thus, he left Earth and simply sought out those interesting or strong enough for a battle, absorbing them after he defeated them and doing well and evil in equal measures.

Universe 5

An unknown factor. All that is known of this universe for now is that a wizard named XXI is the single participating challenger from it.

Universe 6

In this verse, Bojack and his pirate gang succeeded in killing the Z fighters and went on to pillage the universe unimpeded. A group of strange women challengers also originate from here, holding little raw power but impressive abilities in spite of that.

Universe 7

Instead of being helpless against the Frost Demon Frieza when he came searching for the dragon balls, the Namekians of this universe all fused together into one singular being made of an entire planet's population, named Gast Carcohl. Gast slew Frieza and went on to destroy both Cooler and Cold, freeing the universe of their threat. Gast is the single, immensely powerful challenger from this universe.

Universe 8

When Vegeta was initially defeated on Earth, Krillin carried out his execution of the crazed Saiyan instead of being stopped by Goku. Due to this change, Frieza would later destroy the heroes who went to Namek, leaving the planet without his wishes but alive. The Frieza family would continue to rein supreme in this universe.

Universe 9

A universe that seems to be focused on the humans of Earth. What original change their world underwent is unknown but the power of the humans involved is in no doubt, as they are able to solidly compete even with the aliens and demons that take part from other universes.

Universe 10

In this universe, Frieza and his family were killed early on by the Kais, preventing them from ever coming into contact with the Nameks or Saiyans. Both these races remain largely primitive, never having discovered space travel on their own and are thus quite weak, though they still possess the ability to use Ki.

Universe 11

This universe tells the story of a place where the Z fighters were unable to stop Majin Buu when he was first released. While the exact point of divergence remains as yet unknown, Babidi, Dabura and Majin Buu in his originally released form are the combatants that take part here.

Universe 12

Here, Trunks never came back to the past using the time machine. Instead, the boy managed to defeat the Androids that terrorised the future on his own and later defeat Cell as well. He would go on to awaken Android 16 and work with him to heal the world and the few humans left alive on it.

Universe 13

Kakarot never hit his head when he landed on earth. He exterminated the planet and rejoined his brother Raditz when he came to collect him. He would go on to assist Vegeta and Nappa in killing Frieza, unlocking the Super Saiyan state for himself and Vegeta in the process.

Universe 14

The two Androids, 17 and 18, killed Trunks in the future in this universe. As he never travelled back in time, the world ended up devoid of all human life after the Androids completed their mission. They now wander around aimlessly, bored out of their cyber minds.

Universe 15

A mostly unknown universe where all the strong fighters disappeared for some reason. A single pregnant woman attempted to enter the tournament, by entering her unborn child I'K'L as a challenger but he will not be born in time to matter.

Universe 16

Here, the being named Vegito, a Potara Earring fusion of Goku and Vegeta, never split after killing Majin Buu. Unable to separate, the new fusion continued to live his life with his two families. He had a daughter named Bra, who became a monstrously powerful warrior under his tutelage, as well as his other trained granddaughter Pan.

Universe 17

Perfect Cell killed Gohan at the end of the Cell Games in this world and went on to run rampant across the Earth and the rest of the universe, along with his many children, the Cell Jnr.

Universe 18

The canonical, for Dragon Ball Multiverse, universe of Dragon Ball and Dragon Ball Z. This universe may not be chosen, as it is the domain of the Dragon Ball end jump that exists separately from this jump.

Universe 19

In this world, an otherwise unknown planet named Helior managed to fight off an invasion from one of Frieza's army, becoming a mighty group on their own with their powerful armours and technologies. However, an accident with a powerful military weapon now threatens their entire universe and they seek to do anything to save it.

Universe 20

In this universe, Broly was not slain upon his second meeting with the Z fighters. Instead, he survived the battle and continued to grow in both power and savagery, eventually destroying everything around him and becoming frozen in a block of ice.

Origins

Newcomer

You're a new addition to the universe. Whether you are being dropped into this multiverse from an entirely separate place, with no connections here, or simply originating from one of the many original worlds of this setting, you are not someone who any other fighter here has encountered before.

