Celestial Deck Version 1.0 by Spinozilla

Ah, hello there, and welcome to the Celetial Deck, the culmination of every card related perk and item you will find across the multiverse. Wether you are a jumper, somebody who got isekaied or just a lucky bastitch who found a particularly strange trading card lying somewhere, now you are the Celestial Cardmaster, and it is your job to spread the wonders of card games (or not, i am not your boss).

Standard Rules: There is a set of standard rules mostly taken from the Celestial Forge, which i will list now. But be aware that your benefactor (or writer) may choose a different set of rules if deciding to. Anyways, here are the original Celestial Forge-inspired rules:

You start with 1000 CP, which stands for Card Points and is the currency used in the Celestial Deck.

For every X amount of words written, you gain a Y amount CP. The most common being 100 CP for 1000 words.

Either when the condition above happen or when some kind of "trigger" happens (like the equivalent of completing a videogame quest) you roll a die/spin a wheel for a section, then roll again and it will end in a perk, item, power or equivalent.

If you have enough CP to purchase the rolled result, it is now yours, being includes as perks, items, powers, companions or even potentially added to your bodymod depending on the result.

If you do not have enough CP to purchase the rolled result, then you do not purchase it and instead your CP is saved for future use.

Some last few notes before we start:

Not all sections and rolls will be card based, but the extreme majority will.

The few ones that are not card based will be either protections, increases on certain aspects such as luck or just things that I believe will make a good complement in this.

If the writer/benefactor so desires, your Celestial Deck can manifest in the form of a System similar to The Gamer ability.

If you are not a jumper then the period of once-a-jump perks and similar things is once every ten years unless other perks, items etc would make it happen faster.

Multiple items with somewhat similar functions (such as a Dino Holder and a Scanner) can be fused into one if you own both.

By standard you will have a pseudo inventory that takes the form of a dimensional storage and can only store things purchased from the Celestial Deck.

Section 1; Generic OP Protagonist: This section does not really have any card focused things, it does however have perks that can enhance the results of anything rolled in other section. This section has just 7 roll results as nothing else from that jumpdoc would really fit here.

1 Protag-kun (Free): Okay let's face it, as much as we call Isekai protagonists 'plain' they're fairly above average and sometimes end up being way above average. You're better though. You're a 1 Trillion out of 10. Your features are perfectly symmetrical and nicely proportioned. Even if you were overweight it would be the cute kind rather than the disgusting kind. You look so good even ice queens, beings without emotions, eldritch abominations and beings without the human concept of attractiveness would be awed by your beauty/handsomeness. Dirt and grime flow off of you as if ashamed at the thought of tainting you, bad odours flee your form and your hygiene seems to be completely perfect as if God himself wills the world to not stain your form. Expect a lot of people to fall in love with you at first sight.

2 I'm the MC (Free): At the beginning of every jump, you can now choose to take the Main Protagonist's place, becoming/replacing them and gaining all of their abilities in addition to the ones you gain from any jump. To incentivize those who've seen this perk before I'll throw in a 10 times boost to all their abilities that they would have that you'll gain. Oh, Naruto could make 100 shadow clones with ease in episode 1? Well, now you can summon 1,000 with ease. Does Shirou have 27 Magic Circuits? Well now you have 270 Magic circuits (of high quality) and in case the MC wouldn't have their abilities yet you unlock their beginning ones and any further abilities will have the 10x boost. I'll even add a 10x growth rate for good measure. You can choose to be reincarnated as them though the 10-year countdown is paused until the plot begins.

3 The King of Capstone Boosters (200): Any perk/ability you gain whether from a jump or through training will have their limits removed and improved immediately with an absurd growth rate that is boosted in combat. You could have just figured out how to summon your *insert internal/external energy here* and it would only take you a couple of seconds at most to get a few techniques down. Observing or even hearing the specifics of an ability will allow you to copy it at a higher level than even the original user to the point it may as well be a new power/technique. Even if a technique takes someone a centillion years to learn you could do it in a near instant. This also has the benefit of making any perks/powers you gain stack and multiply instead of just adding onto your already existing abilities while also stopping you from having diminishing returns from your perks. In addition, your body has been released from the constraints of normal logic. The size of your muscles no longer dictate how much you can lift nor does it restrict how flexible you can become or how quickly you can move. The size of your lungs no longer dictates the amount of air that you can store in them. The size of your brain no longer dictates how much information it can store, nor how fast it can process information. So long as you continue to push your limits, you will always be able to improve yourself further. No permanent damage can be done to you as well, as everything except the utter destruction of your brain and heart will regenerate completely with no scars unless you want them. Though this increases your gains you still get stronger even when doing nothing. You could sit in one place for a year and get up 1000x more powerful in every aspect without doing a thing. This pales in comparison to when you train, with the boost being so vast that even lightly training will

make you stronger than a version of you that just sat on your ass all day by a huge mile. Optionally, this can act as a Capstone Booster for ALL of your perks across jumpchain so if a certain capstone wasn't your style you can still get the capstone-boosted version of perks from other jumps.

4 Isekai Luck (100): You're one lucky son of a gun, that's what you are! You're the kind of guy that will find a couple hundred dollars on the sidewalk without anyone noticing or the kind to get sent to another world with OP Cheats! Your luck knows no bounds and bends reality over its knee and fucks it up the ass on a regular basis.

