Yu-Gi-Oh! 5D's World Championship



It's the world of duel monsters, Yu-Gi-Oh! except in a very specific branch of a specific branch of that world. Welcome to the world of the World Championship games set in Yu-Gi-Oh! 5Ds, the one with the motorcycles.

Let's dial back time a bit to just a bit before an incident now lovingly referred to as The Zero Reverse. 17 years before the start of 5D's the renowned and now infamous Dr. Fudo had just discovered something named the Planetary Particle, also known as the Yusei Project, which in turn allowed him to try and make the Ener-D System, or Moment, a perpetual motion machine that would go on to keep New Domino City running forever while also making Turbo Duels and Duel Runners possible. When a then Signer who had decided to try and be reborn as a Dark Signer by intentionally overloading the system, the Zero Reverse happened. The overloaded Ener-D reactor exploded and caused a tectonic shift that caused the separation of the now New Domino City and Satellite. The incident was eventually covered up as a natural disaster.

You are going to spend 10 years in this wonderful world of overdramatic card games.

You get 1000cp to use. You may freely choose your gender and age.

Origins

Fake Signer (Drop-In)

-You wake up without any memories of this world in the slums of Satellite City with a Duel Disk on your arm and a speed spell card in your hand to the face of a worried little boy who may or may not be a little girl instead. If you keep trying to recover your memories you may eventually realize that whatever memories you had of yourself beyond your name are truly unrecoverable at this point or that you may have never had any memories in the first place. You may use this origin as a drop-in option.

Brainwashed Enforcer

-You wake up in an Arcadia Movement facility along with your new comrades from the movement though curiously without any memory of anything. It seems your boss Sayer, whoever he might be, has just given you a new mission…

-Before being kidnapped and brainwashed by Sayer you were a member of The Enforcers, or Team Satisfaction, alongside your best friends Jack, Kalin, Yusei and also Crow, with whom you live with and take care of two kids named Itsuki and Annie together. With a strong enough shock, like meeting your friends from The Enforcers, you might just get your memories back and fight back Sayer's Brain Control to go do whatever you wish.

Hopeful Gunman

-From the land of gun disk slinging cowboy miners, Crash Town, where Dyna is mined from, a crucial component of Duel Runners, comes a young man or woman who spends their days dueling with their friends in their hideout while daydreaming about becoming the best Turbo Duelist in the world.

Time of Entry

While every origin has their own time of entry you may pay 50cp to choose any other one you like.

Before the Fortune Cup - Fake Signer (Drop-In)

-Before the fateful Fortune Cup whose winner would face the current King of Games, Jack Atlas, when Yusei Fudo hadn't even left Satellite City for the first time in chase of a former friend of his in pursuit for his lost Stardust Dragon, you enter.

At the Fortune Cup - Brainwashed Enforcer

-Around the time the Fortune Cup is being held, you enter. If you're a Brainwashed Enforcer your first mission is likely to be to infiltrate the waiting room of the Fortune Cup's building while your comrade Akiza Izinski fights in the tournament itself.

Team Satisfaction – Hopeful Gunman

-Way before the above two, you start around the time when Team Satisfaction, or The Enforcers, were still around and had just conquered all of Satellite before the incident that began to scatter them.

Location

Like the Time of Entry choice above, every origin has their own starting place and you may pay 50cp to choose any other one.

Satellite – Fake Signer (Drop-In)

-This shithole ruin used to be the old Domino City from the time of Yugi Moto and Seto Kaiba. Nowadays it's a wretched hive of scum and villainy where Duel Gangs fight over every piece of land and it's supposedly tyrannically ruled over by the dreaded Security, the police basically. There's one notable

landmark here called the unfinished Daedalus Bridge where a now legendary man once tried to connect Satellite and New Domino by singlehandedly building a bridge to connect the cities until he was ordered to stop by Security. That was truly the moment he became a legend as instead of giving up, thereby causing the people of Satellite to lose whatever little piece of hope they were getting, he instead took off on his Duel Runner across the bridge and jumped.