Gag Character

A serious fight? Pshaw. That's no fun. Everyone else might be screaming their lungs out to power up but you're quite happy to just have a nice drink before bonking them on the back of the head when they least expect it. You don't fit in to this universe's tone at all, making you the perfect living gag. You could be just out to give people a laugh and a smile or you might be seriously trying to win, but you're sure to be one of the weirdest fighters here.

Hero

In your universe, you were one of the good guys. You fought for justice, your friends, your family and all the people crying out in the dark for a saviour. Even when it seemed hopeless and the villains seemed like they won, you never gave up. You might be an independent hero of your setting or a part of the canonical team of good guys. You might even be on the run in a world where the villains destroyed all other resistance. Perhaps you could make a better future in the time you have there?

Bad Guy

You were one of the villains where you come from. Power, riches, immortality. You desired these and much more and made sure to fight for what you wanted. You fought against the heroes, winning or losing or even reaching an uneasy truce with them. Perhaps you aren't even a big bad in your own right but simply in service to a greater evil. However you chose, you've got power and the will to use it for whatever you wish.

Your age is 18+1d8 years, though you may pay 50cp to choose any age you wish. Your gender is the same as it was before, though you may change it to whatever you wish for 50cp.

Race

You may pick one of the below options, though if a price is indicated you must pay for it. Any transformations these races may have must be unlocked over time by you, through the methods they usually are such as training.

Human- Free

The basic Earthling. You possess no special advantages and indeed, you are one of the weaker sapient species in the universe. At least, if you rely solely on your natural abilities. The power of Ki could see you battle even the demons and gods that claim to rule the universes, if you can become strong enough.

Saiyan- 500

A proud warrior race. Innately powerful warriors, even from birth they can often kill normal humans with ease. They age very slowly from adulthood and possess prehensile monkey tails that allow them to turn into gigantic Great Apes when they witness the full moon, multiplying their power tenfold. When they grievously injured and manage to survive and recover, they gain a great increase in power. Finally, while supposedly only a legend, a Saiyan has the potential to unlock a series of mighty transformations beginning with the Super Saiyan form.

Namekian- 300

A race of dark green humanoids that have slug and plant like traits. They have short antennas and extremely sharp hearing. They require only water to survive, can live for multiple centuries and are able to reproduce asexually by spitting out eggs. They have the innate ability to sense power levels and the morality of a person, as well as the ability to stretch their limbs or regenerate their bodies, though it takes energy to do so. Nameks are also capable of fusing with other willing Namekians or dividing themselves into multiple lesser Namekians. Finally, Nameks may learn to unlock a Great Namek form that massively increases their size and power.

Android- 300/700 (Cell option here too)

You are one of the series of Androids created by Dr Gero. You possess an energy source within you, one that generates a vast amount of power continuously and without end or outside fuel needed, meaning you require no air or sustenance and never tire, while also remaining undetectable to those who sense Ki as yours is created through technology. You still possess some biological functions, meaning that you still age, albeit extremely slowly, and can reproduce with other humans.

By paying 700cp instead of 300cp, you may choose to become a bio android in the same vein as Cell. You possess the traits and abilities of a Saiyan, Namekian, Frost Demon and an Android, while also being able to consume other androids of similar make to greatly increase your own power.

Frost Demon- 300

A lineage of truly terrible aliens. You are, either directly or more distantly, a family member to King Cold and his lineage. These aliens possess white exoskeleton like features with red eyes, along with a tail, though members commonly have horns as well. They are masters of transformations and it is common for this race to seal their true power behind several forms to help control it and, quite often, as a sign of arrogance. They are also able to unlock at least two further transformations from their true forms, increasing their power rather than sealing it. They are capable of surviving in space

without air and can survive horrific injuries, including being bisected or being reduced to little more than a head and neck for a time.

