



The Frieza Force

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Congratulations Jumper, you are getting drafted! Welcome to Lord Frieza's grand galactic empire, the mightiest and most expansive force in all universe 7. For the following 10 years, you will find yourself in the ranks of this mighty force.

Dropping the pretenses here, unless your idea of a good time involves dealing with literal tyrannical bosses, bloodlusted coworkers, and genociding entire civilizations so you can sell the planets to the highest bidder, then maybe this won't be the most pleasant jump in your chain. Here's your **+1000 CP**, because you won't last long without power.

Timeline/Universe

There are plenty of versions of this empire throughout the ages, let alone all the variations you can find across the multiverse. So I'll offer you some variety in terms of options for whatever particular one you will want to join. Should there be an appropriate DB jump that corresponds to the Timeline/Universe you've chosen, you are free to use this jump as a supplement.

Z era

The good ol' days, before those saiyans started changing their hair and multiplying their power to ridiculous levels, and where Lord Frieza was the undisputed strongest in the universe... If we ignore the deities and the figures that are hidden away to be discovered later in the timeline. This option lets you start anytime in between Frieza assuming leadership over the force from his father, to the point where Frieza would arrive in Namek.

Ancient Era

Or maybe you wish to go to an even earlier period? You are free to do so, but the name of this jump will be retroactively dated. Do know that not much is known about this period of the universe, so what would be Frieza Force one day might be less of a military proper, and more like a union of space pirates. With this timeline option, you may arrive at any time between the first of Frieza's ancestors to establish the force, until the era King Cold Started his reign.

Pre-Resurrection +200

Ah, the dark ages (or the light ages for everyone that doesn't like planets being raided) after the dynasty that held this bunch of savages together went to that mysterious green & blue planet and never came back. Leaving many to wonder what type of eldritch creatures does that "Earth" place even have to deter the biggest threat to the galaxy.

Not to worry though, eventually the substitute leaders will accept that they can't stand up to the heat without their glorious emperor, so they will go on a daring and bold mission to retrieve those dragon balls in order to revive the great Lord Frieza.

With this option, you may arrive at any point in between the gap where the Frieza Force wasn't relevant in dragon ball Z, to a few days before the events of Resurrection of F... Hopefully when he does return, you don't become his punching bag like that poor sap.

Frosty Faker Free/+300

.Huh, seems like you're not going to Universe 7, or any variation of it. Instead you'll join the Frieza Force's equivalent from Universe 6. Don't worry, while Frost does put that public persona as a hero, it's all just an act. You'll still find plenty of opportunities for barbaric acts under him still. For free, you may join in at any point before the universe 6 vs 7 tournament, where Frost's farce is still working. For **+300** you previously were a member, and now universe 6 as a whole started chasing down Frost, and by extension his underlings. Watch out for Hitmen.

Super +300

Eh?! Our glorious Lord lost again?! That's just depressing, but not to worry about it too much, he comes back... For what? the third time now? Wonder how all of this will turn out after Lord Frieza was revived and fought in that multiversal tournament.

You may with this option pick any point in time between Frieza's comeback for the tournament of power, to the point Frieza achieved his latest transformation.

Xenoverse

What an odd circumstance, instead of being its own variant timeline, somehow this version of the Frieza force ended up in a time rift connected to Conton City by timey-wimey nonsense.

What are you doing here exactly? You want to ditch that goody-two-shoes patrol and join in the folks under Lord Frieza and partake in some good ol' barbarism? You wouldn't be planning on playing double agent, would you?

With this option you may supplement this jump as some sort of "side-quest detour" for the xenoverse jump

HFIH

Nothing screams loyalty more than following your boss through literal hell, right? One way or another you have died before even coming to this jump, of course since this was out of your control it doesn't count as a chain failure. You arrive at hell, but you at least are followed by your boss in your stay, one way or another keeping your bodies in the afterlife. Though this is basically a prison, so before you and your folks raise a ruckus, the heavens will send their afterlife warriors to deal with you lot.

Or, for a bonus of additional **+400 CP**, you may arrive at that timeline where they try to "rehabilitate" people like you, in which case you will be contained with special bindings that seal your ki (And other mystical/esoteric energies) so you are more manageable to deal with. Those bindings have enough to seal your other empowering esoteric energies if it wasn't obvious enough.

Multiverse

Were all those choices not enough for you? Fair enough. This multiverse has a lot of variations. You may travel to any timeline/universe with a thriving version version of the Frieza Force present for you to join in, from that one where Ginyu took over Frieza's body, to the one Frieza won one way or another, or even the one "negative" universe where morals and color palettes are switched up.

Origin

Origins come with a “Power Level Factor” to them which will impact your starting power in a later option covered in a perk. The exact details will be covered later, but Power Level and Power Level Factor will later be shortened to “PL” and “PLF” respectively for convenience sake.

Grunt +200

You aren't the sadistic prick destroying entire civilizations because you enjoy it, nor the berserker thriving in the thrill of violence, let alone the weirdo that acts like they are a parody of something far more heroic. No, you are one of the people who mostly keep themselves out of the limelight, either you being the one running all the tech, or doing the odd job here or there. Maybe you want to take advantage of the lack of focus people have on you? This origin can be taken as the drop-in option.

You have a bonus Power Level Factor of [0].

Brute

Feeling like being a space viking jumper? You came here to partake in violence, you want a fight, to dominate and trounce your opponents. That's your idea of your ideal job. Your disposition for fighting and violent tendencies will probably put you into the missions related to what you do best, depending on how strong you are anyway.

You have a bonus Power Level Factor of [1].

Flashy

Similar to the Brute origin, but... with more “flair”, sure, let's go with that. Anyway, you have gimmicks and you like the attention, I am not sure who you are trying to impress, but go ahead, to each their own. People will probably consider you a weirdo, but who cares? What do they know anyway? If you are strong, you are strong, simple as that. And you are keen to show the diligence of your methods, as flamboyant as they might be.

You have a bonus Power Level Factor of [1].

Tyrant -300

My, you fit right in with the likes of your boss, as with or without him in the picture, you would be doing your part to conquer the universe. Maybe you already were the leader of your own band of monsters, maybe you were royalty of a race of warriors who rejoiced in violence, either way you seem to be something of an elite of sorts to whatever you're supposed to be.. But the point is that whatever universes you find yourself in, they better be ready to bow down to their new overlord. You seem to take joy in watching lesser beings either being expunged by your hands or submitting like cowards. Are you by any chance considering replacing your boss to establish your very own empire?

You have a bonus Power Level Factor of [2].

Races

If available as a Frieza Force “allied” planet, you may start off in your home planet, otherwise, you arrive at one of its colonies or one of its spaceships.

Human (Free)

Eh? What the hell are you doing up here? Your civilization isn’t advanced enough to go around interacting with space folk. Well, not like it matters all that much, you could probably pass off as whatever recomb is, depending on the timeline at least before Frieza knows what a human even is.

This species has a bonus Power Level Factor of [0]

Import (Free)

Not your first time in this franchise? Or maybe you want your race to be an out of context alien race from a previous jump? Alright then, no problem. With this option you can import a singular species to count as your race for all purposes in this jump. If you previously picked to be an elite saian, then you can freely take that option with everything that entails. If you decide to import a Out of Context race, like being a cybertronian for example, then optionally you may slightly rewrite history for cybertronians to be a now extinct race in the dragonball world. Perhaps they were erased by a god of destruction, or they killed themselves off in a war, or any other reason. Unless paired with other purchases, your OOC imported race is gone for all intents and purposes, making you the last of your race in-universe, but that might change with a purchase later down this jump. None of that is necessary if you’re a Drop-in of course.

This species has a bonus Power Level Factor of [Variable] (check notes)

Saiyan (Variable)

Depending what era you find yourself in, this might be an awkward choice, and also the fact that you know that your boss exterminated all of your kind doesn’t help with any of that. But still, you are part of an elite warrior race and frankly, you know what all that entails and you don’t need me to tell you again what saiyans can do.

But I will ask you to choose which caste of Saiyan you are.

Low Class Saiyans cost -200 and have a Default Power Level Factor of [2]

Middle Class Saiyans cost -300 and have a Default Power Level Factor of [3]

Elite Class Saiyans cost -400 and have a Default Power Level Factor of [4].

If you have the Tyrant Origin, you may only take the Elite Saiyan Class for only -200, but with -1 to their Power Level Factor, for backstory sake.

Namekian -500

Another strange choice to join the force, even more so than the saiyans considering that your kind is by culture peaceful, are you by any chance related to that Slug fellow? We assume that you are the warrior type and not the dragon type, because if you can pop out those wish granting dragons, then you are most likely to be exploited ruthlessly for all you are worth... Still, you possess impressive regeneration capabilities, stretchable limbs and the ability to go giant, so that’s a neat package including the untapped namekian potential you hold. You could also be of the “Demon Clan” instead, which doesn’t change much from the warrior clan, except that you have innate evil in your heart.

Dragon Clan Namekians have a default Power Factor of [2]

Warrior & Demon Clan Namekians have a default Power Factor of [5]

Majin -600

Fun fact, did you know that your ancestor was one of the two few beings that Lord Cold warned his son Frieza to never mess with? That's a testament to how strong your ancestor is, and by extension, you and your kind are. Magic abilities, malleable body, regeneration, absorption, frankly the list is rather absurd, it wouldn't be too ridiculous to say that listing what you can't do as a Majin would've been easier to list..

This species has a Default Power Factor of [5]

Frost Demon -300

Of course this would be an option now, it's only natural given how this entire jump is named after one of your kind. You with this option belong to the strongest "natural" species in universe seven, having the biggest starting power, and untapped potential to further evolve, not to forget the telekinetic abilities you come with. If you have come from the **Tyrant** origin, you may opt to be the youngest sibling between Cold and Frieza, or the youngest spawn of the current ruler depending on the timeline.

This species has a Default Power Factor of [4]

??? Free/-100/-200/-300/-400/-500/-600

The universe is a capital B Big place, there are all sorts of beings running around, many of those being the survivors of extinct races that joined up the ranks of the Frieza Force, so feel free to make your own or pick from the ones i didn't bother naming here. Or make one yourself in the **Race Section**.

Depending on how much you pay in this section, your stipend in the race customization increases.

For Free, you may either just unlock the custom race section and a **PF of [1]**, OR **+200 RP and PF [0]**

For 100, you have a stipend of **+300RP and PF [1]**, OR **+500 RP and PF [0]**

For 200, you have a stipend of **+500RP and PF [1]**, OR **+700 RP and PF [0]**

For 300, you have a stipend of **+600RP and PF [2]**, OR **+800 RP and PF [1]**,

For 400, you have a stipend of **+700RP and PF [3]**, OR **+1000 RP and PF [2]**, OR **+1200 RP and PF [1]**

For 500, you have a stipend of **+1000RP and PF [3]**, OR **+1200 RP [2]**, OR **+1600 RP and PF [1]**

For 600, you have a stipend of **+1000RP and PF [4]**, OR **+1500 RP [3]**, OR **+2000 RP and PF [2]**

Perks

General Perks

POWER! POWER! POWER! POWER! POWER! (Variable)

Might makes right; weaklings are scum, power is the only virtue. You're born with power or you're born a failure; simple as that. Or at least that's the general idea the Frieza Force has. So as you can imagine power is a pretty big deal. Even as generally speaking, despite their general outrageous strength. Ki is so much more than simply a "power level", but most of the soldiers you'll find there are ignorant to that. Whether you follow their example or actually master that power is up to you. This perk gives you access to the power system of the setting, but how much starting power you get is decided by the results of your **Power Level Factor (PLF)** divided by tiers; determined by your race and origin choices and how much points you're willing to spend to go beyond what you should have. If you already have more power than what you can/are willing to afford from a previous Dragon Ball Jump, or otherwise somehow through another jump with KI, then you're free to ignore this section.

Note: Due to the WILD range and possible variations of the power you'd need to be relevant, you may "adjust" your actual power level, within reason, proportionally to timeline/universe so this entire section doesn't become completely obsolete. Basically if you have a power level of 120 million in this section (same as namek Frieza at 100%), and you're in the Super Timeline, then you would be equal to Frieza From the Super continuity in base. Otherwise this section would be completely obsolete. Generally use Frieza (or the Frieza equivalent) as your measuring stick and as a rule of thumb.

PLF: Nobody chooses how powerful they are as they are born. You are the exception, mostly, but not entirely. At least not this jump. The PLF you accumulate gives you the formula "minimal power level + (Dice pool x multiplier)" to determine your power. Your initial PLF is determined by your Origin + Your Race. Though you can use your points to jump up individual PLF tiers. You gotta pay for the tier individually, so if you start at Tier 3 and want to start at Tier 5 then you'll have to pay for both Tier 4 and Tier 5.

[Tier 0 - Trash/Civilian]: You're pathetically weak and whatever worth you have, it isn't tied to your raw power. **[PL: 0 + (1d10x1)]**

[Tier 1 - Weakling -100]: While by the standards of the Frieza Force you're rather unremarkable, you're still capable of feats that lesser civilizations would call nothing short of godly. If you carelessly threw a tantrum, you could still destroy several countries. **[PL: 40 + (2d6x10)]**

[Tier 2 - Average -100]: Now we are getting somewhere. In terms of power, while still short of noteworthy, you wouldn't be mocked as completely useless by your peers. You're still expendable however **[PL: 110 + (2d10x30)]**

[Tier 3 - Warrior -200]: Now we are getting somewhere. In terms of power, while still short of noteworthy, you wouldn't be mocked as completely useless by your peers. You're still expendable however. And those who are still stronger than you will still lock down upon you **[PL: 500 + (4d10x50)]**

[Tier 4 - Middle -200]: This is... A pretty awkward spot actually. A bit too strong to be common, yet too weak to really get ahead of yourself. Still a better position than others below you. **[PL: 2000 + (6d10x100)]**

[Tier 5 - Elite -200]: Now we're getting somewhere! You're now considered a big shot, both for good or ill. Frieza remembers your name and you may or may not have a more prestigious rank within the force. That does come with the issue of attention, but you can probably handle it.. **[PL: 9000 + (10d12x100)]**

[Tier 6 - Special - 300]: Congratulations, you're the 1% of the 1%. Even Frieza would recognize your value, and you won't have to fear being punished (by death) unless you really screw things up. IF you happen to have the disposition for it, you might be recruited by the Ginyu Force. Assuming you have the 'right aptitude' for it. **[PL: 22000 + (10d10x150) + (20d10x100)]**

[Tier 7 - Captain - 400]: The Elite of the Elite, the highest position one can attain without being related to Frieza, and supposedly the height of power attainable if you aren't part of the Cold Clan. You might be an equivalent to Captain Ginyu himself. Hopefully you have Frieza's trust, otherwise you might be in quite the complicated position. **[PL: 50000 + (10d6x2000) + (5d6x3000)]**

[Tier 8 - Lord - 600 (Special Discount Ruling with Tyrant, Frost Demon, & Mutant)]: You're not meant to be THIS strong, unless you're directly related to the monarch. You might even overpower Frieza himself.. Maybe in a restricted form at least. While you're most likely aware that you're far from the pinnacle of power, the wider universe can't tell the difference. If you have the **Frost Demon + Tyrant Origin**, you may not only select this option at a 50% discounted price, but ignore all previous tier and pay only for this one. Same goes if you have the **Frost Demon race + the Mutant Perk**, but not if you only have **Mutant + Tyrant Origin** alone. If you have Tyrant Origin + Frost Demon Race + Mutant, you may pick this PLF for free and ignore the previous tiers. Of course, picking this option through any of the discounts also makes it so you're related to Frieza or whoever is the equivalent, and this also means you can't be drop-in.