-Fake Signers wake up in Satellite City near the base of a little boy called Rally and his friends Blitz, Nervin and Tank.

New Domino City – Brainwashed Enforcer

-Built near the old Domino City, now known as Satellite, this was intended to be a utopia but it's thanks to feeding off of the labor of people in Satellite that the residents of this city live in luxury. Only a single garbage pipe connects Satellite to New Domino City and because of that normal people can't truly travel between the cities which is partially to blame for the state of both cities. If something were to connect both cities, like a giant highway of sorts, then the situation may change.

-Brainwashed Enforcers start out in the Arcadia Movement HQ just about to be sent out on a mission.

Crash Town – Hopeful Gunman

-This Wild West themed piece of land built in the middle of a barren land without any forests is the main source of workers for the nearby Dyna mine where they are worked to death by the two gangs that fight over control of Crash Town, Malcolm and Ramon's.

-Hopeful Gunmen who take this would start out at their home after being woken up from yet another dream about being a hotshot Turbo Duelist.

Perks

100cp perks are free to their respective origins.

General

Children's Card Game – Free

-Well, Children's Card Game or no everything from little kids to actual animals play these games for pretty much everything here and you're better than most others at it. At the very least you know your way around your Turbo Duels, Tag Duels and Synchro Summons and with enough practice, dedication and the right cards becoming King of Games is a very real possibility.

Card Games on… - Free

-Duel Runners. Duel Runners in case you didn't know are the specific type of motorcycles used for something called a Turbo Duel. While understandably not as prominent as normal Dueling it's still very common and more importantly it comes to you naturally. Whether it was because of your innate talents

or something else, you can ride well with the best of them and with the right parts, maybe even beat them. This also obviously makes you proficient in driving actual motorcycles.

Spot the Main Character – 100

-Regardless of good you normally are at that game it seems it's about to get even easier for you. With this perk you can make any jump you want take the aesthetics of Yu-Gi-Oh! and make otherwise plain and boring looking main and side characters look like they wouldn't be out of place alongside Yugi Moto and Yusei Fudo, or vice versa if you're into that. You can even make literally everyone look like them if you want. This also works on you and you could make even popped collars and belts in weird places look cool.

It's time to D~D-Duel – 100

-It's not a shadow game, how the hell did you faint and get injured? You're not fighting against Akiza Izinski, why the fuck are you reeling back in pain?

-People in this world tend to be something of a drama queen, though most of the time it's kind of warranted, and now you too can shout out loud with on par with Atem and Kaiba. Other than a good set of lungs and a great sense for dramatics you can also hype up even the most inane and boring things to make them feel heart-poundingly intense. Now go and draw that monster card.

Not about winning or losing – 200

-Somehow regardless of what anyone feels about dueling with you at the very least they can all agree on one thing. That dueling with you was incredibly fun, even if you used the most heinous or scummy deck you possibly could to defeat them. That guy you Exodia OTK'd certainly seems to agree.

The Telling of Fortunes – 200

-The truly powerful need no fortune and must choose the path they see fit. For the rest though, you have fortunetelling. With this, whenever you feel lost on the path of your destiny you may ask for guidance and it will guide you towards the path you must walk in ways ranging from incredibly obvious to "are you even trying to be subtle?"

-In other words, this works as a sort of quest objective guide where it tells you what you must do for and only for the "Main Quest-line" of any jump, after the completion of which it'll only spout out phrases like the first sentence above.

Duel Runner Tech – 300

-Was your father a scientist or an engineer by any chance? You're pretty good at this science shit, specifically towards Duel Runners. You know your way around Duel Runners and can probably create a better piece of tech for it using a pile of junk than most people could by using high quality parts. You might even be able to create entirely new techniques and capabilities for Duel Runners wholesale if you wanted.