Majin- 700

As Majin Buu's own children, whether directly or more distantly descended, you are a second pink menace like Majin Buu himself. You are unaging and require no form of sustenance, possess incredible shape shifting and bodily control abilities, can regenerate from almost any physical damage as long as even a tiny part of your body still exists, can perform a wide range of Majin magic and you have the special ability of being able to absorb others to take their power and abilities. You perform this act by covering your target with your pink goo body, subsuming them into you. You gain their power, their abilities and often a cosmetic change, but you also take on personality traits and aspects of their character. Be careful who you eat this way, as they could radically change who you are as a person.

Kai- 500

You are one of the Kais, an extra or potential replacement for one of the Supreme Kai of your universe in fact. Perhaps you might even be a Supreme Kai, albeit a very young and in training one. You possess Godly Ki, allowing you to effortlessly hide your power level and presence from the Ki detection of any mortals, incredible telepathic and telekinetic prowess that will only grow with time, the innate ability to transport themselves over great ranges, the ability to create matter from nothing and great powers of healing and restoration. As a Supreme Kai, your lifespan is also measured in the millions of years at least, if not being outright eternal.

Perks

The Basics-0

Ki is the life energy inherent to all things in this setting and many races within it have learnt how to utilise that energy for their own purposes. From simple physical enhancement of strength, speed or durability and firing powerful blasts or creating strong shields, to more esoteric uses that seem almost like magic, such as creating solid projections of energy, flight or teleportation. Ki can take a wide range of uses and varies greatly in power between users. Some could use a blast to destroy a whole city whilst others could obliterate entire planets or worse. It can be trained to grow in amount and the skill in which you use it, though this training can often be quite arduous. You have the basic ability to manipulate your own Ki energy, whether learnt or innate to your race, and begin with an amount and mastery roughly equal to Goku at the beginning of Dragon Ball Z. Whilst an unstoppable force compared to any modern, mundane military force, you would be lucky to make it past the first round in the upcoming tournament with just this.

Newcomer

Time for a Tournament- 100

Making all these tournaments, especially ones that cover whole worlds or universes in potential applicants, is a lot harder than it might seem. Sure, most people just see the results of your efforts and expect tournaments like these are just written in by some godlike entity or something. That's silly. You've got the kickass organisational and advertising skills to not just set up a fighting tournament but also to attract fighters from across any range that you could feasibly advertise over.

Sneaky Sensor- 200

Cheaters are right dirty bastards, especially when you go to so much effort to make some fun rules for a competition. You always know when someone you're looking at plans to cheat or twist the rules from their obvious meaning. You'll even have a general sense of where, when and how they plan to be a little sneak about things, though the specifics are left to you to puzzle out. Never need to worry about being caught off guard now, as long as you saw the person in the first place. If they come out of nowhere, you're not getting any help dodging that knife.

Vargas Verses- 400

The Vargas race have discovered some truly incredible forms of technology, forms that they decided to share with you...or that you just stole from them. You know the secrets to their technology. Foremost is obviously the universe travelling technology that they possess, allowing you to create machines capable of crossing into alternate worlds. You also have knowledge over the creation of environmental altering tech, such as technology that can alter gravity up to a thousand times over in a limited area, or immensely powerful shield technology that can even withstand high level combatants in the tournament, though it is not without limits. Significant medical and combat technology knowledge also comes with this but it is not as high a level as the previous examples.

Magic- 600

You're one of the rare few beings capable of utilising actual magic. Whilst no arch mage just yet, you do have skill in a wide range of differing arts. Your basic arts include flight, telekinesis, telepathy and the ability to create simple objects out of nothing. With time, you'll become able of moving others to different dimensions, even ones with different flows of time, empowering others greatly or corrupting them to control them if they have even a little evil in them or even creating powerful monsters.

Gag Character

Mangaka- 100

An artist to the core, that's what you are. Painting, writing, drawing comics or manga or any other form of art you choose, you're able to craft legends with it. You'd be able to make, with effort and time, some of the best works of art in the modern world in your chosen field, stuff that would be remembered for decades, possibly centuries and would leave a lasting mark on the genre you decided to work within.

Miss Sue- 200

You're pretty and special and unique and oh my. Obviously there's no one else like you in the world, how could anyone be as perfect as you? At least that's what others seem to think. You're certainly gorgeous in a physical sense but the real benefit here is that people seem to like you and accept you into groups even when they really have no reason to or even have some reason not to. Try not to stretch this too far though, reality checks can be pretty nasty.

