Yugioh Season Zero

Jumpchain by Ze Bri-0n



The Yugioh most people are familiar with drifted very far from the original material. The shocking popularity of the Duel Monsters arc caused it to swivel away from the original ~~monster~~ game-of-the-week format and towards the advertisement business. The original manga - and the anime based upon it - is a story of psychology, sorcery, and depravity.

That world of dark mysticism, magic, and madness is where you will spend the next decade - and more, if you find yourself comfortable. The story is much the same, of course, and after a short period it will begin focusing on Duel Monsters, but it will be a lot darker and edgier than the adaptation. Lets just say that Bandit Keith and his flag bandana did *not* make it off Duelist Kingdom alive.

You arrive in Domino City the same day that the timid highschooler solved an ancient puzzle and found himself possessed by the ghost of a long dead pharaoh. Here's a thousand Gaming Points (GP) to help you find your feet.

+1000 GP.

Origins

Age is 15+1d8, but can be chosen for 100 GP. You may freely change your gender.

Drop In - You find yourself on a public bench in a park. No one knows you here, and you don't (personally) know anyone.

Gamer - You might be a young professional or just a hobbyist, depending on your age, but one way or another you've found great joy in games of all sorts your whole life. You aren't very athletic, but you never got a grade below a B-, and that was because you didn't study. Once. You don't really fit in with most people, but you've got one or two people who care about you.

Jock - You're a very athletic person. You're home life is probably, well. Not the best, but as a result you've become a very loyal person, even if you're not the most intellectual. This loyalty has won you a small, tight knit group of friends, and your sordid past has earned you some pretty good fighting skills.

Rich Kid - Born or adopted into a rich family, you've already running your own business. Your emotional ties are basically nonexistent, but at least you've got money.

Perks

Discounts are 50% off.

Ancient Knowledge (100, Free Drop In) You are learned in the ways of ancient Egypt. You can read their languages, speak their tongue, and discuss their culture. This isn't particularly useful in day to day life, but it still has its uses. In future jumps, where there is no ancient Egypt, this will update with knowledge of another ancient civilization.

Update (200, Discount Drop In) You adapt quickly to new societies, circumstances, and customs. Ridiculously so, in fact. You could go from ancient Egypt to modern Tokyo and only feel out of place for a few days. Does not affect your morals, however.

Beloved of the Gods (400, Discount Drop In) You are one of those few chosen humans blessed by the gods. Perhaps due to royal blood or a parent's sacrifice, they look favorably upon you. Favorably enough to summon them to Earth with magic. Favorably enough to command them in battle. No matter where you go, deific beings are universally absurdly friendly to you by default, and always give some answer when you call or pray.

Dark Sorcery (600, Discount Drop In) The Duel Monsters game that will take the world by storm is a modern revival of an Ancient Egyptian form of magical ritual combat. A form of ritual combat that can, at its most potent, pierce the veil between this world and the next and some other worlds besides. Which may be part of the reason it's so popular. Regardless, by some accident, chance, or design you have access to the shadowy magic that made it all possible. You are fully trained to use it. While conventional magical effects like conjuring fire, creating illusions, manipulating luck, summoning monsters, and mind control are all possible(among many others), the most powerful ability this magic offers is the power to transform an ordinary game into a Shadow Game, which has supernatural aspects and *consequences*. You can win - or lose - such abstract things as lives, memories, souls, popularity, sanity, and, if you get strong enough, someone's past. That said, a Shadow Game demands a certain sort of *fairness*, and cheaters are swiftly punished. The standards for this "fairness" is not what a normal person might imagine, however, as the Game's magical nature means

that magic is acceptable, to a point, but where that point is precisely is difficult to say - mind reading is acceptable, as is getting advice from the spirit you share a body with, but mind control does not seem to be. Also, these powers are fueled by your life force, and can easily kill you if you aren't careful.