Fake Signer (Drop-In)

Uncertain Experiment – 100

-Though it is currently inert, there exists a red "birthmark" that was grafted on to you by Rex Goodwin that possibly came from his brother. While this seemingly doesn't truly grant you anything an actual Signer can do other than let you know of other active Signers and in turn be recognized by them as a Singer you can still probably be a decent enough substitute for an actual Signer if everyone intended to summon the Crimson Dragon. If somehow you and 4 clones of you were to have an intense duel you could actually summon the Crimson Dragon if but for a moment.

It's not bolted down – 200

-While you're travelling around exploring places you might find bright conspicuous chests in random places inside which you may find random cards or money or you may more easily find such things inside and around various items like garbage, beds, lockers and such, likely lost and forgotten by others.

Sneak-thief – 400

-You must have quite an interesting past to have abilities such as these. You're something of a master sneak, being able to somehow muffle and hide everything about yourself in such a way that only being a few feet in front of someone in their direct line of sight could even make them suspect you were there if you were actively trying to hide and sneak.

Signer – 600

-Forget the name of your origin. Now you're an actual honest to goodness Signer with your very own Signer Dragon and everything. A Signer is someone who has a piece of the Crimson Dragon's broken body engraved and sealed inside them, represented by the red birthmark they have on their arms and when all the Signers gather and concentrate their powers upon a single individual they can summon the Crimson Dragon. A Signer's mark glows and painfully digs into their arms in the presence of certain individuals like the Dark Signers. You may eventually be able to replicate Yusei's Clear Mind trick or obtain the Blazing Soul ability.

-Signer Dragons are ancient dragons that sided with the Crimson Dragon in order to seal an ancient evil that would come to be called Earthbound Immortals.

-You can choose to replace an already existing Signer and even get their Signer Dragon for yourself or you can choose to be an entirely new Signer that existed from the beginning along with the others, kind of like Leo and his Heart. If you choose to be a new Signer you may create a new Signer Dragon of your own. Try not to make a worse "I Win" button than Exodia or something stronger than the God Cards.

The Unfortunately Chosen One – 600

-I wonder whatever it is that makes you look so appealing. To scheming masterminds looking for an unwitting pawn, that is. Not to any potential paramours you might've been interested in. What this

means is that unless they were specifically planning on getting you killed people always seek to use you as the central piece in their plans be they good or bad and in turn you can either mess with their plans early and duck out or you can keep going along with their plans, maybe nudging things here and there, until the ultimate moment of triumph when their plan seems to go off perfectly at which point everything that person worked toward just… fizzles out. The ultimate power they planned to steal is summoned only for a moment, the ritual to revive the ancient evil just turns off, the nukes they planned to fire were all somehow duds.

Brainwashed Enforcer

My Magical Realm – 100

-Do you tend to hear voices in your dreams? Go to magical realms full of spirits when little girls beg for help or touch you in weird places? Well then have I got some news for you! It seems you've got a mysterious connection with the Spirit World that duel monsters reside in which allows you to occasionally unwillingly go there in your dreams in mind or body and to willingly go there through the help of a little girl called Luna, and maybe even more. Certain individuals would do a lot for someone like you, in any meaning. Or you may just be a loony pervert.

Road Hazard – 200

-Who the hell is leaving these things here in the middle of road? New Domino Waste Management is doing a remarkable poor job of actually doing their job it seems as whenever you're travelling around in a vehicle you may constantly encounter various things on the road which when driven through give you various things like cards and money.

At the right place, at the right time – 400

-You have an impeccable sense of timing. You tend do come right at the moment someone needs you the most and not a moment later. Your friend got unfairly taken out and bound by a sneak? You come to save him before anything happens. Another friend of yours about to be killed by a trap he unwittingly triggered? You manage to come and notice everything just in time to get him out of harms way. Those two friends of yours fighting years later due to past mistakes but one's Duel Runner suddenly breaks down? You're there just in time to substitute for him.

Psychic Duelist – 600

-While you're technically a member of the Arcadia Movement you weren't actually a Psychic Duelist by any means and your psychic abilities, or their non-existence thereof, were to be a closely guarded secret between Sayer and Seria but it seems now they don't need to keep anything a secret because you truly are a Psychic Duelist.