I'm The Author- 400

A writer has full control of their characters. Why wouldn't they? It's not as if those characters are truly alive beyond the writer's imagination. You've become able to apply this ideal to reality. Any creation of yours, a being that has come into life or being solely due to your efforts, is completely under your control. You, by writing or drawing the desired result, can control their actions or minds to any result you care for that they could possibly do. However, if you are not the sole creator, you are only able to force a strong compulsion on them, one that can be resisted by those with enough will or reason.

Gag World- 600

You're not just a Gag Character anymore, now you bring the tropes and mechanics of a Gag Manga with you wherever you go. Hammer space, harmlessly smacking people far into the sky, making comedic or outright silly attacks into viable weapons and so on. You're the very embodiment of your genre, an equal to the robotic Arale herself. The less serious your foe, the more this power will expand but even when fighting a serious menace, you'll be able to stop a planet in two without harming anyone on it and then smash the halves together again, good as new at your maximum effect.

Hero

Of Course I'm the Hero- 100

You beat the villain, stopped the bomb, and saved the day. You're the hero here and everyone knows it. So who cares if you almost destroyed the planet by being reckless or accidentally wrecked a city or two. Long as no one died and it wasn't genuinely on purpose, at least that others can tell, no one will give you any shit for it. If they do, just tell them to do it themselves next time, the ungrateful bastards.

Visions- 200

Through a similar process to Bardock, father of Goku, you gained the ability to see the future. When you take actions or find yourself in a situation that might eventually cause a truly terrible thing to happen, such as your death or the destruction of all you care about, you will gain flashes of future sight. These will not explain everything to you nor guide your actions perfectly, simply make you aware of the danger and who it comes from.

Kaio-ken- 400

A Power Up technique previously known only by Goku and King Kai, you have unlocked the usage of it through harsh training. When active, your aura turns a dark red and it enables you to briefly multiply your power level, strength, speed and senses by enormous amounts, with greater boosts being possible at greater costs. This technique brings a heavy cost to the user's body however, the multiplied Ki within your body causes you an incredible strain, even outright damaging your body. Reckless use or pushing the technique too far could even result in crippling of the user or outright death.

Unleashed Potential- 600

You have undergone a ritual performed by the Old Kai to release the immense potential that laid within you. This ritual has massively increased your innate Ki power and skill, so much that you could fight against even some of the greatest monsters to be found in the Dragon Ball world. You are also able to now perform the same ritual that was used on you on others, though it will only unlock their potential, which is in no way guaranteed to be near yours with this perk.

Bad Guy

Crowd Pleaser- 100

Being the bad guy in no way means you have to be dour, miserable and ugly. If anything, it's just the reason you need to really ham it up. You're excellent at being an entertaining villain to viewers, knowing all the right tropes and how to follow or subvert them, how to properly and skilfully act when needed and how to show off your best side at all times when on camera. The world is yours to rule but nothing says you can't make it a blast to watch you take over.

Demon King Jumper- 200

If you're a being of pure evil, it should generally stand to reason that you can't become good. There's no good when you're only evil right? Sadly, it seems that more than a few things in this world can and do change that in a bad guy like yourself. Unlike those similar to you, you never need fear this. As long as you don't want to, nothing on heaven or earth can change you from being bad or good to the other. You'll never be corrupted by evil energies that increase your power, never be turned into a good person by eating a saint, and never be forced to care for someone you don't or not care for those you love. As long as it relates to changing your morality or alignment in some manner, you're immune. It won't protect from any other kind of control or change.

This Isn't Even My Final Form! -400

Everyone has a transformation here. Well, not everyone, but enough that you'll definitely be feeling out of place in the coming tournament without one. Now sure, you could just go for one of the ones anyone else has by being some special species or you could get one totally unique to you. By buying this, you gain a special Jumper transformation mode. With an appearance customizable by you, it will provide an immense boost to your physical and supernatural abilities though the form itself will cost a great amount of energy to maintain.