Pro Gamer (100, Free Gamer) You've put in enough hours that you can play professionally, and quickly rise to the top. Play what professionally? Pick a game. Any game. You can also pick a general category as well, like "board games," or "poker," but the effect is appropriately diluted, while confining it to one game will make you one of the top one hundred in the world, at least. This can be bought multiple times, but later purchases are discounted, not free, for Gamers.

Defusion (200, discount Gamer) Sooner or later, it comes time to say goodbye. Even to someone you've shared your mind and heart with. You can, with an effort of will, eject any spirit or entity inside you and send them on to their rightful place, wherever that is. You can also retain consciousness while possessed and undo any kind of fusion you've taken part in with equal ease.

Puzzlemaster (400, Discount Gamer) You are a master of puzzle and riddle, and enjoy both greatly. Actually, master might be an understatement. Even a puzzle that has laid unsolved in the home of a genius for decades is no match for your concentrated efforts, though it won't be easy, even for you.

King of Games (600, Discount Gamer) Like the Pharaoh Atem, the gods gave you a supernatural talent for gaming of all kinds. You could play like a pro in your first game, and if you dedicate yourself to it, you could easily end up world champion. Furthermore, the magic poker equation is in full force for you - the greater the stakes, the better your luck becomes.

Rough Life (100, Free Jock) You've lived a hard life. But it has made you strong and tough. You can take a beating and keep going. Furthermore, you will never need to worry about aggravating your own injuries.

Friendship (200, Discount Jock) It's almost like ancient magic keeps your friendships alive. Either way, you quickly bond with others in the face of adversity, and neither time nor distance can cause those friendships to decay. As a bonus, as you and your friends grow and change, even apart from one another,

your mental images of each other will update to compensate. Which isn't the same as automatically knowing each other's secrets, however. Also applies to familial bonds.

Consistent Luck (400, Discount Jock) Maybe you're too stubborn to let it go. Or maybe some higher power wants to pay you back for all the grief you've undergone. Whatever the source, you are lucky in the extreme, whenever luck is a factor. The more important luck is to a situation, the better yours becomes.

Above and Beyond (600, Discount Jock) Katsuya Jonouchi consistently goes head to head with not only the worst of humanity but also dark wizards and ancient evils. He rarely wins, but he does much better than any mundane human has any right to. In fact, he seems to do better against the latter than the former. You too can do this. Whenever you are outgunned, you shine brighter than you have any right to, in every way. Your competence, skill, and whatever powers you hold skyrocket. Not infinitely, but usually enough to compete, if not win, even against the truly mighty.

One Chip Called Life (100, Free Rich Kid) Nothing stops you, does it? Even your own life is just another bargaining chip to you, to be won or lost in the games of the world. Not only is your will incredible, pain and personal risk can be approached with a steely determination and clear mind. If you wish, you can even make yourself cold to all but the most deep seated sentimentality, selectively or generally, and see the world through objective, and impartial eyes.

Business Sense (200, Rich Kid) You are well trained in economics, negotiation, contract law, psychology, and all things business. You could run a multi billion dollar(er, multi trillion yen) international business with training like this. Or build one, with a few years and a smaller business.

Industrial Intellect (400, Discount Rich Kid) Legitimate brilliance like yours is rare. Very rare. When it comes to the sciences and invention, you're practically a wizard. With corporate backing and a good motivation, you could invent devices decades ahead of their time. As in four or five, at least.

"Evil" Scheme (600, Discount Rich Kid) Others may see grand, dramatic gestures as futile and frivolous, but you have seen beyond such pretensions. Or, rather,

you've discovered a new practicality in your own pretensions. Grand gestures, dramatic speeches, and general haminess is oddly effective when you do it, especially when the plan also includes you facing personal adversity. The more dramatic and grand your plan and actions, the more effective whatever plan you're working on will be - unless you spill the beans to someone you didn't mean to, of course. In fact, when your plans and projects become truly sensational and personally dangerous, like say, building a giant amusement part where you melodramatically play a card game against the object of your obsessions while their friends fight former adversaries while dressed in power armor you yourself provided, the laws of probability, nature, magic, and physics, can bend, but not quite break to make your ultimate goal move closer. This even applies to your decision in mid-combat. Of course, you'll need to be able to actually overcome that adversity, but that'll be on your own head.