[PL: 1,000,000 + (4d20x200,000) + (5d10x20,000x1d4) + (10d20x100,000x1d4) + (10d20x300,000x1d6)]

Basic Ki Control (Free)

You have power with the previous perk, but do you know how to use it? Yes. Sorta. But not much. You can fire basic ki blasts and fly. And while that might be impressive to martial artists, it's not like you picked it up as a skill or anything. It's just instinct, at least that's the case for you. Martial arts? You know how to punch. Now whether you continue to stay content in just that or master your ki for real, that will be up to you and whatever talent you have. It's not much, but it's better than being the sucker who needs a machine to shoot ki blasts.

Villainous Recruitment: Type A -200

As you'll find out later down this jump, this jump has a special recruitment condition from normal jumps. Of intimidating a companion target instead of getting them to willingly follow you. With this perk you may carry out the same condition to following jumps. Since you're the bad guy and all. This does not make recruitments be free unless the original jump already had free recruitments. Companions recruited this way will start off loyal through free, but if they were cowardly enough to be recruited this way in the first place, they can't desert you nor will they ever stop fearing you above all others.

Mutant -600/400 [Capstone Booster]

Ah, it seems that similar to Frieza, you're something of a mutant. Now, don't get too excited, it isn't that easy to get Canon Frieza's ridiculous potential here. But what this does give you is making you an exceptional outlier of your race. So much so that you obtain **+1 PLF** in the section above to show it. And all your racial abilities are considerably better than they would've been otherwise. Around twice as strong. Not to mention that you have a similar trait of Frieza of having an untapped "+100% Full Power" (Around twice as strong as you would be seriously otherwise). It isn't quite a transformation in the traditional sense though, and it comes with two starting drawbacks, being how bulky it makes you, and the fact you just can't handle all this power the way you normally would. That can be fixed with time and effort, but who has time for effort?

Due to your Status as a Mutant, you gain **+800** to spend exclusively in the custom Race Section, and you unlock that section even if you haven't picked the **???** race option. Picking any canon race and picking traits from that section mean that those traits are unique to you and optionally your bloodline. But if you picked the **???** option, you may choose if your entire race has those traits, even if you purchased them with this "Mutant Stipend".

Optionally, you may discard both the stipend and access to the Custom Race section in return of discounting this perk to cost merely 400. But you'll lose access to that section (unless you already had it without the perk)

Grunt Perks

Keep Your Head Low -100

"The nail that stands out is hammered down" is a phrase that holds true in this occupation of yours, though it's more accurate to call it "executed" than "hammered down" for the slightest offense or inconvenience. Good for you that you have a good sense for when to not draw attention to yourself, especially negative attention of your superiors or anyone in position to punish you.

Certified Ass-Kisser -100

Maybe this perk's title a bit of an exaggeration, but the sad fact is that SOMEONE has to pass on the bad news to the tyrants, or ask the right questions by wording it just right so the boss doesn't get offended, and that someone may be you, as you are a master at walking around eggshells, you have enough tact to deal with the biggest egos of this universe.

Danger Zone -200

Sometimes you already are screwed, before you can have a say on it, and you find yourself in the middle of what turned out to be a battlefield above your paygrade, or maybe even a suicidal mission. When those times come you at least receive a certain 'awareness' about it, so maybe you can get a heads up and try to react to your boss throwing a supernova at the planet you are currently fighting on and maybe fly away out of the blast radius, but that part will be on you.

Make Yourself Useful -200

The most reliable way you can make sure your boss keeps you around, preferably alive and well, is to be too useful to be written off as a chew toy; Fortunately no matter how unreasonable your future superiors may be, they will at least take into account the benefits

you give, and decide to pick on the less useful servant instead of you. This perk also gives the toggleable benefit of letting your boss know what you are worth by presence alone to whatever degree you desire.

Must Protect -400

Y'know, given how saiyans are naturally drawn to strong willed, and often just plain strong, mates due to their ingrained warrior culture.. It's a bit odd that Bardock would be attracted to Gine of all potential saiyen women. Maybe it was her pure heart, or maybe she was just that cute. Well you seem to benefit from a more exaggerated version of the same effect. Firstly, you're quite cute yourself. Secondly the usual tough and stoic warrior types seem to have a weakness for you. You could be a pretty weak wuss and you would still be tolerated in a squad of otherwise cutthroat mercenaries, and by extension others are more prone to acting protectively over you when they can. They might still kick you out if you aren't keeping up, but it's mostly for your own safety than resentment. This doesn't quite work on the more sadistic and sociopathic people, like say Frieza or Broly from Z, so don't count on it to single handily guarantee your survival.

Grand Theft Cosmos -400

If you want some wild cosmic misadventures, then consider picking this perk. You're quite the cosmic rogue as it were, from petty crimes to underbelly networking with the shadiest areas in the galaxy. And you know all those ships, even the giant ones, that you see around? Yeah you can pilot all of them, and pretty well at that. You can jury rig a spaceship you're not even familiar with. You can also pilot ships pretty well, being able to make professionals lose your trail with your detours. Not only that but you're quite lucky in what you can find in space, from treasures, secrets, and favors. Hell, you might even find a living legend one of those days when you're particularly lucky.

Tech Support -600

The Frieza Force, as barbaric as it is, sure has plenty of fascinating and useful scientific inventions. Even if all of them are optimized for the sake of brutal conquest. but that doesn't detract from its value. And you have mastered pretty much all the Frieza Force had to offer in those departments. From the faster than light spaceships, the healing from the pots as well as the cybernetic engineering that Frieza would require post-namek, the armor that stretches to accommodate every race and yet still can take blows that could obliterate entire planets, how to calculate power into units that the Scouters have (and other esoteric energies with time) etc. Granted all that knowledge the Frieza Force has accumulated comes from either theft or servitude, and it seems you and your empire have adopted a similar trait of assimilating without issue any technology from civilizations you conquer.

Overqualified [Boosted Tech Support]

Before you "merely" had the entire scientific advancement of a galactic empire. Now your intellect has grown to find it.. Lacking what you could design. In terms of sheer mental prowess, you're equal to the Blue Haired Woman who could track mystic artifacts across universes, and the old man who would design artificial lifeforms that make Frieza look obsolete. But you do have an area of focus to set you apart from your equals; space. Spatial related tech, or technologies coming from alien civilizations, are things you can improve upon massively. Creating and controlling black holes with technology is something you can achieve in a lazy afternoon. Just.. Probably not the best of ideas to let a God of Destruction

see your more chaotic machines, while space manipulation unlike time manipulation isn't implicitly prohibited to mess with as time is (as far as we know anyway), it's better to not risk it.

"Ah! Lord Frieza!" -600

Believe it or not but you have this sort of "technique" that works surprisingly well, mostly with fiat. To pull off the technique first, you have to be able to communicate with your opponent. Secondly, you have to gesture and exclaim about someone who has to be an authority figure or a feared figure, that is known by your target, and you can trick them into believing said figure is right behind them. And then no matter how bright your opponent would be otherwise, they will fall for it and lower their guard. Allowing you a critical attack of opportunity. Sadly, unless your opponent is actually stupid, this won't work twice... But it will make them hesitate a bit wondering if said person is actually there or not.

Opportunist [Boosted "Ah! Lord Frieza!"]

You're no longer merely a one trick pony when it comes to fighting dirty, not unlike Frost except that you're better at it. You have actually mastered your not so honorable combat methods. How so? Well, you instinctively become aware of when your opponents are off guard, how to behave to get their guard lowered, and how to quickly take advantage of that window of opportunity. With this method, you have a fair shot of killing even somebody who's billions of billions of billions of billions (and so on) times stronger than you. Whatever defense and/or resistance they should have, including things like poison But you still only get one shot of pulling a "Body Change" gambit like Ginyu, or reenacting that infamous scene of Goku getting blasted from behind. As a bonus, this perk also comes with the same ability to trick people of your intentions to Frost. Might not work if people already suspect you though, let alone if they know you're up to no good..

Brute Perks

Ruthless -100

As to be expected really, so now you have the trait many people have here to simply not care about the suffering of others, or even enjoy it if you want to go full psycho. A necessity if you want to work as a fighter in this force, toggleable if you want to keep switching this on and off for some reason, guess this could have its uses even for a goody-two-shoes.

Demolition Expert -100

In order to first conquer a civilization, or to wipe it out depending on the precise mission, you need to apply more than brute strength, actually maybe you could brute force it anyway but why not play it smart? Now you have a sharp mind for the purposes of inflicting the most damage to your enemies bases rapidly, the focal points of their control and how to destroy it so you can assert your domination over it so you can effectively raise down entire civilizations overnight..

In Touch With Genocide -200

What's up with all those incompetent fools that leave someone alive when they should be dead? That's just going to bite them in the ass later, but you are better than those morons, because when you want someone dead, you will know the moment for sure that they are

dead and what condition their corpse is in. Or if needed for whatever reason, you are also aware of how to merely knock them out.

Refined Barbarity -200

Not satisfied with the bare bones skill from **Basic Ki Manipulation**? Alright, alright. We'll give you some skills that are one step above it. It ain't pretty, and honestly it isn't all that skillful. But it gets the job done... Most of the time. Anyway, similar to Dodoria and Bardock, you've managed to carve out a style of combat, something resembling martial combat even if it is both minimalistic and brutalist. Imagine headbutt charges, more explosive combos with ki blasts, ki infused haymakers that produce vortexes, etc. The specifics are up to you, but your fighting style is less "graceful skill" and more like "wrecking ball" if it makes sense. Your fighting style evolves instinctively through combat experience.

Super Survivor -400

If you are going around fighting like a manic, eventually one hour or another you will be on the receiving end of a beating. Fortunately for you, you were built to last. You can take beating after beating after beating and somehow often manage to crawl out of it with some luck and elbow greasing. It will be far from your more glamorous points in your life, but hey, you are alive to live through it, and if you just happen to have the ability to get stronger by just surviving, then all the merrier.

YOU CAN SEE THE FUTURE! -400

Sorry, I couldn't resist. Anyway, what would have been originally an ironic curse placed on a lone soldier's shoulders to face his race's demise, has been now turned into a blessing for yourself, as now you will be forewarned by predictions of the future when a major event is soon to happen. Those visions will happen at random intervals of time but only when you are in a good position to receive them, they will be left vague on the specific outcome so you don't screw yourself over with fatalism, but still giving you valuable info. For example the fate of your species, the coming of your fated rival, the end of the world or something similarly important. A series of predictions only happen once per jump so after you deal with that calamity you will be left on your own.

Solid State Scouter -600

Hm, seems you truly are unique among all the brutes and tyrants that surround you here, you now possess the spirit of a warrior! And of course that's worth more than just vague boasting, as you have massive levels of grit and tenacity. Such things that can carry you way farther than what your lot in life would be otherwise, you could be born as a low-class warrior and still have the potential to surpass the royalty of your people given enough time and effort, actually, given the right means and opportunities, you could match even the gods! But that would be a long path to reach those heights. Of course, all of this also translates into martial combat, as you seem to be a level beyond the rest in pure fighting skill during battle, you are vicious and tenacious, especially so when you have a cause behind your back to further motivate you.

Jumper Pride [Boosted Solid State Scouter]

You seem to take after Bardock even more so than before. When you fight, you only think of victory. Who cares about any sort of powergap? Even if they are so called "Strongest In The Universe", you simply won't falter. At least not due to a lack of will. Speaking of will, you

seem to power up as you fight, as long as you keep your resolve going you can steadily multiply your power a couple of times in a tough battle as long as it drags on. Hell, if you're pumped with enough energy, you might "skip" a whole lot of power ups in quick succession. This boost isn't as explosive as say, a legend or something like that, but it is still impressive and a trait that makes you not one to be underestimated.

This Changes Everything -600

Unlike a simple grunt, you can't afford the luxury of passively letting fate spin itself without your say so. And now you have the power to change things from what they should have been. This goes beyond merely breaking fate, as if you put your all into your cause then your full potential will manifest into breaking both your limits and what stands in your way to achieve your cause. Letting you fight fate against those so called "canon events". This also ensures that no force in the worlds you visit, not even its native gods, can just turn back the wheels of causality or anything of that sort after what you have done is finished, and they will be forced to adapt. For this perk to work though you must be aware of what's happening in the first place, and put your sweat and blood into going against it, but doing so will never be an easy thing even if it would have been impossible without this perk.

Retroactive Legend [Boosted **This Changes Everything**]

Prophecies, legends, etc.. Those interact with you in an odd way. You see, assuming that you're in the roughly correct position by facing the right enemy, you can push a couple of "requirements", such as being pure of heart, being the chosen one, or similar. And those legends will consider you a valid claim to it, perhaps even retroactively. Now whether you "steal" the fate of another, or actually make it so the legend applies to more than one person and you two can share that power.

Flashy Perks

Dance of Joy -100

You are a cut above the rest, so who cares if your methods and customs are... unorthodox? Yeah, let's go with that. You already were expecting a perk like this to come in this jump eventually, weren't you? Now you have inserted into your brain the same routine that is popular with the Ginyu Force and some of the people that emulate them, you also have the innate shamelessness of being silently judged as you do your poses... The shamelessness trait is toggleable. This perk also comes with the dual benefit of making your boss ignore, and sometimes even indulge your weird behavior as long as it isn't actively detrimental.

Maternity Leave -100

What? You didn't know? Yeah, that's a thing in the Frieza Force, ain't that nice? And with this perk you'll continue to be pleasantly surprised over how generous your tyrant bosses can actually be, whether it be in terms of salary, benefits or being more lenient to you and your special needs, like how you procreate or your need to dine on blood, it will all be covered! Though the actual work is still just as unpleasant as it should be.

Barbaric Refinement -200

Isn't what **Basic Ki Manipulation** offers you too pedestrian? And you want something with more grace than what the brutes use, don't you? Very well. Like Zarbon and some members of the Ginyu force, you've adopted a flashier, yet still effective, fighting style to call your own.

In terms of raw power they are somewhat lacking, but they compensate with speed and style. Rapid kicks, fancier ki blasts, vanishing moves etc. How you express your skills is your choice, but don't think you're a "master martial artist" with this alone. Your fighting style evolves through instinct and battle experience.