Ghost Warriors- 600

A powerful device has been fused with your body, a piece of technology similar to the Supercomputer possessed by Dr Lychee has been fused to become part of you. The device has only one purpose and one ability to grant you, summoning the ghosts of your fallen foes to fight for you. Any being that you kill will have a copy of their essence stored within you, to be summoned at any time to fight for you. Every bit as powerful as they were in life and totally loyal to you, though they still possess the personality of themselves as they were when alive. Even if 'killed' they will regenerate over time within you to be summoned again later. However, if killed in a manner similar to that which killed them originally, they will leave you permanently.

Items

100cp items are free for their origin, all other items being discounted for their own origin.

Newcomer

Multiversal Manga- 100

Each week, delivered personally to you by a purple dragon, will come a volume of manga. Each volume details one what if scenario relating to your own past adventures, such as how things might have differed had you chosen to left instead of right and so on. If you wish, you may send a request back with this purple dragon to see a specific what if scenario or to see a continuation of a previous scenario you want to see more of. You could even ask for what if scenarios relating to your friends or foes, though they might end up being a little depressing to read sometimes.

Namekian Ship- 200

An old, though refurbished, Namekian ship from their days as a spacefaring race. This craft has enough space for a dozen passengers to fit comfortably and a range of basic amenities needed for survival. It is capable of travelling between 200 and 300 times the speed of light and possess some limited weapons capabilities, enough to fend off small to mid-sized predators but nothing on a military grade level. The ship will refuel on its own over time and can be operated entirely via voice commands, always able to understand your voice regardless of what language you speak, though it will not acknowledge commands from anyone other than you unless you allow it.

Multiverse Arena- 400

Connected to a small device in your possession that can open portals to it, is an immense battle arena. Capable of seating hundreds of thousands of people, this arena floats in the voids of space in a pocket dimension devoid of life. In many ways the perfect fighting arena, you are able to control the terrain of the fighting arena to any naturally possible factor. The arena also possesses nigh unbreakable shields that protect the audience, even against attacks capable of destroying worlds or worse, and healing bays that can heal anyone from anything short of death. The device that accesses and controls this dimension may only be used by you and if destroyed or lost, will reappear in your pocket instantly.

Ultra Armour- 600

The most powerful armour in the multiverse of which you have gained a single suit. Able to defend against even the blows of a Super Saiyan with ease, with weapons like energy blades that can effortlessly cut through shields capable of blocking planet busting attacks, fire slow moving energy projectiles that do the same and even allow flight, emit blasts capable of completely disintegrating a target, high speed movement or the manipulation of gravity on other objects or beings. The most dangerous aspect of this technology however, is the store of Carbonite that it possesses. Using this weapon involves firing a tiny black mass from the gloves of the armour, which will begin to consume any matter it comes in physical contact with, no matter how durable. Once it starts, there is nothing short of total destruction that can stop Carbonite from spreading and consuming everything within reach.

Gag Character

Drawing Pad- 100

An advanced, portable drawing and writing pad. Filled with all manner of electronic aids, the real benefit of this device is that it greatly increases your artistic skills when you use it, even a complete amateur would be able to create high class works when using this. The effects if master used it would be truly breathtaking. A side bonus of using this is that you will never forget any aspect of your creative endeavours, no matter how minor.

Recharge Bottle- 200

A baby bottle filled with a special formula that only works when drunk from this bottle. Drinking this formula fully restores your reserves of energy, no matter how large, in a single go. Drinking less than the full amount will restore proportionally less energy. It'll take a full hour for the bottle to replenish itself from empty but it starts to restore itself even if you only drink a little. Useful but maybe a little embarrassing for some to be seen using.

Ruyi Jingu Bang- 400

The staff of Sun Wukong, the Monkey King. Capable of altering in length, width and weight to the true wielder's desires. It could stretch from the earth to the moon or be small enough to fit behind your ear. This staff is nearly unbreakable, only the most powerful of beings will be able to shatter it. It considers you its true masters and will come flying towards you when you call it.