-Contrary to what you may be thinking Psychic Duelists aren't about the standard abilities like telekinesis or telepathy though they probably aren't out of the question. What they can really do is materialize real Duel Monsters and Spell/Trap cards to cause actual pain and damage to people and the environment,

even outside of Duels. Because of the fact that their ability can cause real damage, especially unintentionally, society tends to reject and neglect Psychic Duelists which in turn causes some of them to retaliate in turn. You're about on par with the current day Akiza Izinski.

Greener on your side – 600

-It probably isn't but the almighty dragon certainly seems to agree. Now, whenever certain types of powers that can pick and choose and powerful beings who grant powers feel even a bit dissatisfied with their current hosts they always remove themselves from them and instead give those powers to you for as long as you're in true conflict with their hosts, even if you were the exact same type of person they rejected. Now, whether or not those powers stay with you after the conflicts, that's another matter entirely.

Hopeful Gunman

Friend to all - 100

-You're a pretty likable person, you know? That's what people seem to say atleast. You're pretty good at making friends and those who aren't friends with you tend to have a favorable impression of you. While you can't quite manage to become friends or even friendly acquaintances with those who murderously hate you for whatever reason they atleast tend to have some respect for a part of you.

Card Shop – 200

-You've got a curious ability. At any moment you want you can somehow pull up a "shop" of sorts from which you can spend money in to buy Duel Monsters card packs. In future jumps with different types of currency, the prices would be converted to each and every type of currency you can use.

Calmness – 400

-Your ability to stay calm regardless of anything that may be happening or whatever pressure people put on you is quite frankly legendary. Forget feeling jittery before a tournament or being distraught when told that the world is going to end and that the only way to save it is to destroy your home along with its lifeblood, you feel nothing out of the ordinary. Even when you have to go through three whole enemies with full life bars whose weakest member just a while ago completely destroyed the former and current Kings of Games without so much as a scratch in quick succession while yours keep going down with each duel, all you feel is pure determination.

Blank Card – 600

-One day while you were just travelling around you were suddenly transported into the middle of a giant crater where in front of you stood a giant stone slab that looked like a duel monsters card. It spoke to you this "I Grant You An Immeasurable Power. The Power To Choose Your Own Destiny." and you were given three blank featureless cards. The slab certainly didn't lie, you now have no true destiny or future set in stone to guide you and may choose whatever path you see fit regardless of whatever any time

travelers from the future may say. In your time of great need those blank cards may turn into monsters of great power.

Just a Passing Whim – 600

-So says the three emperors of Iliaster about the gifts you've been given by the Gods of fate. It's not, but regardless of if it was or not it still happened. It seems wherever you go any being that could be called a God tend to look favorably upon you and maybe even give you gifts if they're in a particularly good mood that day. This isn't going to help you if you piss of that godlike being directly but any who would be neutral or uncaring about you would lean the way of liking you.

Items

You may discount any one item of each price tier. Discounted 100cp options are free.

You've gotten "Your Deck" – Free

-You get a Mid-Tier Starter Deck with 40 cards in the Main Deck, 10 cards in the Side Deck and 3 Synchro Monsters in the Extra Deck. Comes with sleeves and a pouch you can carry them in.

-For 50cp you may instead create whatever deck you wish for so long as it complies with the standard series rules, excluding the ban list.

Duel Disk - Free

-You get your very own 5D's standard duel disk. There are many like it but this one is yours.

-Gunmen get their own special gun disk. It's a disk that looks like a gun. With a board welded to its side.

-For 50cp you can get a custom duel disk from a KaibaCorp Mass Production Disk from ages ago to whatever abomination you can think of.

Duel Runner – Free

-The best thing you can say about it currently is that it works. It's the lowest line Duel Runner you can get which still actually runs. If you drive well and make no mistakes and your opponents either suddenly decide to drive like toddlers or have an equally shitty ride as yours you might still beat most people in a race but don't get your hopes up. Atleast you can easily replace any part of it with better ones without any issue. This comes with any necessary parts and tools you need for maintenance and for keeping it running. Any fuel you may need also regenerates weekly.