Zarbon Has Long Hair! -200

That's an odd declaration, but the same could apply to you with this perk, as you have been blessed with beauty beyond brutes, and to make this deal all the more sweet you can "beautify" even your would be monstrous forms, though that part of this perk might make a certain vain guy more green than he usually is. This does come with a benefit beyond vanity, as it seems that people will give you more the benefit of the doubt than they should, at least if they lack context, but it is possible for more shallow people to focus on your pretty face more than the armor that you are wearing that belongs to the enemy army.

Ultra Fighting Bomber -400

You may pose the pose, but can you fight the fight? With this perk you can actually do both, as you can amp up every destructive you possess the more dramatic you make it, announcing its name with a simple pose would increase its potency by 1.5x, with the upper limit being x10 if you do something as dramatic as the move that this perk is named after. Do be careful since rarely will people let you get away with too much prepping, even by shonen anime standards.

Jumper Special Pose -400

You may ask "Why do those weirdos bother with all those silly poses?" and now you find out for yourself, as with this perk you have become inspired to do your very own unique signature pose! Somehow it gets you pumped up far beyond expected, so much so that your favorite "attribute" will be amped by 2x for five minutes, your willpower and determination will also increase whenever you do it, and of course, you yourself think it's pretty cool... Even if only other pose connoisseurs would appreciate it.

TOKUSENTAI! TOKUSENTAI! -600

One man alone does not make a special force, no matter how strong/skilled they are. No, you need a team of fellow super elites on your side! Good thing you are now the ideal captain for such a prestigious command force, as you have the knowhow and skills to keep multiple "unique" types of personality in check, the ability to deploy tasks into the best under your force, and to coordinate them as a team. You have enough pull to even convince your companions of the virtue posing has, and other unusual tactics you may employ. This also comes with the ability to share "buffs" with a squad of five other people.

Purple Comet Attack [Boosted TOKUSENTAI! TOKUSENTAI!]

What to do when you're being overwhelmed in combat? Why, you rely on your trusty partner and crush them! You're fully capable of syncing up with an ally you've trained with previously, covering for each other's weakness and dealing with a crowd of enemies or pressing up a single target if need be. This compatibility extends to combination attacks similar to this perk's namesake, allowing you to merge techniques with up to five people! Like some series with people who pose and also happen to be actual heroes. Pulling a combination move with a single partner is easy, though pulling it with an entire five person team will be considerably

harder and require lots of practice. It will probably take roughly a month of practice before you get that down.

Beauty's Skin Deep -600

As much as you might enjoy your vanity... Sometimes you have a job to do, and when things get ugly, well you might have to get ugly yourself. You have gained the ability to discard all your beauty, as well as any Charimas enhancers and similar you might have, to assume a bestial horrid form that is powered proportionally to all you have sacrificed for it. Increasing your power several times. Unfortunately using this form comes with the drawback that everybody who has seen you in this form, no matter what, will no longer be affected by your beauty or charisma. They will always subconsciously perceive you as that form. So best not to use this form in front of any would-be romantic interests or anybody you would wish to manipulate. Check notes for a reference of the Charisma To Power Ratio.

Beast Within [Boosted Beauty's Skin Deep]

But maybe you want to lean in your visage as a monster? If you can't be beautiful then perhaps being as ugly as you can be will have to do. All your charisma/beauty perks are now reversed in making you repulsive and intimidating when you are in that form. Depending on how extreme your beauty/charisma perks normally would be, a lot of folks would rather just not fight you period.

Tyrant Perks

Any taller and it would be unnatural! -100

You can't exactly go around being a tyrant if you are self-conscious about your appearance out of all things, can you? To assist with that, this perk grants you the boon of being content with your form, you have no issues with your height or anything like that, and your intimidating factor keeps any pest from pointing out any unpleasant things about your appearances. As well as letting you nudge your physical form, maybe by a couple of inches or centimeters?

Audacious Laugh -100

Why even be a genociding emperor if you don't have the appropriately smug tone of laughter to mock any fools in your way? You are an expert of laughter to establish your dominance, from the shit-eating grin, to the loud and obnoxious evil laughter, you can perform them all according to your mood flawlessly, at least if you aren't getting the snot beaten out of you.

Frugal Conquering -200

You will be going around, presumably at least, around the galaxy on the planet conquering business. But how will I go about it? Of course just blowing up the planet would be a waste of valuable resources, so you will have to measure how much you destroy to get the most out of its resources, fortunately you have a keen mind on what you can afford to destroy by minimizing lost assets. Whether that be foreign technology, natural resources and yes, even servants. Even if you employ ignorant barbarian mercenaries, this perk will work through them as a proxy.

In The Head, Sick, Sick, Sick! -200

You're a Tyrant, you don't "fight", you torment and then you exterminate. And for that purpose, **Basic Ki Manipulation** isn't enough. You've adopted a fighting style similar to the likes of the Cold Clan. Death beams, kinesis like usage of ki, slashes of ki and menacingly orbs of destruction and similar. Sadism is going to be a concept your opponents will become very familiar with, since you just seem to know how to apply pain with the same equivalent talent a master painter applies to his craft, if you called torture an artform anyway. You know how to apply your powers in the best way to inflict not only physical pain, but emotionally and effectively by ruthlessly taking out the weak links in a blink, making a statement of how easily they fall in your presence. Your fighting style evolves through instinct and battle experience.

A Disgusting Biology -400

How foolish, they think they have you cornered. Now it's the time to dash away hope even more as you shed the false image and reveal just how far the gap in power truly is. You now have the ability to do 'power-downs' as you revert into a form that is only a fraction of your actual power in exchange for better control, you may have multiple of those lesser forms and you can twitch your body with some effort to control the form you take in this state. And ironically enough? The fact that you have transformations is relegated to rumors if you wish it to be that way. As an extra, you may apply the "shonen rule" as you transform, making transforming into a "free action" if you will

.

Justice in the Seven Balls -400

Or maybe not depending on who's hand it falls to, as now you are a certified macguffin hunter, as you find yourself with fortune when hunting down items of significant power, doubly so when you employ violent methods of interrogation, threats, or anything that would be generally considered villainous. This perk scales in intensity if said macguffin is something the heroes regularly use or are something they actively are trying to find. The more they are looking for it or relying on it, the stronger this perk's effect is proportionally.

Only A Chilling Elegy -600

You are an extremely dreadful force, wherever you are it's like your very presence makes the universe colder, and maybe even more depending on how far your reach can extend. This perk not only makes you massively intimidating, but the more you conquer a settling, the more an effect of this chilling terror spreads throughout all of it, extinguishing the flames of rebellion from the brave before they can even reach you, meanwhile the scum joyous terrorize, but before you they cower all the same. The birds no longer sing, the wind obeys its king, flowers have been erased, the moon hides away its face. While you live... a poem of love is only... You can probably guess that for yourself

DARK SIDE [Boosted Only A Chilling Elegy]

It seems the cosmos itself has acknowledged you as the "definitive villain". Metaphysically speaking, you seem to embody malice itself, like you're the world's author's idea of what the worst type of person is. This comes with two main benefits: First, you are narratively meant to be the "Villain", giving you a special plot armor of sorts to make things harder to your more heroic opponents, as well as making you seem like the right option for recruitment into any nefarious scheme by another third party, like say the time breakers or the like. Though sometimes even your goody-two-shoes enemies will consider recruiting and accommodating to you should there be a mutual interest. Secondly, any sort of dark power comes to you

naturally, it can't corrupt you or influence your decision making in any form you don't desire. No, if anything, such dark powers and transformations bend over to suit you best, making you the ideal host to it, causing said power to have a unique evolution that empowers you in particular.

“YOU MUST DIE BY MY HAND!” -600

Persistent, aren't you now? Even when you should be beaten, when you should be at your opponent's mercy.. You still have the means for one last resort to have your revenge. Unlike Frieza, you can do that by yourself rather than rely on an opponent giving you a bit of energy to survive. Once per jump, in a moment somebody should have managed to kill, defeat, knock, or otherwise incapacitate you, for a couple of precious few seconds not only will you be immortal, but you'll get one second wind where you can dish out an attack as if you were in peak condition. Though to try to be stealthy when using this ability, somebody who can get you that damaged in the first place is somebody who might be able to retaliate if they notice your final attack.

Resurrection Of J [Boosted “YOU MUST DIE BY MY HAND!”]

Well damn, guess the legendary warrior actually came in and took you out, but you won't be letting things go out just like that, of course not, you'll have your comeback! Once per jump you may use this perk when you are defeated, even serving as a one up. This will allow you to not only come back for your rematch, but initiate a “phase” for a few months where you can power up via training to match up against the one who beat you up, no matter how utterly ridiculous the gap should be, you will be able to make up for it... at least in terms of raw power, it will still be up to you to train smartly and not have any glaring flaws in your new skills that could get you killed again.

Custom Race

Assuming you have access to this section, you may convert CP to RP here in a 1:1 Ratio. IF you have the **Mutant** perk with the ??? race option, then you can toggle whether some of the choices picked here are either unique to you or traits shared through your race. But you may not do that for canon races. If you're a **Mutant** of a canon or imported race you may select a redundant option that your race already has naturally to stack that natural advantage twice.

Appearance Free/100

Want some minor alterations to your form, like having blue skin or an abnormal body type? Sure, why not. It won't matter much. Though if you want something more substantial, like say horns or wings, then look for the option below. Anything from 100 centimeters to 250 centimeters. For 100 points, you may make your race highly attractive for most living beings as a baseline.

Unique Physiology -100/200 (Multiple Purchases)

Sharp Claws, Pointy Teeth, Piercing Horns, Multiple Limbs (that work without the biological handicaps), club-like tails, wings that help with flight, etc. For a 100 charge, you can get up to three of those types of physical boons that will be one of your race's strongest physiological trump cards. For 200, you can have up to a dozen of those extra body parts, which you can purchase again if you really want to be freaky like that.

Aptitude -100/200/300 (Multiple Purchases)

Your race possesses an abnormal trait such as enhanced hearing, sight, etc (up to twice as much) or a unique trait such as acid blood. For 100, you may pick something minor or specific, like lasting Youth (such as the saiyans), twice the size limit of the appearance option with matching strength, enhanced hearing in specific or being particularly flexible. For 200, you may have either something broader or considerably stronger, such as a living span in the thousands, x10 the size limit of the appearance option, either x10 superior hearing or x2 superior all senses or Firebreathing. For 300, you may have something like biological immortality (+ mental endurance to endure it), x100 the size limit, x10 superior senses and the ability to have four different types of natural breath attacks.

Culture & Talent Free/100/200/300/400/600/1200 (Multiple Purchases)

You may freely dictate the culture of your people, what they eat, and what their general ideals are. Some will naturally deviate however. If you're a **Mutant**, this may count as personal training or ideals, or if purchased alongside **Planet Jumper** you may dictate the specific culture of the 'cousin branch' of the race. For Free, you can dictate general morality and values, details that don't matter much outside of the culture's inner context. For 100, the culture might include something such as a high education or a basic general grasp of martial combat. For 200, your race may have an affinity for robotics to the point of creating helping robots is a common feat. For 300, even instinctively, they might have similar power disposition the saiyans have and similar concepts to "saiyan pride". For 400, they might have something similar to the level of technological innovation that the tuffes would have. For 600, they might have a culture with esoteric secrets such as the Namekians. For 1200, your race might have a similar degree of in-depth mastery of kis the Yardarts possess.

For **Free**, you can benefit from your culture's specialities (plural if you purchased multiple culture add-ons) as a 'journeyman' level relative to your species. For **100 CP** (Not RP), you're the upper-middle example of the arts of your people. For **200 CP** you're a master. And for **600 CP** you're a revolutionary prodigy when it comes to your people's arts who pushes the absolute limits of it. You don't need to pay for it per say, but it does kickstart you on the route significantly.

Clan Divisions (Variable)

It seems similarly to the Namekians, your species come with inner variations. For just 100, you can make it so that Clan 1 and Clan 2 have a difference of a single purchase; For example if Clan A has **Abnormal Ki I** (300 total cost), then Clan B can have **Aptitude III** (300 total) or **Aptitude II + Unique Physiology I** (300 total). In that case you may purchase this again to add one more clan division.

But if you pay 300 instead, then you completely redistribute the entire RP budget you've spent to the other variation of the clan, sans the price spent in this racial option in the first place. Aka you spend **800RP** in this section for one clan (minus the price paid here), you have **800RP** to spend on the other clan. You may pay an additional 200 to add one more clan that way.

You can only belong to a singular clan however.

Abnormal Ki -300/600 (multiple purchases)

Now we're getting to the fancy stuff. Your race has either a unique trait related to their ki, or their ki has a different mechanic altogether. For 300, the ki of your people might be naturally explosive, be untraceable, or have an elemental affinity or similar. For 600 instead, your ki might recover incredibly fast to the point that unless you constantly use your most costly abilities back to back, your ki reserves will always be full. No, god ki isn't an option. Don't even try.

Zenkai Boost -400/600

One half of the reasons why saiyans are feared across their galaxy is their ability to refine their power through battle. An ability you now share as well. Or more specifically two "variations" of it. You may choose The **Passive** or **Active** Zenkai. For 600 instead of 400, you may have both.

Active Zenkai: The one Saiyans famously employ. The closer one gets to near death injuries, the more their potential will be drawn out when they recover. This can multiply your power several times fold given the circumstances. Though if abused too much with self-inflicted, it starts giving diminishing returns until you start actually fighting stronger foes.

Passive Zenkai: Is more consistent but several times slower. Your body adapts to strain considerably better to improve itself, allowing harsh training such as increased gravity to function way better. Your body slowly adapts to harsh treatment making you stronger with time. Fighting stronger opponents will slowly push you to new weights, but this only works if you're pushing yourself.

Transformation (Variable)

Transformations by nature are extremely different from one another, so not only will there be "tiers" similar to other options in this section, but also an add option.

Add Ons: You may add one option lower than **800 RP** to be tied to your transformation. They will also benefit from the power up and in-turn be empowered by it in return. For example,

you could stack either **Unique Physiology** and **Aptitude** to make your transformation turn you some type of kaiju and be empowered by a bestial nature of your more bestial form. There are TWO ways to achieve this: First is buying that racial option that you haven't otherwise purchased at a discounted rate (Rounded up to the nearest multiple of 100) to incorporate it exclusively to the transformed state. The Second option is to add on a racial option you already have, not having to pay it again but instead having to pay a charge of 100 more points to have it be powered up alongside your transformation, perhaps the transformation itself related to that racial option you selected. Such as the transformation being based on increased mental focus from **Psychic Type** or a specific magic spell that unlocks your potential in the case of **Caster**.

For 200, you have a very basic transformation with little room for growth and mastery. A very basic x2 booster. For 400, you have a more powerful transformation that is a x10 booster to your overall power and can be improved in both versatility and power with time and understanding of your nature. For 800 however, you seem to have a similar latent potential as the few outstanding Saiyans seem to have, naturally being able to adapt and merge with foreign energies like god ki or similar. Though at first you might "only" have a form similar to the previous 400 tier, but with enough drive, power and some requirement that comes to you naturally, you may unlock higher and higher forms. Each stronger than the last and with more complications and complexities, but each can be mastered. I can't truly say that there's a definitive limit to this, but reaching further and further states requires exponentially more complex and esoteric methods.