Items

Source Manga (100, Free Drop In) Two copies of the source material, one in English, one in Japanese. This means you have a copy of every volume of the original Yugioh series. For an extra 100 GP, non discounted, you can also have copies of both the Toei anime, Yugioh Duel Monsters, and, if you really want it, the 4Kids! Dub in whatever format you want.

Gaming Sets (100, First Free Gamer) Figures, books, boards, dice, whatever. Everything you need to play a game of your choice is here, and it's of the highest quality. If you pick a trading card game, this is a wide array of cards. Can be bought multiple times, with later purchases being discounted

A Few Good Friends (100, Free Jock) Loyalty is a two way street, and yours is well traveled by. You have two or three very tight friends, all of whom are always ready to go through hell for you or even just offer emotional support, and will in every world after this. Even if you're a Drop In, you'll find a group quickly. They aren't followers or companions though, you'll find a new group every jump.

Money (100, Free Rich Kid) A few hundred thousand dollars, replenishing annually, adjusted for inflation/deflation and in local currency. Can't call yourself rich without at least this much, now can you?

Millennium Item (600) You have a copy of one of the seven Millennium Items. Each one has its own more or less unique abilities, but all act as amplifiers for dark magic of all sorts, grant the ability to begin a Shadow Game, and can serve as a refuge for souls and spirits. You are uniquely unaffected by their corruptive effects, but like the normal Millennium Items they may abandon you for your adversary if you are defeated in a Shadow Game. If this happens, they will return in the next jump, or after a decade, whichever is first. It is also worth noting that they are useless to anyone but their rightful master, and while they can be physically stolen by force or guile, they can not actually be used unless freely given, won, or discovered. Can be bought multiple times, with subsequent purchases being discounted. Details on individual items are in Notes.

Companions

You may import old companions for 50 GP each, or 300 GP for eight. They get an origin and 600 CP to spend. They can also take drawbacks.

You may pay 100 GP each if you'd like to try and take canon characters as companions, but you'll have to convince them to come along first. You are guaranteed to have at least three meetings with each of them. Regardless of how illogical it is.

Drawbacks

Been There, Done That +0
Well, if you're sure. This toggle cuts the jump short. You won't be around for anything beyond the original Toei anime.

Gaming Obsession +100
You have one particular game or type of game that you love. Absolutely. You won't shut up about it and won't give up a chance to play. And it won't be something like chess or checkers where you just buy the board and then you're done. Keeping up with this game is going to be a consistent drain on your resources.

Short and Unathletic +100
You're very short. The vast majority of your peers will tower over you, and you are also physically unfit. The latter is fixable, but will take a lot of hard work.

Friendless +100
You have not got a single personal friend outside of your companions, and while that might change at some point during this jump, it will be very difficult for you to make new friends.

Games Games Games +200
All of your problems somehow result in you playing games, and will always be resolved through such. For an additional 200 GP, they are always new and unfamiliar games.

Distractingly Weird Hair +200
No two ways about it, your hair is truly bizarre. Not only does it naturally contain multiple colors, it also sticks up in a way that defies the laws of logic. Unlike with Yugi, people will notice this, and comment how weird it is. It is going to be very distracting. Attempts to cover it will inevitably fail.

On Theme +300
All of your and your companions' non-Yugioh powers and items are sealed for the duration of this jump.

The Nameless Jumper +300
You have no memory of the time before the jump began. Not from your in-jump identity, not from your greater self. This is going to bother you a great deal.

Dark Side +400
Bad news: you have split personalities. While you remain as you are, your new alter will be darker, more ruthless, and more merciless than you are. A *lot* more so. They do, however, roughly share your goals and want to protect you. Worse news, they possess all your out of jump supernatural powers and fighting skills, and you don't. Worse news than that? They can take control at any time, and *will* whenever you're in danger. For an extra 200 GP, you forget you took this drawback.