Arale V2- 600

Your very own Arale-style robot. They are every bit the equal of the origin, in both power and silliness. You may decide their name, appearance and your relationship to this new android, whether they see you as a parent or sibling for instance. She's a nice young robot, if a bit naïve and unaware of how powerful she really is, so be nice to her even when she makes a mess. She'll always protect you as best as she can though, even if you don't treat her well.

Hero

Senzu Bean bag- 100

A small bag, able to fit within your palm, tied with string. Within this bag are 4 senzu beans, mystical beans with incredible healing traits. Eating a single bean can restore a person to full health, replenishing all their energy and filling them with enough energy to go ten days straight without food. These beans cannot heal old wounds or sicknesses but almost any form of physical wound, so long as the recipient is still alive, can be near instantaneously repaired. Once all 4 beans are used, this bag will refill with more a month later.

Katchin Equipment- 200

You've come into possession of a piece of equipment forged of Katchin, the hardest, heaviest material in the universe. While not unbreakable, it is still capable of withstanding planet destroying blasts with ease. You can choose to create this piece of gear, a combat weapon or piece of armour, even a turtle shell perhaps, or to import a previous piece of gear like the above.

Music Ring-400

This small white device, a ring made to fit around your wrist, is in reality a powerful sealing artefact. It is capable of holding great demons such as Hirudegarn without straining the user at all and likely has a great amount of space left over even when holding something on the level of that nigh immortal beast. This ring is able to release and reseal those sealed within as the user pleases and with time the user may even learn how to command those inside. The device comes with an ocarina, which must be played to certain tunes to seal different beings inside, though you will find these musical notes come to you instinctually.

Potara Earrings- 600

A pair of earrings given to all Supreme Kais. When worn by a single person, they operate as mere earrings but when worn by two different beings, it fuses them into one singular person, combining and enhancing their power and abilities to incredible heights, while also combining their mentality and personalities. Normally, this fusion is permanent for the Supreme Kais and only lasts one hour for fused beings that are not Kais. However, these earrings are special. You will be able to stay fused with your partner for as long as desired or even set a time limit to automatically defuse, regardless of your species or power. You may, after fusing, take off the earrings and give them to someone else but this will render your fusion permanent and you cannot use any set of potara earrings again after this/

Bad Guy

Transforming Clothes- 100

When you make a habit of transforming into a wide variety of monsters, it can really drive up your clothing budget. It's even worse if you've made a habit of wearing expensive armour. No longer will you need to custom order expensive suits however, as with this purchase, you may buy or import an outfit that will change to match you no matter what size or form you take.

Scouter- 200

One of the most basic and integral parts of any Frieza Soldiers' gear, the Scouter. These monocle like devices allow the user to accurately quantify the power levels of those they see, as well as communicate with other scouters or ships over interstellar distances. Your model comes in any colour you wish and won't ever explode due to someone raising their power level too quickly to too great levels. You'll also get an extra 8 copies of your scouter to hand out to whoever you wish.

Android Plans- 400

Dr Gero was a genius of a level rarely seen even across the multiverse. For a mere human to create machines stronger than the proclaimed overlord of the universe is a miracle. In some manner, you came into possession of all of Gero's research on the subject. From the creation of the various androids, including the bio android cell, to methods of modifying, altering, enhancing or even destroying them. With this, you'd even be able to figure out a method of simply turning off any Gero Model Androids remotely. Finding the materials and actually making them may require resources and skill beyond you as you are now but you have all the knowledge at your fingertips.

Frosty Fleet- 600

A fleet of alien spacecraft, the same models that Frieza himself made use of. You gain one dozen ships in total, each capable of holding up to a thousand warriors in addition to the crew. Each ship has a medical bay with Healing Pods, that can rapidly heal even fatal wounds and the ships are outfitted with powerful weapons of their own, though no match for any but the weaker Ki Users. The ships can travel at around a thousand times the speed of light and are outfitted with several dozen attack pods, each able to carry one person and travel to destinations automatically or manually piloted, making it across the galaxy in just a few years while only needing to briefly stop within a habitable planet every 6 months.