Fusion -200/700

GATTAI!... Sorry. Moving on, your race has the natural disposition of merging with one another. Not to be confused with absorption. For a limited amount of time, your powers and abilities are merged into a singular being. As long as both participants are fine with being fused. However, for 700 instead, you and your people have mastered the art of fusion similar to the Metamoras. Who not only have created the fusion dance that you're most likely familiar with, the one that can achieve a level of power similar to the fusion method of the Potara earrings, they were also capable of several unique other non-combat specialized fusion off-screen. This mean fusions meant for defensive maneuvers, fusions where your personality is dominant, fusing your minds together to add on the intelligence, fusing away the weaknesses and adding up the strengths, fusing with no time limit, fusing with a shorter time limit for an increased temporary level of power and so on. Perhaps if you train enough, you might even pull off a five-way fusion? Do keep in mind that the more complex fusions require proportionally more complex movements.

Absorption -300/600

Similar to fusion, but with some clear differences. One of which is that one half of the combination takes full control, while the other becomes more of a passenger. The Absorber does gain the memories of the absorbed, and depending on affinities their power increases more than the sum of their parts. For 300, you may only absorb willing participants of the same species as you. For 600 however, you may absorb anyone as long as you can detail them for a minute or so without them breaking out fighting back. In the 600 version, you may silence and/or ignore the voices entirely.

Draining -200/500

You have the means to drain them for a target. For 200, you require close contact with a specific part of your body, could be your hands or another part. For 500, you can drain a particular target at 1 kilometer area. Though I do advise you don't try to drain above what your ki reserves are used to having.. Otherwise you might pop. Literally pop.

Psychic Type -200/400/800

It's not particularly clear whether psychic abilities are related to ki directly or not. But either way, you seem to possess them. At its most basic, you can apply force with your mind, hold on to people and objects (through stronger people and heavier objects will be more difficult). For 400, you have the potential to unlock more advanced forms of psychic powers like cryptokinesis, telepathy, and mind control with time and effort. For 800 instead, similar to Guldo, you also have a demanding but incredibly powerful ability. Could be (LIMITED) Time Stop or something of a similar potency.

Caster -300/500/600/1000

Another thing that is not necessarily ki, at least not in the regular sense, but it does have more direct indicators of being related to ki than psychic does. I am of course talking about magic. For 300, you have the ability of magic, being able to cast some RPG-like spells at the start and some illusions. Versatile, but good luck trying to learn how to progress from there. For 500, you have a unique powerful spell that you know, something like mind control, the devil beam, large scale teleportation etc. For 600, you have a natural aptitude for magic and it comes to you naturally, letting you have something similar to Majin Buu's transmutation and the Majin race's general aptitude for magic effects. For 1000, your race can now create some sort of mystic artifacts after a long time, such as the dragon balls.

Temporal Drifter -800/1200

Similar to a certain hitman, you now have an ability that manipulates time in a specific way. Could be similar to Guldo's Timestop, or Hit's Timeskip. Efficient, deadly, but limited by a cooldown or some other restriction. Normally, you would be limited to that one singular effect. However for 1200 instead, you have the natural ability to unlock similar effects through practice, understanding, and effort. Though to be careful, time manipulation depending on how it's used can be considered a crime by the laws of the gods.

Spirit Manipulation -800/1200

Similar to another purple character, this time Ginyu, you have the natural ability to manipulate shows in one limited way. Like Ginyu's Body Change technique for example, where the user can switch their own soul with that of a target, stealing their body. If your technique works on similar body snatching principles, your new body is fiated as an alt-form. For 1200 instead, you can with enough training, effort, and research, discover other similar techniques involving the soul.

Legend -3000 (Requires **Mutant** perk. Special Discount Ruling: you may detract from the price the total value of points equivalent to your **PLF**. May not be taken if **Tier 8** was purchased though Frieza Clan related discount. If your race naturally has Transformations & Zenkais, they can also be detracted)

This is the most expensive thing you'll find here, and for good damn reason. First of all, pick the 800 version of **Transformation** for free, as well as both versions of **Zenkai** as well. Both precious racial options are empowered to ridiculous strengths, you're a being whose power

overflows overwhelmingly through combat, anything that won't immediately shatter in your hands will make you more powerful for as long as it doesn't break first.

Even beings that should be several times stronger than you would need to exterminate you fast, less you start closing the gap before they notice it. Your transformations? By default they far surpass members of your own species despite being in a drastically more advanced version of the same transformation line. Secondly, any other racial related power you might have picked along with **Legend** is increased in a similar fashion as **Transformation** and **Zenkai**. You're the type of legend who doesn't fall. Frankly, this option makes the entire PLF section entirely redundant. Do note however that is **Mutant Exclusive**, which means only you, and hypothetically your lineage, benefit from this.

So much so that I'll just throw this unique PLF tier to give you an idea:

[Tier 9 - Legend - (Free, Exclusive, & Mandatory for legend) Geez, and people thought Frieza was a freak of nature. **PL: ½ Maximum + (1d1x½ Maximum)**

Items

You may merge/combine items that serve the same general purpose, or can “fit-in” the selected item in any way that you can imagine while being reasonable with its capacities.

General Items

Scouter Free/-100

Probably the most iconic item you'll find here, this machine is capable as a device for communication, recording, and its unique ability to measure someone's power level, but it does come with the unfortunate incapacity to accurately gauge someone's power if said individual is capable of hiding or has a transformation in store. For -100, you may obtain an unlimited amount of scouters for any of your followers/companions. Yes, any upgrades you purchase apply to all Scouters in mass.

Frieza Force Armor Free/-100

And the contender for iconicness to the previous item is also here, this oddly durable and resilient material even to the standards of the Frieza Force, though because the gap in power, this armor just becomes just a uniform at the end of the day, but even still it holds on way more than it should really, also very form fitting as to be useful for multiple different races of different shapes. For an extra -100, you will stock up an unlimited amount of armor for each of your followers/companions. Yes, any upgrades you purchase apply to all armors en masse.

Blaster Free/-100

The poor, mostly forgotten, “sibling” piece of tech of the Frieza force. Which is a given how the franchise is mostly known for fighters who shoot out energy beams barehandedly. Anyway, you can have the current modern for free. Hell, this item is so redundant that you can offer it to your companions/followers for free. But for a charge of 100, this item can be upgraded with fiat to be actually useful. The upgraded blaster now comes with a fiat battery that can hold up to 1000 serious ki blasts of your own potency, latching on to you so its battery scales up to you. Feeding off your ki passively, 10 blasts per minute. Yes the battery updates in real time if you transform. And it won't explode if you power down either, but its energy will be ‘capped’ to either your normal base limit or whatever charge from your transformed state it had (depending on which is higher). You can customize telepathically either its blasts will be “1 ki blast worth”, “20 ki blast worth”, or even “1000 ki blast worth” and everything in between. You may also choose to customize its appearance, maybe you want something like a ring instead?

Pod -100 (Free if Purchased with either **Flagship** and/or **Space Conquest Pack**)

You're given about a dozen of the spherical pods that are commonly used by the troops in order to reach a planet, it's simple design allowing for anyone to get inside and travel conveniently in outer space at ftl speeds. As far as spaceships go, this is the most minimalistic as it gets in its design, it only fits one person. Despite its tight limited space, it's surprisingly comfortable for you to sit in and has enough comfort and amenities for long term travel. As well as Ftl speeds.

Flagship -200 (Free if Purchased with **Space Conquest Pack)**

A large massive ship similar to the ones Frieza would use himself, comes staffed with “Grunt NPCs” to keep things running smoothly, they may be actual people or just soulless NPCs. None of them are powerful by any stretch of the imagination, but they do run things smoothly (and are good as stress balls to kill, especially since they are replaced the day). Comes with Two Hundreds **Pots** in the back, a healing chamber area, communications that adapt to foreign systems in future jumps, and a universal mapper.

Space Conquest Pack -300

What’s the difference between any monster with abnormal amounts of power, and a conqueror of the galaxy? An organized massive force to oppress the galaxy. With this item, you are provided with thousands of thousands personnel to keep things running, a combination of grunts to keep things rolling, and the brutes with decent levels of power to actually do the conquering, and all the ships to hold them together across the galaxy. Comes with a hundred massive **Flagships** similar to the one Frieza goes around in. Your subjects are loyal to you, can be soulless NPCs if you don’t care for them, and update to the standards of the local jump, or a small, small, small fraction of your own power if you so desire.

Fruit of the Tree of Might -400

Huh. How did you get your hands on this fruity apocalypse? Well, frankly that ain’t my problem. But it will probably be someone else’s problem soon. You have an improved version of the original fruit; since you can influence it due to it being latched on to your Ki, which allows you to control its output, how much it will take, how many fruits it will produce and how the drained energy will be distributed by the fruit. In case you did not know, the Tree of Might is a parasitic tree that greedily and recklessly saps away the life force of an entire planet to bear its fruit. Once eaten, the fruit can be eaten for a power boost. This fiat version will work on any other power system and life energy it encounters. While the fruits themselves come with seeds of their own that can be cultivated to continue the cycle ad-infinitum. only the initial one (and the one you gain at the start of each new jump) comes with the guaranteed initial potency to increase your base power x20. The exact power boost varies from drained vitality for the seeds that come from the fruits generated afterwards, for either a weaker or stronger effect.

Big Gete Star -800

A dreadful, planet sized, metallic scientific marvel of a supercomputer that seems to have bonded with you. Plus as a “bonus” an entire bountiful planet that it already latched on to consume. The Big Gete Star can act as a hivemind of sorts, creating thousands of duplicates of you, all with the same level of power as your original level of power, as well as sap energy from living beings as well as producing hordes of metal vessels. You will not truly die unless the main chip is destroyed, your will & soul staying at the star’s core.

Grunt Items

Space Tool Kit -100

If you won’t be doing any of the planet conquering or any fighting at all, you will have to do something else to make yourself into something here. With this little handy thingy you got your hands on you are capable of essentially being a space handyman, fixing the minor

things of the shop, this kit also stores any (relatively) regular tool that you come across the omniverse in your inventory, allowing you to just put your hand inside of it and the right tool will find its way into your hands.

Armor Upgrade: Sidelines -200

Unlike the other armor upgrades you'll find in this section, this one is unremarkable, so unremarkable in fact that it turns around about it being what's remarkable about it. This suit is so generic that it even spreads to all your features. Whoever wears this armor will be treated by others similar to how a nameless background red shirt character would be by the story's reader, even if said "faceless monk" is actually a building sized dragon. Unfortunately this trait expires the moment you do something important enough for someone to actually remember you.

Scouter Upgrade: Scouter² -400

Someone has decided to specialize the coding of your scouter to further enhance its namesake for the purposes of scouting, its range has been enhanced to be 2,000,000 kilometers coming with a zoom feature, is capable of perceiving and showing you everything, even the supernatural, and it can detect and identify all manners of life by faint vibrations, recording everything it notices into its innate database by your conscious command. Pretty useful tool for spying.

Mecha Chamber -600

Seems like you are a pretty trusted asset to Lord Frieza, as you have been granted with your very own lab, or is it more like a surgery room? What you have here in your room is access to the best in terms of cybernetics the Frieza Force can provide, as well as a fiat backed series of books titled "how to cybernize [insert race] for dummies" that explains bit by bit how to do the process easily as well as giving you all the details as to how it works and special details about how to enhance a race's natural abilities through machinery. You could even rebuild Frieza himself with those and make him better than ever! Oh, and you can also implant those cybernetics into others if you want to, those upgrades make people stronger as you can guess, and the process seems to always work out smoothly as possible within the room.

Brute Items

Bandana of the Fallen -100

This is.. Just a bandana at the start, an admittedly pretty cool one. Besides having "anime clothes durability rules", it does come with a minor special effect. You see, if this bandana comes in contact with the blood of an ally/partner/friend etc, it will permanently be stained in their blood's color. And after that, wearing it will remind you of why you're fighting until it's over. Yes, it stays in the color of their blood permanently, don't ask me how. You get one new bandana per jump.

Armor Upgrade: Battle -200

While the armor that was already provided to you is miraculously durable, it won't manage to keep up with a jumper forever. And for this, we have upgraded with the power of CP for an armor that will keep up with you, as this armor's durability now scales up to your own destructive power, making sure that it can stand at least what you can dish out. Not only that,

but it will adapt to any forms you have, yes, even the eldritch/memetic/conceptual nonsensical creature you can eventually become.

Scouter Upgrade: Power Scale -400

The original scouter's ideal of "power level" could only be approximated to the general threat level, it can only tell the "sum" of the target's power, not giving anymore info. Details like if most of the target's power comes from speed, durability or destructive power. Now though the system is more complex, having specific power levels for every attribute you can think of, and then giving a composite number based on a criteria that you set up yourself. This item is fiated to always be able to measure a target's power, hidden or not, though the numbers may get funky with extra-dimensional creatures.

Terrifying Botany -600

While most of the technology you encounter here is mechanical, there are the saibaman, such frightening creatures in concept, imagine planting a monster that can destroy most of a planet and with so little effort? Of course that alone wouldn't justify its price with the power around you, so you gain a bunch of 20 special seeds saibaman that have $\frac{1}{4}$ of your power level, though they can become stronger depending on if you plant them on special soil. Feel free to either use them as sparring partners or to fight for you if you are bored, they of course obey you and they aren't really sentient. you recover them once every month.

Flashy Items

Chocolate -100

For you and the entire crew for this afternoon snack! You have gained an unlimited supply of chocolate with this item, now if you could be oh so gracious to share with people that would be swell.

Armor Upgrade: Style -200

Feeling vain? Want your piece of armor to go together with your style? Then with this upgrade that will be the case, as you can freely customize it, and it will come with an aura of coolness to it.

Scouter Upgrade: Critique -400

Your scouter has been upgraded to have remarkable analytical capabilities, it now can record anything that you see as footage, and not only that, but it comes with an intuitive analysis mode for you to review the footage, it can scan your brain for the purposes of reviewing everything recorded to whatever goal you have, as if yourself looked and commented on the footage frame by frame. Great for training your own poses! And also for training, I guess.

Mecha Force -600

The Ginyu Force might be as elite as it gets in the Frieza Force, but it feels like there is something missing... That's what one of the more eccentric fellows at R&E thought about, and then built giant 100 meters tall mechanic battle armors based around each member. This technology is meant to combine with the user's own energy reserves to protect itself, meaning that it effectively scales to the user, and each of the five mecha possesses adapted versions of the original's members abilities... Yes, really.

Guldo Mecha: Guldo bot is limited to stopping time by a highly experimental temporal manipulation engine inside of where his “lungs” would be, using time stop too much will overheat the mecha.