Spirit +400
You are long dead, unfortunately. Weirdly enough your spirit lingers. Intangible and invisible but to the magical, you've found yourself a teenage host, but it is fundamentally their body and not yours, so they'll be in control the vast majority of the time. You can take them as a companion at the end of the jump if you like.

5,000 Years in a Tomb +600
Like the Pharaoh, your soul was trapped inside of a magical artifact of some sort. Which was buried with you. Fortunately, someone is going to desecrate your tomb and set your spirit free. In five millennia. You'll have to wait, trapped and powerless, until then, at which point you will be given a new body to spend the jump in, unless you took Spirit, in which case your spirit remains within the item which your host will wear. If they are separated from the item, you will be separated from them.

Millennium World +800
Forget about Domineo City. You begin the jump in Egypt during the reign of Pharaoh Atem, a day before the Bandit King Bakura invades the palace, as the local equivalent of whatever Origin you picked. The jump still lasts a decade, but now you'll have to deal with the impending summoning of Zorc and the near-apocalypse that follows. Oh, and he will be summoned before you leave, regardless of what you do. No, this isn't the Dark RPG, you're in the actual past. If taken with Been There, Done That, the jump ends a day after Zorc's defeat. If Zorc is defeated. If taken with 5,000 Years in a Tomb, you will be entombed the day after Zorc's defeat, and have to wait out your stay before you can make your Ending choice.

Ending

Now that your decade(or few months, whatever) has come to an end, you have a choice before you:

Reboot: Head back to your home world, items, powers, and all, and collect a complementary review of your original memories.

Eternal Shadows: Remain in this world, and never take another Jump.

Next Game: Pick or receive another Jump from your Benefactor, and move on to the next world.

Notes

I freely admit that I took some cues from later Yugioh seasons and adaptations, particularly for names.

The Millennium Items and their unique powers are:

- Pendent/ Puzzle - The Pendant(which would come to be known as the Puzzle in later ages, after being shattered) grants access to “dark power and knowledge.” In other words, the Pendant’s welder has access to all the benefits of the Dark Sorcery perk, and also benefits from a substantial intelligence boost. Does not contain a Nameless Pharaoh's semi-malevolent amnesiac ghost.
- Eye - The Eye, customarily placed within the physical eye socket of the wielder after destroying the organic eye(in your case it can quickly and painlessly be placed within and removed without issue or damaging your original) not only functions as an eye(meaning that it preserves not only your vision but also acts as a channel for whatever vision or eye based powers the wielder possesses), but also allows the wielder to reading minds, perceive souls and other spirits, and capturing spirits in physical items. Can technically be used without shoving an ancient Egyptian rock into your eye, but the result is many times less powerful.
- Ring - The Ring(which is a ring-shaped amulet and not, as one might assume, a finger ring) also possesses the power of soul capturing, but can also split the wielder’s soul into multiple fragments and imbue them into items, and allows the wielder to locate whatever they are searching for, whether that is a physical item, or something less literal like mystical energies or malevolence. This ability acts like a compass, however, and leads in a straight line towards the object of your search. Does not contain the soul of Zorc, and as such lacks many of the abilities it might have otherwise possessed.
- Scale - The Scale judges the hearts of others, and which means that it can detect lies, perceive evil, and also probably discern magical potential and similar spiritual matters. It can also be used to fuse monsters(and perhaps spirits and people) into one temporarily.
- Key - The Key allows entry into the minds of others for diagnostic and manipulative purposes. This can be as benign as simply observing another’s memories and getting a feel for their personality, to total

puppeteering. Also, powerful and magical minds will generally attempt to defend themselves from intrusion automatically.

- Rod - The Rod allows for potent mind control and telepathic communication. The mind control is less effective against those with powerful magic(al items under their control), wills, or destinies. It also contains a hidden blade in the handle, which acts as a high quality ritual dagger.
- Necklace - Perceives the past and future. Visions of the future are unreliable when it comes to supernaturally significant beings that are both aware of their futures and actively rejecting them. Also acts as a potent shield against the offensive magic of others.