Companions

Import/Create-a-Companion- 50

For 50CP, you may import or create a single companion. They gain a free origin, all freebies and discounts associated with it and 600cp to spend on whatever they wish. If you are creating a new companion, their history, personality and appearance is entirely up to you to create, so long as nothing grants them an advantage that is not reflected in their purchases with CP. You may purchase this option multiple times to import or create more companions.

Canon Companion- 200

Dragon Ball is filled with colourful, exciting characters of all sorts and it'd be a shame if you made a friend or met a special someone you couldn't take along with you. This option gives you the opportunity to convince someone from this setting to come along with you as a companion to future jumps. It provides not guarantee that they will agree, so convincing them to come is entirely on you. If you do manage it, they'll join you as a companion at the end of the jump.

Drawbacks

You may take up to 800cp in Drawbacks. Anymore will not reward you with any CP.

Gauntlet Style- 0

Normally, the tournament is much more dangerous for you then for the other contestants. As described in the Notes section, you need to win the tournament to get out of the jump and dying here, even if you might be revived by the dragon balls later on, counts as a chain end.

Taking this option prevents all that. You do not need to win the tournament and dying within the tournament will simply see you revived with the dragon balls, so that you can watch the rest of the tournament for the entertainment value. However, the jump will not give you any CP nor will you be able to take any drawbacks other than this one and any freebies will be locked off to you. Indeed, you will start off directly within the arena and will only stay for the duration of the tournament. Your only purpose here is to take part in a fun battle against some great characters, so you will be unable to gain anything from this venture, including the likes of DNA samples or copied powers, as there is no risk to endanger you.

Super Multiverse- 0

The Dragon Ball Multiverse fan comic was started long before Battle of Gods or Dragon Ball Super were even hinted at, meaning that the series and this jump operates on Multiverses' own unique take on canon, which ignores Super and makes minor changes to many of the Dragon Ball Z Movies. This option allows you to add Super, GT and any of the movies you wish back into Multiverse, whether as their own universes or by updating all the current universes to fit that canon in. Be careful, as this option will massively increase the power level of your foes in the tournament.

Just Here for the Story- 0

This drawback allows you to start at an earlier time than one year before the tournament begins. You may set your starting date to anything between the canon jump start and the earliest point of divergence for your chosen universe compared to the original canon of Dragon Ball. Be careful as some universes diverge centuries or even eons before canon and this option does not provide you with any method to survive that long. You'll need to either have some method of surviving the ravages of time already or find one in jump, as otherwise you'll die long before the tournament starts up.

No Cheating- 100

The rules of the tournament are no longer enforced merely by the Vargas, as best as they can, but instead the benefactor itself is ensuring you cannot cheat. As explained in the Notes section below, the rules of the tournament are no longer something you can sneak around. You are compelled to obey the rules, cheating is simply impossible for your mind to consider. This provides no protection against your opponent cheating if they are the sort. If you are somehow forced into breaking the rules, to benefit you or another, and discovered by the Vargas, you will be immediately counted as failing the tournament and thus the jump.

Gravity Malfunction- 100

Due to a malfunction, you have been placed under a constant increased gravity effect. For the entirety of your time in this jump, your body will feel as if it has been put under an increased gravity effect that will always be just enough to make you uncomfortable and slower than you would

normally be. It provides no training benefits or potential upside, it simply acts to make you miserable. Some tech malfunction huh?

Vargas- 100 (May not take any Race option or pick any of the offered universes)

Somehow, you've been entered as the main and only challenger from the universe of the Vargas, the bird alien organisers of the tournament. You are one of these diminutive bird people, possessing little physical might and being without any support or ally combatants. Don't expect any favouring from the organisers either, they'll be focused on you even more than normal to make sure you don't besmirch their honourable race with any cheating.

Bribed the Ref- 200

Your opponents all seem to have become a whole lot sneakier while you weren't looking. Get prepared to deal with a whole bunch of cheaters in this tournament as every single foe you face will be abusing the rules at the very least and more often outright breaking them to give themselves an advantage. What's worse is that the organisers seem to let this by, with all but the most blatant of cheating being ignored or given an ineffectual warning at best.