Recoome Mecha: The most basic one.. Although it does have an unique inner reactor compared to the others that can charge into “overdrive” to charge up energy to perform a massive explosion; the Ultra Fighting Bomber.

Burter & Jeice Mecha: Burter’s mecha counterpart is designed for speed, and it is indeed; the fastest (at least that is the case for the mecha). Meanwhile Jeice’s is the all rounder mecha. The Burter & Jeice Mechas can naturally perform a GATTAI! (Merge for the uninitiated) to perform their combined special move: The Purple Comet Attack.

Ginyu Mecha: Has the ability to perform a “body change”, though it had to be adapted to be feasible. Mecha Ginyu can use its unique ability to ‘remake’ himself to copy one target, though the target remains unchanged, the machine gains the special traits of the target’s body adapted into giant mecha. Not exactly like the original body change technique but as close to it as it can get.

Rumors say that if a five person team were in perfect synch and focused, they could perform an even bigger combined mecha with all five of those robots into a even stronger form.

Tyrant Items

Hoverpod -100

A very comfortable levitating piece of machinery, it’s like a moveable throne of sorts. It works by its own engine and it can float indefinitely. Why even walk when you have this thing? Besides when the time comes to get your hands dirty. Also is a pretty great place to sit while you watch some fireworks.

Armor Upgrade: Terror -200

You want to be the one who calls the shots, probably an emperor of some type, then let’s apply something more imposing into your outfit. While you are wearing your piece of armor, you emanate an aura of menacing authority, when people look at you, no matter how menacingly your minions are, they will acknowledge you as the scary being and the main danger no matter if you are restricting your power or not.

Scouter Upgrade: Propaganda -400

This scouter, unlike the others, was meant to work on a large social scale. What it does is to give an in-depth analysis of whatever society you look into, whether it belongs to you or not, it will detail the general feelings towards their ruler, how much fear they feel, how rebellious they are, and gives hints of what you could do to alter all those factors. You can use this to either suppress, satisfy, or terrorize whatever society in whatever manner you want with this.

Planet Jumper -600

This is not the planet’s actual name... I hope. Instead, it’s the planet of your people. Fiated to have all the resources your people would need. Naturally, since you’re purchasing this, circumstances would fall that you end up being the leader or otherwise monarch of your people, or at least have a major influence as far as they are concerned. How this works exactly varies; if you’ve picked a canon race, such as the Saiyans or Namekians, you may choose if this is another “cousin population” or the canon one. If you’re not aligned with the principles of your canon race’s OG planet, then I suggest to avoid friction that you pick to

own a planet of a distinct population. That way you have a say in the culture of your planet as to accept whatever plans you have for it.

Companions

Jumper Squad -100/-200

Of course, you can't just leave all the conquest and bloodshed to yourself, you are so generous that you want to bring along your pals alongside you! For 100, you can bring up to 4 companions to you and they all receive +600 CP and their origins, and for 200, you can bring up to eight companions with you. This also ensures that you would be assigned to work together if possible.

Recruitment Free/-100

Did one of the psychos around here catch your attention? Then you can recruit them if they accept it... But since this place is rather ruthless, we can stretch the definition of "acceptance"... Basically, if you force anyone to submit to you, you can forcefully recruit them as your servant.

For the payment of 100, you can leave a "good" first impression, whether you want to make it clear that you are terrifying and not to be rebelled against, or an actually friendly first meeting.

Unique Companions:

You may establish what sort of relation your origin had with those companions before the jump started. If you are a drop-in, you'll eventually run into an encounter with those to establish the relationship dynamics, but it is fated for them to for one reason or another decide that you are one to be followed. You can decide minor aesthetics, personality traits and even genderbend them as long as it doesn't conflict with the text. You may decide that if you're in another timeline/universe where their existence doesn't make sense, to either drop them like drop-ins, or for them to be minimally altered to fit in. Much like in your case, where depending on era the actual value of a power level varies, the same applies to them.

Berry -200 (Free for Grunt)

Berry is a personnel of the Frieza Force who sits on the backlines and manages the paperwork and logistics, and sometimes he dabbles in fixing some of the machines here, he looks very human, but you can't be sure at first glance due to him always wearing the helmet. Unlike the rest of the companions you'll find here, this guy REALLY doesn't want to be here. He's very willing to ditch this joint at the first opportunity. He is frankly cowardly and squeamish to violence, but he does have redeeming qualities, like common sense and being reasonable. A rare virtue around these parts. He's rather good at managing logistics and can serve as an engineer, so he is far from useless, he actually does have a HUGE potential as a business owner, he just lacks the confidence for such things. Also it seems he picked up playing the bass as a hobby, and he thinks he's worse at it than he actually is.

Comes with the perks **Keep Your Head Low**, **Danger Zone**, **Make yourself useful**, **Frugal Conquering**, **Tech Support** and his own unique version of **Overqualified** perk that is hyperfixated on logistics, common sense, and business. **Racial:** [Race: ???] **PL:** 4.

Majin Akuu -400 (Discount For Grunt)

Long ago.. No wait, he actually came from the future. Let me redo it. Long ahead, in a distant land several generations after the Z-fighters would merely become part of history. He, Majin Akuu, unleashed an unspeakable evil, but a foolish earthling warrior wielding a magic sword stepped forth to oppose him.. Before the final blow was struck, Majin Akuu called a favor with a time breaker to flee into the past. What? You've heard a similar story before? Huh, small omniverse.

Anyway, this Majin is one descendant of Majin Buu from a certain timeline who has leaned more into the evil demonic side of his heritage. He's pitch black, and usually likes to use his stretching to be quite large, imposing, and to move like a shadow. Though when he isn't terrorizing others, he can be quite silly and often jovial. Don't get it twisted, he is extremely malicious. But it seems that he has found a friend within you, viewing you as either a second-command or an equal depending on your power. Majin Akuu has been a DJ once or twice.

Comes with the perks **"Ah! Lord Frieza!", Opportunist, Demolition Expert, Super Survivor, YOU CAN SEE THE FUTURE! Audacious Laugh, Frugal Conquering, In The Head, Sick, Sick, Sick! Only A Chilling Elegy, DARK SIDE, "YOU MUST DIE BY MY HAND!"**

Racial: [Race: Majin Mutant. Mutant Traits: Unique Physiology: Shadowy Body. Caster II: Illusion Focus. Temporal Drifter I: Time Portal]

PL: 187,000

Leeku -200 (Free for Brute)

This young woman is a rather odd warrior, she claims to be of tuffle origins, the race thought out to be made extinct by the saiyan, and yet her physical abilities match that of a saiyan ironically enough; Though her hair is teal so she doesn't seem to be a saiyan based on that and her lack of tail, also her voice is weirdly Robotic? Though what is known for sure is that she's an adept and talented fighter, and her energy reserves seem to recover far faster than normal, roughly x2 faster to be more precise. In terms of personality outside of the battlefield, she seems cheerful and carefree, though in combat her attitude and disposition seems to match that of a saiyan.

What most don't know is that she's a pseudo cyborg/bio android experiment of the fallen tuffles who tried to merge Saiyan DNA with cybernetic technology as a last ditch attempt to creating super weapons that were too little too late, creating Leeku, who was sealed in her capsule thrown into the vast galaxy and she came to life recently.

It seems like she likes singing as a hobby, and she's quite good at it, she seems proud of her singing in her voice with her "robotic accent".

She comes with the perks **Ruthless, Demolition Expert, Refined Barbarity, Solid State Scouter** and **This Changes Everything**, and her unique variation of **Jumper Special Pose** that works through singing instead of just posing. The power amps depend on the song's meaning and tone.

Racial: [Race: Saiyan Mutant. Mutant Traits: Aptitude II: Cybernetic Body. Abnormal Ki II: Android "Infinite" Reserves]

PL: 10,000.

Duitar -400 (Discount for Brute)

Coming from the underworld after doing his fair share of "heroics" (Demon equivalent of adventuring at least), this dashing fellow comes from a rare tribe of Red Namekians who

instead of abandoning their demonic origins, have instead leaned further into that heritage. Besides being red, Duitar also possesses bat-like wings that help him fly better than most, he also possesses an array of breath attacks and mostly uses ki through his mouth. Duitar is the stoic, quiet, warrior type but he seems to value you as an ally and friend, hence he is particularly loyal to you. He also picked up playing an organ as a hobby recently.

He comes with the perks **Refined Barbarity, Super Survivor, This Changes Everything, Retroactive Legend, Any taller and it would be unnatural! A Disgusting Biology, Justice in the Seven Balls.**

Racial: [Race: Namekian (Devil Clan) Mutant. Mutant Traits: Unique Physiology: Claws & Wings. Culture & Talent III: Demonic Combat. Abnormal Ki I: HellFire Ki.

Transformation II: Addons: Caster III: Elemental Magic (Earth, Fire and Water)]

PL: 181,000

Metal Tom -200 (Free for Flashy)

This person is as close to a theater kid that you will find here, as you can guess from the name, he is a metallic fellow, though he does have a humanoid vessel that matches his vanity and love for dramatics. He is trying to get into the Ginyu force as you might have expected, and he fits right in, with his whole “killing robot diva” motif he’s rocking, all he needs is more power to back up his walk. He is quite the diva in all aspects, putting a lot of value in his sense of style, and his unhingedness when it comes to violent acts. What most people don’t know is that he isn’t actually an automaton, but a spirit using that as his vessel. Apparently he was an experiment made by a reptilian scientist, but that’s a long story.

He comes with the perks **Demolition Expert, Dance of Joy, Barbaric Refinement Any taller and it would be unnatural! In The Head, Sick, Sick, Sick! Zarbon Has Long Hair! Ultra Fighting Pose, and Jumper Special Pose.**

Racial: [Race: ??? Android(?). Appearance II. Racial Abilities: Abnormal Ki I: Electric.] PL: 12,000.

Chilli -400 (Discount Flashy) (RED HOT CHILLI PEPPER!)

...Frieza has a cousin? Apparently he does, though given how different they are you would be forgiven for not noticing it. This Young Frost Demon comes from a distant branch of King Cold’s Clan. Hence he’s a lot more avian in appearance. Despite this, this hot blooded young man doesn’t care much for conquest and is far more focused on his art. Though he is convinced that you’re “Very Rock Roll” in his words and it seems that opinion is for keeps, so he’ll follow you and hear out your plans. He might be considerably weaker than his distant family, but he does have a “trump card” that doesn’t quite elevate him to the same level, but at least is something. Where Chilli can evolve and transform based on how much electricity he consumes. Though he can’t quite reach the levels of Frieza even if he absorbs a planet’s worth of energy... At least for now.

He comes with the perks **Danger Zone, Dance of Joy, Refined Barbarity, Any taller and it would be unnatural! In The Head, Sick, Sick, Sick! Ultra Fighting Pose (Hecharges it with his Guitar), TOKUSENTAI! TOKUSENTAI! Purple Comet, Audacious Laugh and A Disgusting Biology.**

PL: 151,000.

Racial: [Race: Frost Demon Mutant. Mutant Abilities: Abnormal Ki II: Electricity Charge. Absorption II. Transformation III: Add-On: Electricity Charge & Absorption II.]

Kuriza -200 (Free for Tyrant)

Your boss's brat... Pretty sure he wasn't supposed to be canon, but now he is. You wouldn't happen to be his nanny, would you? Anyway, this brat is like a (even more) tiny version of Frieza, but considering who's his father, and the track record of potential the sons of strong fighters have in this universe... Yeah, odds are that this little guy is destined for absurd levels of power. In case you don't know, Kuriza is very much like his father appearance wise, but shorter and with brown spots instead of Frieza's purple ones, and his head's top is pointed upwards similar to a nut. Unfortunately, it seems he didn't fully unlock his father's ridiculous power and is weaker than someone like Vegeta, that might have given him a complex considering how hung over he is over "the pride of the cold family". He seems to be a more childish version of his father in all aspects, very keen on showing off. He also seemed to pick the drums in his free time.

Comes with the perks **Mutant, In Touch With Genocide, Audacious Laugh, In The Head, Sick, Sick, Sick!, A Disgusting Biology, "You Must Die By My Hands"** and **Resurrection Of J.**

PL: 15,000

Racial: [Race: Frost Demon: Frieza/King Cold Clan]

Impolar -400 (Discount Tyrant)

When this thousands of years old grand evil sorceress awoke into this new era... She was confused. She was pretty sure the colorful bunch who did those silly poses were the goody-two-shoes, but maybe since there are no teens with attitude with superpowers (at least not until the Great Saiyaman arrives), she takes that as a good sign to resume her conquest,

In terms of appearance she frankly just looks human, though she might just be from a distant race that has long forgotten. Though she does wear a somewhat generic, horned, sorceress outfit. She's incredibly theatrical, dramatic, and prone to the behaviour you'd expected of a saturday morning show villain. But she does have a talent in magic, being able to create unique artifacts and having a speciality in a specific try of spell that enlarges the target, giving them proportional strength without diminishing their speed. She seems to believe that you're a great minion candidate, so she'll try to recruit you. Apparently, she plays the flute in her spare time.

Comes with the perks: **Mutant, YOU CAN SEE THE FUTURE!, Beauty's Skin Deep, Beast Within, Audacious Laugh, "Any Taller and it would be Unnatural", In The Head, Sick, Sick, Sick!, A Disgusting Biology, Justice in the Seven Balls, "You Must Die By My Hands"** and **Resurrection Of J.**

PL: 17,000

Racial: [Race: ???: Mutant Abilities: Culture & Talent: Elder Magic V. Mastery II. Caster IV. Transformation I: Add-On: Aptitude III: Size & Caster IV.]

Scenarios

Some of the scenarios can be adjusted depending on the universe/timeline, others not. You may freely take any scenario that fits in the universe you've selected. Alternatively, should you not want to take into account AU elements or should the scenario be outright incompatible, you may spend -100 points to reserve it as a "parallel quest". Turning a Scenario into a parallel quest will let you complete it at any point during your stay. Failing a parallel quest will not result in chain-failure, but you will have wasted those points. However a scenario that you've decided wasn't a parallel quest will result in chain-fail.

Jumper Force

Compatible: All Timelines/Universes

So, you want to be the one calling in the shots? Sure, go ahead. But first you must climb on the ladder. And how do you do that? Simple: Violence, what were you expecting anyway? All you have to do is establish your place as the top dog around, beat up Frieza until he acknowledges you (or his equivalent), and have the former Frieza Force accept you as their leader, willingly or not.

Reward:

[Galactic Empire]: You obtain what you have conquered, this includes all planets under you, all the ships, and all your soldiers as followers. If all of this doesn't fit in anywhere you can insert them to, you can simply obtain a time rift containing all that you have gotten here.

Temporal Espionage

Compatible: All Timelines/Universes

You might have heard of the time patrol, right? A representative of them came in earlier to bribe- I mean offer you payment for your services. What they want you to do is to catch some malefactors belonging to the time breakers who have invaded the timeline you are in, trying to cause subtle butterfly effects.