-For 50cp same deal as the disk above except this time your Duel Runner can be anything from a literal trash heap to a top of the line next-gen ride. You may also import any motorcycle you own into this option.

Card Pack – 100

-Are you a lucky bastard or just filthy rich? Either way it doesn't matter in the end. You've managed get 3 copies of every card that can come from a card pack of your choice. You may buy this as many times as you want.

A Companion for the Lonely – 100

-A beautiful flower kept from needing much or indeed any watering thanks to the wonders of biotechnology. This amazing product could keep any lonely man or woman company through the lonesome nights.

-From Barbara, With Love. *Note: Memory of scowling Barbara not included.*

Duel Board – 200

-It's a motorized skateboard for playing card games with people on motorcycles. Atleast there's a cordlike handle coming from behind the board although it looks as dumb as it sounds. The blue colored body of this board seems to be based on a rodent of sorts and the tail-handle has 5 extensions for your cards. This thing is of course fast enough to keep up with any Duel Runner and can let you do stunts like riding on the wall and ceilings for brief moments.

Duel Robot – 200

-This giant yellow robot is about double the height and size of a regular human and has twice as many legs. It was originally sent to The Facility where Security keeps its prisoners to help guard and keep out any intruders and keep in the others but it interpreted its orders in such a way that not even the guards of the facility were allowed in or out unless they managed beat it in a duel, which they didn't and were locked inside as a result. After that little incident this thing has come into your possession.

The Facility – 400

-Speaking of The Facility you now own the entire prison facility along with enough guards to staff the place and maybe if you're into that, brutalize the prisoners, through card games of course. By default the only physical activity the prisoners get to do is to somehow beat each other up in card games in a specially prepared area.

The Fortunate – 400

-Congratulations. For whatever reason the city of New Domino City has decided to gift the ownership of the stadium where they hold tournaments over to you placed in a location you choose. It comes along with just enough employees for you to comfortably keep the place maintained properly. Don't worry about the city needing the stadium, they've already made another one exactly the same as the previous one placed right where the old one used to be, or right next to it if you chose that place to "place" yours.

Dynamine – 600

-You have somehow or other come into the legal possession of a whole entire mountain along with every single Dyna ore and whatever else inside and below. The mountain comes with an already established mine and enough workers and equipment to keep you metaphorically rolling in Dyna.

Companions

Tag Partner – Free

-The bonds between people and cards are truly the most the important and powerful thing in this world and even the most heinous villains eventually admit to that truth, by force if need be, and whether or not you agree with that you too now have a special bond with someone. Choose any one person from this world to gain such a bond with them that they would be willing to spend every waking moment they can following you around, even to other worlds if need be.

Duel Bot – 100

-This little guy and his kind were created by Primo of the Three Emperors of Iliaster to help their purpose of destroying New Domino City in order to save the world by averting a future disaster. Therefore they're fairly competent duelists and turbo duelists that are able to threaten or defeat most people and this one is even better. This one wishes to bring a smile on everyone's face through dueling and would like to come along with you for that purpose. Curiously, he always seems to keep a peculiar red cap on himself and he seems to have more in common with certain three individuals than he has to any other Duel Bot. The standard Duel Runner of the Duel Bots included.

Alpha, Beta, Gamma, Delta – 200

-Those are the names of four clones of you that were created by someone for whatever inane reason they had. While they're nothing impressive in comparison to you individually, they're actually quite dangerous if you fight them all together or in quick succession. It seems they've been kicked out by their creator and have taken to following you around like lost puppies.

The Enforcers – 200

-Well, not truly. Instead of The Enforcers themselves what you get is a 5 man gang including you that consider each other best friends. They're great duelists one in all and each has the potential to become King of Games if they try hard enough. In future worlds this may translate into other skills like swordsmanship depending on the world and its premier sport.

-You may choose to get a new gang every jump or carry over the existing one.

Companion Export – 50

-For 50cp you may take along any canon companion you wish for.