Grudge Time- 200

You did something, something really nasty, and it's pissed off everyone. They'll keep it to themselves until the tournament starts up but once it does, don't expect anyone to hold back. They'll be going full power the instant that bell rings and that cold, controlled rage they have means they'll be fighting you in their best condition, no matter what fights they've had up until now. You'll be without any sort of friendly talk the whole time too.

Still a Child- 200

You've got all the control of an unruly child, in terms of your powers and your personality. You've gained a hair trigger temper and the inability to properly control your own powers at any but the basic level. The finely controlled powers will be beyond you entirely and anything with too much raw strength in it risks the power going wild, which might get you disqualified if you hurt the audience. You'll need to constantly watch your anger and your powers to make it through.

Fanversus- 300

Multiple new universes are taking part in the coming tournament and it's in no way a good thing. Somehow, the worst of the worst fan made universes have been considered for entrance into the competition. You'll be dealing with the worst excesses and tropes of the DBZ fandom, including countless Mary sues. They won't be backed by their idiot authors to guarantee their winning but they'll remain powerful, annoying foes for you to deal with.

Bad Luck Bouts- 300

Better be sure you're strong enough before taking this one. You'll be guaranteed to fight the absolute strongest fighters that take part in this tournament throughout your stay, whether in or out of the arena. Vegito, Broly, Gast, Lychee and any of the optionally added great foes are included in this. If you have to, you'll even get into a fight outside of the ring, one which won't be interrupted unless you can beat them back and win on your own.

300- Jump VS (This may not be taken unless you have at least 5 jumps prior to this one)

Every one of your previous jumps has been invited to take part as a separate universe in the tournament. All your strongest allies, foes and strangers from these worlds will take part as

challengers, even those you never fought. They'll be raring to go for another chance to fight you and the others here, so don't expect any help from your old allies.

Ending

You were crowned victor of the First and Last Multiverse Tournament and ten years have passed. It's time to make your choice.

Do you want to *Go Home* to your original world, spending the rest of your days in your place of origin?

Do you want to *Stay* in this world, spending your life in one of the many universes of the Dragon Ball Multiverse?

Do you want to *Leave* to new worlds and new jumps, continuing your adventure?

Notes

There's a whole bunch of rules in the tournament, explained in detail immediately below, as copied from the Multiverse web comic itself.

Rules

Starting a Fight

- When your name and your universe is called, step into the ring.
- The fight begins when both challengers have touched the ring.
- If a challenger takes too much time to enter the ring, it's a forfeit.

While Fighting

- If you specifically attack people that are not your target (The audience, other fighters that are not in the ring) you may be disqualified and sent home.
- You can't receive any form of exterior help, whether it be magical, materials, energy, support or advice. Once the fight starts, keep away from your universe's box or it'll look suspicious.
- Any kind of technique is allowed. You may come with equipment but only what you bring in at first is allowed and you have to come in alone.

You lose if

- You're unconscious or dead for 30 seconds.
- You disappear from the referee's sight for 30 seconds.
- You tell with a clear sign that you forfeit.
- You receive exterior help or are otherwise disqualified for cheating by the referees.

When Not in a Fight

- It's forbidden to fight, even far from the arena. The Vargas can only detect so far however.
- Any major problem will result in the expulsion of the entire group from any one universe.
- Any need (Food, drink, conveniences, meditation space) will be given as asked as long as the organisers are able to do it.
- Hurt people will receive healing from the organisers within the limits of their abilities.

Dragon Ball Multiverse was created prior to Dragon ball Super or either of the recent movies. Thus characters, terms and setting details introduced in those are not treated as canon unless you take certain options that make them so, such as the Ocp drawbacks.

This Isn't Even My Final Form!- Does not boost perk perks. Fiat, effects like plot armour or luck or other such things aren't affected. It'll boost your body, Ki, chakra, any other weird supernatural energy that seems fitting, but just that. Think of it as like a personal Super Saiyan form that works for stuff from this jump and from other jump, just not on stuff that a Super Saiyan form wouldn't normally boost.