This won't detract from your freedom of choice, as the timeline you are in isn't actually connected to the main one. This timeline was used as bait to trick and lure in the time breakers, that means you are free to do whatever you were already going to do here, as long as you catch the time breakers.

Though you might be expected to fight said timebreakers, don't worry too much about it, they aren't abnormally strong by the standards of the Frieza Force, since they can't stand out for their mission's sake. Though on the flip side, if you are either too strong or incapable of hiding your power, they may find you as an agent first, and even if they are weaker than you, they may have their means to dispose of you when you least expect it.

Some of them may possess differing levels of **Caster**. Their power levels fluctuate between **PLF** all the way from Tier 1 to Tier 4. Don't worry about anybody on Mira's level showing. But one single one of them may be a **PLF Tier 8 Mutant** who's really good at hiding their power

level. Their mission is doing research on the various races and taking intel from Frieza Force, as well as interest in unique techniques, such as timestop and body change. So if you see any of your coworkers being a little too curious, then perhaps you should continue to pay attention to them.

Rewards:

[The Bribe]: You were bribed with **+500 CP** to spend on any dragon ball related jump if you succeeded in capturing the time breakers that you can spend on any future Dragonball Related jump you visit. Price will be adjusted if said jump uses a different point scale.

[Pat on the Back]: Due to your deeds, the time patrol will collaborate with your benefactor to make it so your next jumps happen in “off-shoot” worlds where identities such as the Time Patrol have no jurisdiction over. And no paradoxes or temporal issues outside of the initial premise/plotline of a jump (looking at you, Nasuverse) affect your stay.

Competitive Market

Compatible: Z/Pre-Resurrection/Super

The Frieza Force is the single greatest military in the universe! Utterly unmatched! Except for actually a good few people. And that's not even to mention the not-necessary canon stuff to boot... but they are mostly inactive (or non-canon), leaving Universe 7 feeling pretty empty as a universe.

Shame that this easy and convenient balance of power is about to swift. Heavily. Every single space related faction, including from GT and Later Super ones like Moro and the heeters, will become active and have their own agenda. This includes movie villains such as Bojack too. Cooler will eventually trigger a civil war for control over the force, as well as finding the **Big Gete Star** along the way. And so on. Oh, and apparently Merus got a ticket for good behaviour as an Angel that lets him ignore the restrictions on angels for half an hour. And he's saving it for an emergency or when he thinks it is most needed.

Your goal is to make sure the Frieza Force is the most dominant and influential space faction of Universe 7 for your ten years here. Beerus will happen to decide to take a big long nap for your stay here, assuming he wasn't already, and he won't wake up anytime soon. But at least you can rest knowing that no Tournament of Power will happen.

Now, before you think that this is hopeless unless you have the power of the gods.. It isn't that hopeless. See you have THREE saving graces:

1: Only factions related to space; Gomah will stay in his lane and so will the Red Ribbon Army. But GT planets will be canonized.

2: In typical Dragonball Fashion, the threats need time to escalate. Giving you a week of time between the next opponent. Expect enemies to appear in DBZ movie sequences, then GT space factions, and then Super Space factions. But if you don't hurry up they'll start piling up, at least they are unlikely to form alliances..

3: through the power of convenience, the power will be “soft gapped” depending on your era. If you're in the Z era, then Super/GT Villains will be nerfed to roughly Majin Buu Saga+ level: Still really bad if you're working on Frieza Saga limits, but less hopelessly so. Though if

you're instead on the **Pre-Resurrection** or the **Super** timeline, then you're going to deal with Super Scaling for the stronger threats (but Bojack won't be buffed like Broly was from his Z to Super adaption). As compensation for the lack of Frieza, if you take this scenario with the **Pre-Resurrection**, you gain additional **+400 points** in advance for your troubles.

Rewards:

[Galactic Supremacy]: Congratulations, you obtain the entirety of Universe 7 as your property. Including the extra planets and resources added through this scenario. Sadly the other half of the Super Dragon Balls is out of your reach, but can't have it all right?

[Competition Is Good For Business]: Apparently the amount of points you have counts as "business" in this context. You gain **+400CP** to spend in this document for your troubles.

[Ultimate Space Conquest Package]: Firstly, if you didn't have it before, you now have access to the **Space Conquest Package**. But upgraded too. The upgraded variant will spawn "NPCs" of every race of Universe 7 that you conquered, but only the mook versions before you get too ahead of yourself with an army of baby-like tuffle machines. This also applies to future similar follower options, adding in future races you employ and/or conquer to your army.

Optionally if you had purchased the original version, you may either refund the original **Space Conquest Package** for your **+300CP** back, OR stack it up as a Neat or bonus elevating the original **Space Conquest Package** to be elevated to a higher fraction of your power. For example; if your **PLF** was **Tier 8**, then they would be on **Tier 7**.

Villains Can Have Training Arcs Too!

Compatible: Pre-Resurrection/Super



One hour or another, everybody has to take the humble pie. It's for the better, really. So did Frieza, and so will you do too in this scenario. Because Frieza has decided that it's high time that he starts training. And that you, Jumper, are the ideal training partner. Which means you'll be taking Tagoma's place. Don't you feel honored?

You might think that all your out of context perks and talent will make this an easy time. It will not. Frieza will have every bit of his ridiculous potential, and on the chance that you have a faster growing curve, or even if you're stronger than Frieza at that point... Well, that won't last much because this scenario ensures that should that be the case, Frieza's growth will be elevated even further. Let's hope you have a willpower perk attached to your bodymod, otherwise you won't leave the same person you were before. You're going to have to work for it if you want to keep up.

If taken on the **Pre-Resurrection** Or **Xenoverse** Timeline, you will be training until Frieza achieves gold form. If taken in the **Super** Timeline, then you'll be training until he achieves his black form. Both of those, even the super one (your involvement seems to have sped

unlocking the Black form) will take four months of what is a safe bet will be the harshest training you've endured.

Rewards:

[And the Oscar Goes to...]: Your boss wasn't the only one who reached a new transformation. Granted, yours is less a secret racial evolution and more like another perk. You gain your very own **Golden Form** with an equal multiplier to your boss. Your form just looks like your base form, but with a golden color palette added in some way. IF you're a **Frost Demon** yourself, you gain both the Gold Form (Scenario Reward Specific) and Gold Form (The natural Frost Demon version). And yes, you can stack them. And yes, should you unlock the black form, you can stack it too. How that manifests is up to you (Diamond Form? Black Diamond? Your call). But the difference between your normal Golden Form and your stacked golden form would be similar to the SSJ1 to SSJ2 power difference. Yes, saiyans do acquire a golden form too. Yes, they can stack it with Super Saiyan to Unlock Golden Super Saiyan. Yes, they can have unreasonably bright extra golden hair.

[Yes Pain Yes Gain]: The reward is the training itself, assuming you survived anyway. If you weren't before, you are now on **Tier 8 PLF** levels of power, adjusting for timeline/universe. It's like you endured a dozen or so Zenkais, whether you have the ability for zenkais or not is irrelevant.

[Healthy(?) Boss/Worker Relationship]: Frieza has... Mellowed out on you? Really? Is that possible? It seems so. Apparently Frieza has been endeared to you much like he would with the CAC from Xenoverse 2, willing to (with a bit of time) forgive more treasonous actions, like going against his will and fighting against him in a conquest. Yes, even if you're a saian. You're one of the... "Good Ones". And that means being more than willing to accompany you on your chain. Having matured to a similar level to his Post-Broly Version, if he hadn't already. To note that this version of Frieza still keeps his talent that is above yours so if you do decide to bring him along, he'll make for a particularly powerful companion.. Don't worry, this reward is optional if that needs to be stated. Frieza naturally comes with all the perks, including the boosted versions, of the **Tyrant Perkline**.

Legendary 3 for 1 Bargain Sale

Compatible: Z/Super



Oh god... There's THREE of them. THREE "POWER LEVEL MAXIMUM" GREEN SAIYAN HULKS IN THE SAME TIMELINE! And they are your problem now. Because you take the place of Cheelai in finding Paragus and his kids trapped on Planet Vampa. Your goal is to sort out their issues and master their power without killing one another. Unfortunately, Paragus will inevitably die one way or another. Unless you have a fate breaking type of perk and are willing to save him. Paragus' death has a good, but not guaranteed, chance of escalating a conflict. They have Z Broly Scaling if taken in the **Z** era, and Super Broly Scaling if taken in the **Super** era.

Meet this complicated, emotionally constipated, not particularly healthy family: Paragus who's more paranoid and stressed than his counterparts due to having to deal with three children instead of one, all who can all stomp on him like a fly if they actually wanted to. The fraternal siblings: Brolizirious and Brosulius... Paragus didn't expect having to name two at once as you can guess from his naming sense. Though their names are shortened to Broly Z and Broly S often. And also Kale as the kid sister.

They all vanished when King Vegeta noticed their abnormally high power levels, similar to the original Super depiction of events. Paragus has just one singular mind control device that is

attached to Broly Z, the most innately violent one. But he does have Shock Collars on Kale and Broly S.

Let's not kid around the bush, this family is almost literally a ticking time bomb waiting to blow. But let's start from least to most concerning. Starting with Kale. She is relatively the most talkative one, relatively being the key word. Due that unlike her counterpart, She had no real confident influence in her life and her brothers being stronger than her in base, she has self-esteem issues that have been bottling up for years now. Kale only starts acting out when Paragus starts hurting her brothers. Kale has really mixed feelings on Paragus and if she perceives her brothers as being abused she might finally snap

Second is Broly S, a gentle giant sort that he is. But a bit more frustrated than his canon counterpart due to having to live with Broly Z, who he has bottled feelings against. Because in this timeline, Broly Z went out of control for the first time... Against Ba, Broly S's animal companion. Nobody in the family likes to talk about what happened that day, but that was the day it was decided that Broly Z should be restricted more firmly and why the family is almost okay with what Paragus does to keep Broly Z sedated. Broly S is the one who most cares about Paragus and would react the strongest.

As for the most troublesome one is... Broly Z. Unlike his other siblings, by nature he has a "darker path". Because he doesn't just have the power of the Legendary Super Saiyan, he has the fate of the "ideal saiyan" too. Naturally malicious, at least when his power overwhelms him. While he's restrained he might be "tame", but when he's unleashed he takes a sadistic side that seems to embody the logical extreme of the common saiyan's mentality of might makes right. To an extent, he wants to enjoy the company of his family, or at least his siblings. But innately his version of his saiyan nature demands he kill them too to prove himself superior.

And yes, Broly Z does have a complex involving Kakarot. But not "just because" of the crying. You see, Broly Z and Kakarot are polar opposite beings who are fated to fight to the death should they meet, at least if you don't intervene. Kakarot is born the lowest of the low-class; Broly Z the strongest. Kakarot grows up influenced by a good hearted mentor who teaches Kakarot skills selflessly; Broly Z is used like a tool. Kakarot grows due through the combination of his sincere passion and effort in fighting as well as opportunities bought by people he has made connections with; Broly Z is limited by the only connection he has. Kakarot is pure of heart; Broly Z is a demonic saiyan.

Should you have similar characteristics to Kakarot as described above, and also an incredibly strong will and/or power level yourself, Broly Z might develop a similar level of animosity towards you if that becomes apparent. Fixing his issues will no doubt be the most complicated step in this scenario. Maybe you'll need to defeat him to show him that how he perceives the world is flawed, but that's easier said than done.

Rewards:

[Bargain: Sold!]: Obviously, you get to keep them as companions. Another obvious detail is that All of them have the **Mutant** Perk and the **Legendary** Racial Option. If you have managed to fix their issues, they will be more than willing to latch on to you. And all of them have learned to enjoy fighting to a healthier extent.

[Practicing What You Preach]: Similar to what the Universe 6 Version of Kale would accomplish, you're able to master even the transformations that make you the most violent without sacrificing their power. Not only do you have control over one self, but understanding of your nature. If you can use it, controlling the great ape transformation is something you can figure out easily. Letting you tap in that power even without becoming a great ape. This applies to similar transformations in the same way, including kaiju forms. You're also capable of calming down both yourself and others enduring similar mental struggles.

[Friend of Legends]: You've found yourself with an affinity to befriending and understanding mystical beings and their unique circumstances, being able to sympathize and in return sympathize with them. Do note that the more malicious sort will need to be "corrected" in their ways first before they can sympathize back with you, if they are stubborn about their violence. Despite that, you can calm down unwilling destroyers with surprising ease.

Frieza Saga: Hard Mode

Compatible: Z



You're probably already familiar with the Frieza Saga, so I won't bore you reiterating it. But what about an opportunity to test your mettle in a unique variation of it? Though I do warn you that your meta knowledge might not be as reliable in this particular timeline. Let's not beat it around the bush, this scenario puts you in a harder version of the Frieza

Saga. How? That's the neat thing; you don't know how. Not yet. But there are two timeline variations: The **Heroic Route**, And the **Villainous Route**. You must commit yourself to either path, and depending on which two of your rewards will be changed and certain events will happen.

The Villainous Route's goal is to secure the dragonballs for Lord Frieza. Meanwhile the Heroic Route is to secure the dragonballs in the hands of the Z Warriors. There are three conditions that will make this harder than it sounds like: 1. You will be limited to only your bodymod + In-jump purchases, including raw power. If originally your version of **POWER! POWER! POWER! POWER!** was set to Super Standards, it will be reduced to Z era standards. That applies to all other purchases here similarly. The 2. option is that certain events, events that you will have to find out on the fly, are fated to happen that will make your route significantly more chaotic and difficult. No seriously, you were warned. 3. You may only bring alongside you four companions that are similarly restricted, though you can bring the Unique Companions uninhibitedly.

On the plus side, whatever origin you belong to, you'll start on Namek as Krillin and Gohan do. And you get a minor bonus of being able to earn the trust of the faction you've picked (Z fighters for Heroic and Frieza for Villainous). Ready? If so, step forward.

[The following is information Jumper will have to learn on the fly during the Scenario on]

Villainous Route Events

- **Gohan & Krilling are prepared:** Krillin has taken the fight with Nappa and Vegeta to heart as a reason to not get comfortable. And thus Krillin has absolutely locked in, using telepathy to communicate with King Kai and the free time he had while traveling to master every technique of his companions (Kikoho form Tenshiha, Neo Wolf Fang from Yamcha, Kaio-ken form North Kai, even telekinesis from psychic abilities from Chiaotzu and more). Krillin is fully prepared to combo Solar Flare + Destructor Disk without hesitation. Meanwhile, butterflies cause Gohan to have been born two years before, making this variation of Gohan a bit more mature and more-inline to his Android Saga self. In terms of power he's "only" twice as strong as his Namek Saga Self. But in terms of resolve he's far more mature. He can unlock the ability to go super saiyan if enraged enough. And he will be wildly more powerful than his own father would be as a SSJ.
- **Elder Guru & Nail will Merge:** In this timeline, Elder Guru has learned of a way that he can transfer all his skills at his peak using Nail as a proxy. This will result in a considerably stronger, more experienced, and with magical abilities version of Nail. If the situation is dire enough, they merge with other Namekian Fighters and Piccolo to become an even more powerful Namekian. The Namekian people will also take the situation far more seriously and support the heroes with healing or fighting back.
- **Goku and Vegeta Will Fuse Into Vegito:** It turns out, at least in this timeline, that Zarbon's earrings looking like that of the Potara's earrings was no coincidence. Eventually, at around the height of their canon power levels or higher, Goku and Vegeta will set aside their differences to avenge their people turning into Vegito. Vegito will unlock SSJ2 given enough time. The fusion has no time limit in this version of history.