Companion Import – 50

-For 50cp you may import any of your companions into this world with a budget of 600cp.

Drawbacks

Return of the King – 0

-Welcome back. If you've been to this world before then everything you did before now carries over to this.

Is it a sequel? – 0

-A little backstory, the World Championship games? They're not connected to each other and the other protagonists or their stories never happened in each new game. With this option you can change that. With this you can either go through all of them with you being the same person through all of them with the events carrying over or without the events carrying over or even with the other two protagonists existing but as different people from you or any other variation you can think of.

Yes or Yes? – 100

-No is not an option. They'll keep pestering you until you say yes and you yourself won't be able to move your body until you say yes or they'll just assume you said yes anyway and your mouth won't disagree. What this means is that you essentially will never be able to refuse the requests others ask of you. If an obvious villain tries to command you or if someone tries to make you do something actively harmful to yourself then you may refuse, unless others would be in danger because of you refusing.

Don't text and drive – 100

-Because otherwise you might accidentally trigger that EMP Mine on the road. Every time you go around on a vehicle there are tons of stuff like randomly rising pillars, the aforementioned mines, sudden Earthbound Immortals and more that suddenly appear to try and crash you into the ground, even in aircrafts.

When in Rome – 100

-Do as the Romans do. There's a certain mindset everyone in this world tends to have towards everything. They duel. They duel for pretty much anything and everything. Wars, battles for life and death, who gets top bunk and virtually anything else you can think of. Now you too share this mindset and any issue you have you will strive unceasingly to solve it through vigorous dueling. Need some parts for your Duel Runner? Go duel for it. Evil Godlike Being trying to destroy the world? Duel for it. Trying to pass the time? Duel. Asking someone a question? Duel. You get the idea.

Unfortunate Accident – 200

-You must've been born under a particularly unlucky star because holy shit is your life filled with unfortunately dangerous incidents. Wherever you go misfortune follows you around without fail. In the middle of a fight with a rival gang? You get brained and bound. Trying to find the hiding members of another rival gang? You get trigger a trap and get massive amounts of rubble falling on top of you. Trying to have a Turbo Duel with a friend long thought dead who's gone off a darker path? Your Duel Runner

breaks down halfway through. It's time for the final battle against the mastermind who set everything up? Your Duel Runner breaks down again because you didn't fix it correctly last time. Oh hey, some of those sound familiar.

Time Flies – 200

-Man, does time just fly away. It feels like it was just yesterday when you met Kalin Kessler and his team for the first time just a bit after they'd finally conquered all of Satellite and now today Kalin is off in Crash Town causing trouble in depression after some massive fiasco that he caused a long time ago. Well, that's because it was. With this you now randomly lose huge amounts of events in between days and you lose any sense of time but your own internal one.

Pot of Greed – 200

-How does it work? In the first place, what IS Pot of Greed? I'll tell you what it is. A card you'll never get to use, that's what. You know the Yu-Gi-Oh! Card Game Ban List? That thing that nobody in the anime or manga ever has to deal with? That's right, now you'll be the only one in the entire world who has to comply with them while others go running around with decks full of Pot of Greeds and Bottomless Trap Holes if they want.

-You may choose any Ban List between 2009 and 2011.

Harmless world – 300

-All your powers and perks from worlds beyond. Really, are they even needed? It's not like this world has anything that could truly threaten a person. Like actual magic, psychic powers, monsters that could kill people or freaky stuff like games that lock people's souls in eternal hell. It's all just wacky fun stuff like card games on motorcycles with goofy haired people. That's why, all your out of jump powers and perks are removed with this drawback.

Not a sequel – 300

-Nothing you do ever truly matters nor sticks. And your relationships and accomplishments, like leaves in the wind. One day you might win the fortune cup against Jack Atlas and be crowned King of Games and the other your biggest fans and closest friends follow the newly crowned King of Games Yusei Fudo around like puppies.

Notes

Based on World Championship 2009: Stardust Accelerator, World Championship 2010: Reverse of Arcadia and World Championship 2011: Over the Nexus.