Heroic Route Events

- **Frieza Force is Expanded:** There will be about a thousandth **PLF Tier 3** soldiers running around Namek with more coming with time. Frieza will come accompanied not just by Zarbon & Dodoria, but by Bonyu, Tagoma, Abo and Kado. They will always move in pairs and cover for each other. Those six will generally have the same power level, but Abo and Kado have the ability to merge into a fused state with a power of **180k**. The Ginyu Force will also be called in earlier and will be instructed to not mess around. This timeline's Ginyu has stolen Bardock's body with a Power Level of **400k**. Bardock!Ginyu has his tail intact and knows how to use an artificial moon.
- **Vegeta Will Remain A Villain:** Not too dissimilar to the events of a niche old dragonball RPG, .Vegeta will achieve Super Saiyan eventually. He will not compromise or listen to your side. And by the time he reaches Super Saiyan, he will be at his peak canonical Namek saga strength with SSJ stacked. Even worse; in this timeline Vegeta has his tail intact and may resort into becoming a golden Oozaru (though he doesn't have the control to turn into SSJ4)
- **Frieza Will Take Things Seriously and Cooler and King Cold Will Appear:** Frieza gets an eerie feeling as he arrives at Namek, so he decides to drop the theatrics and go straight to his final form's 50%. The other royal Frost Demons will show up. Cooler starts in his 4th form but will acclimate to his 5th form if threatened. In this timeline, King Cold was a mutant like his sons, and the large form he usually employs is merely his second transformation. King Cold will be more unserious than his sons.. At least until one of them falls. In which case he will go all the way to a 6th transformation.

Rewards:

(Applies to both sides)

[+Sized Dragonballs]: The entire reason everybody was fighting in the first place. Bad news? you only get three wishes then this version vanishes. Good news? Due to your struggles, and because this came out of a scenario, Porunga will be empowered by the potency of your chain for just those three wishes alone. Allowing your three wishes to have a similar scope of power as **600 CP Perks** from previous jumps you've visited. Not necessarily the perks themselves, though an obvious use is to use it to empower any perk **600 CP** perk you have by two times. Anything you wish for naturally has fiat, as long as it is within reason for your chain. Yes, you can stack wishes. Stacking three wishes may trigger an effect in the same scale as a **2000CP Perk** from a previous jump you've been to.

(To Heroic Path Only)

[Super Spirit Bomb]: This a variation of the Spirit Bomb that works a bit differently. It doesn't merely request the energy of nearby life, it also takes the energy of any planets and regions you've previously saved across your chain. But otherwise it works the same as the original version. Has a cooldown of 24 hours sadly.

[I AM]: The Green Legends aren't the only ones who become stronger through wrath. You're a warrior awakened by rage, not unlike a super saiyan even if you don't have the transformation yourself. You seem to draw out more raw power and latent potential the more enraged you are against somebody committing malicious acts. Not only that, but those types instinctively fear you and your power.

(To Villainous Path Only)

[Death Ball]: A superior version to the technique Frieza would use to destroy Namek. This version of it becomes stronger and stronger the more it destroys other constructs, growing in power with destruction at an equivalent rate a spirit bomb would if it had got the living energy of those planets. Has a cooldown of 24 hours.

[Emperor of The Universe]: Do you feel that deep malice within you? That's right, you can expand your destructive sins, particularly pride and sadism, into fuel for power. Not too unlike how the Demoness Towa would empower villains, but this version is far more self-sufficient.

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Legacy of F

Compatible: Ancient

While their history might have been lost to time, it (probably) began with one daring Space Pirate that decided to dream big and become king of the- Oh sorry, wrong franchise. And that person might just be you, or at least you'll be there helping out along the way.

Roughly a thousand years ago; It all starts with old regular Frost Demons becoming a slaver space faring civilization in ages pass. A glorified group of space pirates. But a group who have struck biological engineering gold with the creation of the Egg that will give birth to Chilled; Frieza's ancient ancestor. The Scientists however would be detained and imprisoned, never to see the light of day again, but the egg with the abnormally strong Chilli would find its way to you.

Now it's your mission to raise this unborn Tyrant up to snuff and kickstart the Frieza Force... Or well, Chilli Force. That will be harder than what it sounds like because Chilli in terms of personality is inclined to being quite the brat, like a more childish undeveloped version of his descendant. However I can't tell you how Universe 7 looks like a thousand years ago due to a lack of information, so maybe watch out for that. Knowing this universe the odds of an incredibly OP but unassuming being existing somewhere randomly aren't zero.

You'll have to make sure Chill is self-sufficient, at least with the empire you've built for him, for the Force to continue their legacy for years.

Reward:

[Meet Your Ancestors]: You have the ability to have a chat with any ancestor you have ever had, from any origin of any jump. You can even recruit them by spending CP in a relevant jump. 100 If they are otherwise a normal member of your species. 200 If they are some special hero or similar. And 600 If they are some type of progenitor deity. Though naturally they should agree to it.

[How It All Began]: You can discover how any society and/legacy has started through vivid visions of the journey of the original creator/ruler of said society, dynasty and/or overall legacy. As well as seeing the origins and source of their equipment and skills.

Get The HFIL Outta There!

Compatible: HFIL



Yeah.. We're doing the abridged thing here. Unless you want to take the more canon version of the characters for this scenario, your call. But the scenario is straight out of Dragonball Abridged. So in your origin for this jump you died and ended up in the same HFIL settlement as Frieza and Co. Statistically speaking, Vegeta probably killed you.

Now fast forward to the point where Cell dies and joins in.and the plot of Team Four Star's series begins. You are a retained sinner, which means you're shackled with a ki dampening device that won't come off nor will it allow you to power up, beyond what you're naturally physically capable of. without ki. The devices also work on magic and other similar energies you might have, so you're basically in your body-mod, almost. You still have the racial traits from your origin.

You have to escape hell somehow, whether you go with King Cold's Scheme or do your own thing is up to you.

Rewards:

[Unshackled]: Devices meant to seal your power.. Simply don't. And similar sealing techniques are a bit more faulty when it comes to you. You really don't want to do this power limited schtick one more time, would you?

[To Escape In Hell]: Apparently you can pull similar feats in future jumps, you can escape hell and other afterlives. Of course, doing so will require you to outsmart however is your

warden or equivalent, but is doable. So much so that this perk can work as a 1-up should you die, go to hell (or equivalent), and escape hell. Don't expect it to work twice to save your chain though.

[Ego Duel Champion]: Damn, guess being stuck without power made the villains here have to resort to fighting with words. And you have come on top when it comes to roasting others. Particularly the evil, egocentric, type of villains.

[Haunting Rights]: Whether you have or haven't won a halloween competition, once per jump you have the right to haunt a living person in any world you've previously been to. Including previous jumps. You can't do anything more substantial than having a heart to heart, or troll and torment someone, for a couple of seconds. But hey, it's definitely worth it.

Xeno Apotheosis

Compatible: Super/Xenoverse



It all starts with Fu once again running an experiment. Except this one will spiral out of control quite quickly. First Fu will effectively replace Paragus and start empowering Frieza himself along with his Soldiers, including reviving some of the old ones, such as the Ginyu Force. The Time Patrol will quickly take notice of those changes and try to put a stop to it as per usual. Frieza will achieve a new form that is the prelude to a black form he should have achieved later.

Frieza will invade Cotton City with the goal of conquering time itself. Something he plans to achieve by empowering Shenlong with Demon Realm Crystals. Frieza will demand that the crystal enhanced Shenlong make him the supreme kai of time.

Now, normally Frieza would fail. Your goal for this scenario is to make sure he'll succeed this time. Which is easier said than done considering the version of the Time Patrol you'll be dealing with. And also Shenlong needs to take his sweet time retconning Frieza's history to make it so he was always a godly deity, otherwise Frieza won't be able to handle that power and shortly perish.

You'll be dealing with the OP abomination that is the hero of Xenoverse 2, who in terms of power is the combination of the in-game feats and lore implications. Not to be confused with the "scripted performance" from cutscenes. No, this time patroller defeated final form Mira in a one-sided beat down while only having access to SSJ3 at the time and found it boring. Same Mira who's unstable power was a multiversal threat to multiple timelines. That was over a decade ago for the hero. And by this point the Hero has access to SSJBE, Ultra Instinct, and Beast form. And Yes, the hero can stack Kaioken up to Kaioken x20. on top of any transformation, though only in bursts. Not to mention that the same hero has trained and learned the style and techniques of every single mentor, and has literally hundreds of techniques.

Oh, and there's two of them. The one from Xenoverse 1 is there too. And the hero from Xenoverse 1 has trained with the one from Xenoverse 2. As well as the Supreme Kai of Time, who's finally going to finally use her unleashed form. Not to mention that Goku and Vegeta from the Broly Movie will show up and fuse into Gogeta. Also Xeno Trunks is also there, I guess. Frankly, you should bring some pretty strong perks with you. Because frankly I don't think anything in this document alone will be enough to handle all of that... Also this will be pretty awkward if taken alongside Temporal Espionage.

[It's About Time]: The reward should be obvious enough, but let's get to it either way. You, alongside Frieza (if he's a companion), obtain all the divine power being the Supreme Kaioshi of Time would entail for yourself. As well as keeping the Demon Realm Crystal's transformation permanently as a perk.

[Conton Kingdom]: History has been retconned so you and Frieza were the rightful Supreme Kais of Time, though granted you might not be a "Kai" in race necessarily. So it stands to reason that retroactively, ContonCity becomes yours. What that means depends on your tastes, but in terms of resources and manpower it is equal to the original Conton City. This also gives access to the (retconned version) of Dragon Ball history for you to have domain and access to.

Drawbacks

The Boys Are Back In Town! 0/+100/+200

Depending on the era or canon you find yourself in, this place will have lost most of its colorful cast, so with this option you can go to a timeline where those folks have come back from the dead along with their boss or some other means to return, maybe you'll encounter an ancestor or something like that.

For +100 points, you can opt out to power them up similarly to their own boss, their power will be relative to the gap between them and Frieza back at the times of Z, otherwise they would be pretty useless.

For +200, you can invite some of the other folks associated, like Cooler and his men, and they will be similarly powered up.

Not going to share any chocolates with you! +100

How mean! It seems that for this jump, you won't be able to have any sweet treats, and no one, not even your companions, will be allowed/willing to give you any.

Eccentric +100

It's pretty obvious that there are a very odd bunch going around here, and you seem to have joined the group of weirdos. For this jump, all your odd habits will be magnified and you won't be able to hide them away, your sense of shame will be similarly null for this jump duration... Only then to get brought back at the last second of this jump as your mind betrays you by making you remember all the cringiest things you have done.

P in PTSD Stands for Pose +200

You had a moment of your childhood where you had to fight a bunch of weirdos back to back, and they posed, they posed a lot. That has left a mark on you, either that causes you to feel stressed by the sight of it, or you have internalized it as you posing yourself will depend on you.

Ho-ho-ho, my...! Twelve +200

You really can't catch a break when it comes to your speeches, whatever you say to try and sound cool, menacingly, heroic or anything serious like that... Just falls flat, like they heard it all before. This will also give you a compulsion to try those quips even though you are aware of this drawback, pick this with the **Eccentric** drawback at your own self-esteem's peril.

Space Speciesism +200

Well, that's to be expected really when you factor in how this is an extremely violent place with countless other races all subservient to Frieza in a very toxic environment. Though it seems that your race, whatever it is, has a particularly bad reputation. Maybe the general opinion of your race is that of braggarts or something like that, you will most likely be targeted by this.

Douchy Rival +400

Rivals, a staple of shonen series and the vehicle for growth on both parts. They are something that can push even jumpers to improve with drawbacks related to such... Too bad

this asshole isn't one of them. What you have here is an extremely petty, cowardly, and all around pathetic rival. I kid you not that he has bothered you ever since you were a child trying to one up you, and unfortunately, he does start off with the same power level as you, but he only has that going for him if we are going to be honest.

Stress Doll +400

Sometimes you wonder if that's what is written on your back, because whenever someone above you needs a punching bag, you somehow always are the prime target. Whether it is your fault or not. Be careful Frieza doesn't feel like literally exploding you.

What's Self Improvement? +400

Dragonball is all about adapting to higher and higher stakes, growing not just physically, but mentally. That theming shows itself as the Frieza Force contrasts those virtues by being stagnant and content in their own natural power and over reliance on their technology to a fault. Unfortunately the same can be said for you.. Because you're incapable of training or improving from the state you're currently in, unless it's so automatic means such as getting your ass kicked and having your Zenkai triggered. You can't consciously or subconsciously improve unless you get defeated, and even then you'll do what you believe is the bare minimum. No steroids, absorptions, or similar. And also you expect your items to work as intended instead of trying to understand why and how they function, and how they might not function.

Resurrection Of Ffffffffff... +600

So, you may have taken notice of how many times Frieza has come back. He may be an oppressive genocidal tyrant, but he surely isn't a quitter. Well, that's your problem now, as Frieza, or another one of his family, will be coming after you because of a prophecy about you and your status as a jumper. He will figure the dots by the end of your first year in the jump and come after you. And what is even more troublesome is that he comes with a version of the **"You Must Die By My Hands" & Resurrection of J** perk that triggers once every year to match up against you, so be prepared to fight against him, over and over and over and over again.

When You Wish Upon A Dragon +600

The moment you pick this drawback something quite dangerous happens... Somebody who has a vendetta against you, justified or not, has lucked out big time and found the Fiat Drawback Dragon. Who exactly has found the dragon is something I can't tell, that person doesn't even need to be a local to this jump, be from the local multiverse, or even be alive/unerased for that matter. But what I can tell for sure is that this person is someone who hates your guts enough to be willing to kill you and is probably unlikely to want to hear you out. They are guaranteed to spend their wish in a way to spite you, but they might be influenced by self gain as well. This is a big problem since the Drawback Dragon has fiat to grant wishes that match your full power.

Good news is that 1. The Fiat Drawback Dragon doesn't grant 'insta wins' types of wishes, so your hater couldn't just wish for your chain to be over, or for you to die or lose your perks permanently, nor for you destined to fail (not completely at least). And 2. The Dragon limits his scope to personal preference and the general scope of you as a jumper. The Dragon is mischievous and wants this to be challenging, but if either your Hater or yourself happens to be a prick, he will be biased. The Dragon has to follow the wording of the wish, as long as it

is in its scope. And 3. Depending on the wish, the wisher may have to pay a hefty price or endure some type of limitation, like a drastically shortened lifespan.

The bad news is that the wording of the wish matters and you don't know what the Wisher will Wish for. Your hater might have gone with a more straightforward route, like Granolah did asking for power in which case they will be teleported to this jump (if they weren't before) for you to deal with them personally, or they could have wished for you to be depowered in a specific way, or prepared a nasty surprise by altering your fate. Good luck!

Ending

Had your fill of violence? Or maybe you decided to be the heroic type, well, doesn't matter what you did, you managed to survive long enough to get here, so what will you do?

Go Home

Well, if you decided to quit after seeing all that mass scale destruction this jump would show you, then fair enough. Best of luck, jumper. Have fun in a universe where some random alien won't come and explode your planet.

Stay Here

...Really? Wow, you really must enjoy bloodshed then, color me surprised. But if that was the case, why wouldn't you just continue to other worlds? It isn't like this universe has many more planets to conquer, actually this universe is lacking in planets sustaining life period. Well, it's not my place to judge you or your tastes, color me surprised with this option.

Move On

You went through your own path through this jump, but you are still left wanting for more. The omniverse has more places to conquer, more fight to be fought, more empires to explore. So let's not stop now, onto the next conquest you go.

Notes

Companions: Berry would be based on his two “cousins” Cranberry and Raspberry, Leeku is a Hatsune Miku expy, and Metal Tom is a mettaton expy, though I guess the latter ended up more like his underfell counterpart. And Kuriza is Frieza's son from a gag manga. Majin Akuu is based on Aku from Samurai Jack, if that wasn't obvious enough. He came from the Dragonball Online timeline. Optionally, if you're following through the Abridged timeline, Majin Akuu might be a descendant of Dumpling. Duitar is based off FireBrand from Gargoyle's Quest/Demon's Crest. Chilli is based off RED HOT CHILLI PEPPER from Jojo's part 4 and his stand user. Impolar is based on Rita Repulsa.

I got the idea for the Miku and Mettaton expies from two covers of solid state scouter I found on the internet.

[Solid State Scouter but it's counting Mettaton's Ratings ✨ SSS & Death by Glamour Mashup ✨](#)

And

[Dragon Ball Z - Solid State Scouter - Hatsune Miku Remix PV](#)

Two music videos covering the same song, both inserting technological divas into Bardock's story, what are the odds? And they even have roughly the same views too.

POWER! POWER! POWER! POWER! POWER! Power Levels (Aka Fanwank justification and my hubris for trying to incorporate Dragon Ball power levels as a mechanic in my jump): I did a little bit of research, but I did consider the “average soldier” (Power level 1.2k & 1.4k) in Namek saga to be actually “lesser elites”. They are fodder in the grand scheme of things, yes, but I do believe that Raditz's 1k was relatively impressive, despite being a lower class saian. Relatively being the key word. And that Frieza would only bring the relatively more reliable men with him to Namek, leaving the more mediocre examples out of the picture. Are initial power levels tied to potential? Yeah, sure. They can be a big CP investment so that's fair. Though do keep in mind that having the **Tier 8 Lord** starting power doesn't mean you have the same potential as Super Frieza unless you're in a super timeline.

Why are the saian classes one tier below their PLF equivalent?: Because they are “supposed” to be paired with their origin. Take Gine as the token example of the **Grunt Origin**, she is a low class saian, but due to her passivity she's weaker than the others. You could take that meaning that the **Grunt** origin is less developed physically (Low Class Saiyan + Grunt origin: Low Class Saiyan who's relegated to support roles instead of fighting. Low Class Saiyan + Warrior Origin: Low Class Saiyan who has had a combative role often). In other words; Vegeta is **Warrior Origin + Elite Saiyan**, while Tarble is **Grunt Origin + Elite Saiyan**. But you can fix that by spending the points you gained from the Grunt Origin.

How should I treat my Imported Race?: For starters they would have access to ki, or maybe equivalent if they're mechanical in nature. Since Ki is universal and all of that. As for PLF, fanwank within reason and consider the Timeline/Universe you're in when assigning them their PLF. If you have some Super Mega powerful race from a jumper that is above Dragonball's powerscale, then you're already going to streamroll most things here either way. And remember that the entire Power Level system for this jump is optional. Also,

assume their civilization was as close as the version from the jump you picked up that race in with minimal changes to fit in Dragon ball. Don't expect to find much spelunking if your civilization is dead. But if you buy the **Planet Jumper** item then you can benefit from whatever items & treasures are native to your race.

Perk Names: If you notice some of the perk names being weird, then that might be because I based them off on two different Frieza themes songs: Chilling Elegy and F (Maximum The Hormone). And also the Ginyu Squad theme song for some of the **Flashy** origin perks.

Jumper Pride: Is based on the ~~wanked~~ performance Bardock had in the final history mission of Xenoverse 2, where he quickly became a SSJ3 throwing hands with Mira after all that time being empowered by Towa's mask.

Refined Barbarity, Barbaric Refinement, and In The Head, Sick, Sick, Sick!: Those were "meant" to give Jumper leeway to make up a couple of moves similar to the ones from the origin's respective characters. Like Bardock & Dodoria like moves for **Refined Barbarity**, Zarbon and Ginyu Force like moves for **Barbaric Refinement**, and Frieza Clan moves for **In The Head, Sick, Sick, Sick!** If you want examples, Look up their moveset from either the tenkaichi games or xenoverse 2.

Beauty's Skin Deep Power Ratio: Right, let's get this done with. I am 98% sure I don't need to tell you how wacky and over the top Beauty/Charisma perks get, so bear it with me and use those examples to measure it. And yes, those multipliers stack with any transformation you actually have.

[Generic 8/10 Beauty perk]: x10/Oozaru boost.

[Generic 10/10 Beauty perk]: x20

[Low Supernatural Beauty/Charisma]: x30

(Fallout 10/10 Charisma falls around in between here)

[Mid Supernatural Middling Beauty/Charisma]: x50/SSJ

[Makima Level of Supernatural Charisma]: SSJ3

[That one Harem King Perk from Generic DXD fanfiction]: Full power SSJ5 + Kaioken x100

["Every Woman In The World And More" Perk from I got caught up in a hero summons but the other world was at peace]: SSGSSJ6 + Rainbow Kaioken xYes + Mastered Dual Ego & Instinct + Betrayed and trapped in the time chamber for a millennia.

DARK SIDE: Pretty random to put on a Darkseid reference in a dragon Ball jump, but as stated in the **Perk Names** notes, I did base off a lot of perk names from lyrics to those two songs. And F clearly states **THE DARK SIDE**. So it seemed valid. The perk is a reference to Toriyama basing off Frieza on the worst traits a person could have, and the fact that Frieza that on a meta level is the "Definitive Dragon Ball Villain" (Hence the special treatment he gets).

Culture & Talent: Giving you some broad examples for what paying for mastery of your race's Culture & Talent looks like: **IV Mastery** for a tuffle would let you have the skills to eventually create Baby from GT. **III Mastery** for saiyan, as they are, would give you the same combat skill level as the end of Namek Goku. **II Mastery** for saiyan culture would make you Bardock Level in combat skill. **II Mastery** in the Yardratians ki control culture

would give you the skills Manga Vegeta has after training in Yardrat. **IV Mastery** in Yardratian culture would.. Make you into a goddamn ki grand wizard. Have fun fan-wanking that uber OP shit if that's what you're going for. Just keep in mind absurd ki control might make your attacks magnitudes stronger, but doesn't directly increase your power level so you'll probably end up as a class cannon wizard.

Zenkais: I am 80% sure that "passive zenkais" are fanon, but I included it anyway as an option.

About The Transformation Racial Option: There's a lot of fan-wank related to the specifics. So I'll use saiyans as the "baseline example" to give an idea of what it can be done.

Imagine that Saiyans canonically have the following racial options:

Unique Physiology: Tail. Culture & Talent: IV: Saiyan Pride/Combat Disposition. Active Zenkais. Transformation III: +Add ons: Saiyan Pride + Aptitude II: Size & Transformation.

The **Saiyan Pride** add-on is related to the saiyans' nature as fighters, hence their natural transformation line is "biased" to promote that type of behaviour (until it is controlled) and is naturally correlated to high emotions. Which is a good thing, because that's the trait that gives the Oozaru power and ultimately reaches the conclusion of SSJ4 after the Saiyan comes to terms and mastery over their saiyans side. If Saiyans only possessed **Transformation III** without the **Saiyan Pride**, their transformations would be weaker due to a lack of emotional boost and their transformations would merely be lesser static powerups. This also means that if you want to tie in **Aptitude** or **Unique Physiology** to a transformation, you may choose if it is a "different route" or a different transformation that ties in to a mastered "ultimate form" of sorts.

A hypothetical nerfed version of the saiyans race with only **Transformation II** would be restricted to the Oozaru form which could be mastered into the Ikari state.

Imported Race Mutations & Canon Race Mutations: For the purposes of Transformations add-ons, if your original race has the equivalent of a racial option that is already present, you may only use the **-100 to add-on** option for transformation sake to augment.

Legend: Depending on the timeline, you'll either get Z Broly's starting power, Kale's Power, or Super Broly's. Though that probably won't matter much in the long run, because y'know, legend powerspikes.

Temporal Espionage "Exploit": You can pull the same "exploit" by using the extra points from that scenario in the OG Dragon Ball Jump that Nerx pulled off... Under the condition that you exclaim outloud to yourself "Thanks Nerx" right as you're about to do it. This includes Nerx himself, should he use the updated version of this jump.

Space Factions: For the purposes of the **Competitive Market** scenario, here's a brief list of who I'd consider to be space factions. From at least the z movies. Don't worry about anything from Dragonball Heroes or even Xenoverse, they don't count for that scenario. List (I'll only drop the main guys but their minions/helpers are also included): Turles, Lord Slug, Cooler, Broly (unless you took the **Legendary 3 for 1 Bargain Sale**, you'll either deal with Z or Super Broly), Bojack, Hirudegarn, Buu, Hatchiyack, Don Kee, Luud, Baby, Gyll,

Comméson (The thing that made Copy-Vegeta), Watagash, Moro, Heeters. And also assume the fake namek filler guys are also there. Do they matter? No. But they exist. And so is every other filler space faction that I forgot about.

Art Credits:

Frieza “I want you” parody: No idea, found it around on the net and google image didn’t help me find the source.

Villains Can Have Training Arcs Too: Chiro Illust.

Legendary 3 For 1 Bargain Sale art: Haseko123

Frieza Saga: Hard Mode: Pencil Equipped.

Get the HFIL outta there: The Logo From Team Four Star’s spin-off series.

Xeno Apotheosis: Just a screen shot from the actual game I pulled from a thumbnail. If you want the link, it’s [here](#). Have I actually watched the video? Nah. But it’s about the Xenoverse DLC so it can give you more context if you want to watch it.

Change Log:

- Completely reworked how Power Levels worked.
- Added **Frosty Faker** Timeline/Universe section for Universe 6.
- Made **Tyrant** origin slightly cheaper by 100 points.
- Added **Import** Race option.
- **Saiyan Race Option** no longer tied to drawback, added Middle & Elite Class options.
- Made the **Namekian Race** cost 300 more points. Added Demon Clan Option.
- Made the **Majin Race** cost 200 more points
- Reworked the **??? Race** option.
- Added **General Perks: POWER! POWER! POWER! POWER! POWER! Basic Ki Control, Villainous Recruitment: Type, Mutant [Capstone Booster]**
- Fixed some Grammar errors.
- Turned **Tech Support** into capstone and turned **Overqualified** into its boosted version. **Tech Support** ate **Space Shipwright**
- **Grand Theft Cosmos** replaced Space Shipwright and ate the leftovers of **Space Shipwright’s** body from **Tech Support**.
- Added **Must Protect** to **Grunt** perkline.
- Discarded **The One Who Escapes The Plot** and replaced it with “**Ah! Lord Frieza!**” with the boosted version becoming **Opportunist**.
- **Basic Training** was removed and replaced with the downgraded **Demolition Expert**.
- **Refined Barbarity** took **Demolition Expert’s** former place as a 200 **Brute** perk.
- **Solid State Scouter** gained a boosted version: **Jumper Pride**.
- **This Changes Everything** gained a boosted version: **Retroactive Legend**
- **Dance of Joy** absorbed **Poser**.
- **Maternity Leave** was downgraded.
- **Barbaric Refinement** was added and stole the position of the pregnant mother above.
- **Purple Comet** decided to commit to **TOKUSENTAI! TOKUSENTAI!** and became it’s capstone booster companion, they’re happily married.
- **Beauty’s Skin Deep** showed up its ugly mug as the new **Flashy** capstone, with **Beast Within** being its boosted version.
- **In The Head, Sick, Sick, Sick!** was buffed after learning how to throw hands.

- **Only A Chilling Elegy** gained **DARK SIDE** as its boosted version and also Evil(er) twin.
- **Resurrection of F** got a name changer to **Resurrection of J**, becoming the capstone version of “**YOU MUST DIE BY MY HAND!**” after the latter gave the one a hand.
- Added **Custom Race** for your racial needs.
- Added **Blaster** as an item for your cowboy needs.
- **Pod** and **Space Conquest Package** flew away from their original origins into the **General Items** section. **Pod** also bought along his eleven twins for a total dozen pods, and **Space Conquest Package** cheapened out becoming 300 points cheaper.

Flagship was invited in the item section.

- Someone planted The Seed of the **Fruit of The Tree of Might** in the **General Items** section.
- Found the **Big Gete Star** in the basement and put it on the **General Items** section.
- **Scouter Upgrade: Scouter²** Was unamericalized and buffed.
- After Pod Left the **Brute Items Section**, we found the **Bandana of the Fallen** under it.
- The **Mecha Force** had their design and choreography metrics calibrated and expanded.
- Jumpers can have their own planet; **Planet Jumper**, so they may have a race of fellow war criminals to keep Jumper company.
- One Gummy-looking overlord (**Majin Akuu**), one red demon that looks like the bane of arced tokens (**Duitar**), One Electric Type Avian Wannabe Rockstar (**Chilli**) and one saturday morning villain with a size fixation (**Impolar**) all walk into a bar with a stressed pencil pusher, two robotic divas, and their boss' child. The Bar is called “Unique Companion Section”. There's no punchline.
- More Info was given in **Temporal Espionage**, because the Time Patrol had to update their disclosure terms or else they might get sued.
- Added seven new exciting adventures that can all be turned into war crimes with middle to no effort: **Competitive Market**, **Villains Can Have Training Arcs too**, **Legendary 3 for 1 Bargain Sale**, **Frieza Saga: Hard Mode**, **Legacy of F**, **Get the HFIL outta there!** And **Xeno Apotheosis**.
- Added Drawback: **What's Self Improvement?** to make you into a bum, and **When You Wish Upon A Dragon** to make somebody who hates you very happy.