5 What's happening? (100): You have an interestingly high capacity of figuring out what others think. In fact, your capacity to analyse others' thought processes is so good that you can imagine in vivid detail exactly what an event would look like from their perspective. This only works when it's either a major event, or one that you have participated in, and the only people it can be used on are either major characters, or people you have interacted with to a level that you know their names and faces properly.

6 Harem Perk (300): Persons of your preferred gender(s) will be drawn to you and are more likely to find you attractive, they will put aside reservations on sharing you while jealous feelings will be suppressed or negated, leading to a smooth harem situation.

7 MINE! (400): Why are people always trying to take shit that isn't theirs? With this you can tell them to fuck off. No facet of you from your powers to your identity can be stolen or copied no matter what. Such attempts will fail spectacularly from their disguises having obvious tells to their power stealing/duplication not working unless you allow it to. No one will be able to take what's yours. Even technology or intellectual property you create or own is blackboxed to prevent anyone from hijacking it. If they want anything that even functions in the image of it then they will have to do the heavy lifting themselves, and even then they cannot violate your exact metaphorical patents. If you are really mean you can even extend this protection to cover novel principles your technology relies on that others do not already understand.

Section 2, Generic Trading Card Game: Now i know what you are here for, you want to play card games and to be the best at it, so here is the section with (mostly) mundane TCG related stuff. There is supernatural stuff just less than in most sections. This section has 21 roll results.

1 Rules Lawyer (100) You have an innate, updating understanding of the rules of trading card games. Just touching a card is enough for you to intuitively understand the rules of the game it is a part of. If the rules have changed since you last played all it takes is for you to touch a card for you to understand the new rules. This skill also extends to other forms of competitive entertainment, such as sports and video games, though it's not quite as keen.

2 Skilled Strategist (200) You are remarkably skilled strategizing, when it comes to forms of competitive entertainment like this. You can plan multiple moves ahead with stunning ease, and you are frighteningly good at coming up with strategies that involve the cards in your hand and

the cards you know exist in your deck. Each time you draw a card you can sense what the best move would be involving that card both short term and long term.

3 Champion (400) You are fiercely good at every aspect of competitive entertainment and while this is strongest with regards to trading card games it rubs off on other competitive forms of entertainment. You have a natural wellspring of luck keyed to these sorts of games, a keen mind for strategy, a good understanding of how games overall, and you are minorly more charismatic overall. You also learn from each encounter you have with regard to some form of competitive entertainment, and over the course of even a few such encounters you can grow remarkably better.

4 Heart of the Cards (600) Winning pays dividends, I suppose. With this perk you are minorly tapped into the heart of the cards, which empowers you the more you play trading card games, giving you a series of small but stackable buffs based on both how well you play trading card games and the sorts of cards you use. The buffs are decidedly supernatural and can range from improving your level of power with a type of magic to decreasing how much energy it takes to cast certain types of spells, or is some other sort of thematically appropriate buff.

5 Creative Eye (100) You are, especially visually, impressively creative. You know how to explain creative visions to other people and how to steer them towards the creation of such visions. You are also somewhat skilled artistically, able to be one of the people bringing your vision to life.

6 Mechanical Maestro (200) You understand how to create rules and systems for competitive games that both make sense and leave room for complex strategies and skillful play. Games you design will be easy to pick up and difficult to master, but are also engaging and people find them fun to play. You will definitely get an engaged fanbase with this, even if this by itself doesn't guarantee market success and the big bucks.

7 Popularity (400) You are skilled at introducing new forms of entertainment, particularly competitive entertainment like trading card games and sports to new worlds, cultures, and settings. When you introduce these kinds of things to people you'll naturally sense who'd most like them, and who would have the most talent at them, and can find ways to get those people into the games. This also quietly buffs your marketing skills overall.

8 Creator (600) You have a very odd ability. Whenever you fully design a card you get an incredibly tiny buff that is keyed to the card in some way. If you make a card of a mighty dragon that breathes fire, maybe you become just a little bit tougher and more resistant to heat. When you design and publish a whole new system of trading cards you get a more substantial buff. If you repeatedly publish the same system in different worlds and with slight modifications the original buff you got gets slightly stronger. So long as you are creative, and apply that creativity, you'll find that you are able to do great things with enough patience.

9 Card Exploration (100) You can enter cards, including holo-cards and ones that are other digital but meaningfully yours or present in front of you. With just this you can only enter the

cards and interact with people and items inside of the cards, though you can also bring friends with you. In the world of the cards there are small buffs given to you to facilitate your survival, such as the ability to speak to inhabitants of card worlds and a protection from death that applies to you and your friends; if you die in the cards you get booted out and teleported back to the real world. You can learn from card characters and interact with card items, but by itself, with just this, you shouldn't expect to be able to do anything and everything. Cards in the same series are connected to each other and by entering a card you can expect to be able to meet other characters and find other items from the series if you explore beyond the confines of the cards. Please note you do enter the card as it is, so if you find a Muk Pokemon card of Muk reaching out a slimy hand towards you that may not be the one you want to enter.

10 Card Charming (200) You have the ability to bring objects and creatures out of cards, summoning versions of them scaled to your overall level of power (or to their actual level of power, whichever is lower). Card friends called out of the cards retain their knowledge and power and are innately loyal to you (though you must find some way to get their permission to summon them in the first place, or claim them if you're summoning an item). Beyond that, there are protections in place to discourage ambitious cards from turning on you, such as the knowledge that if you die they get sent back to their native world. These are still free-willed beings who can turn on you, barring enough disagreements, and they can voluntarily return to their card worlds if they wish.

11 Card Compass (400) You have a strong Plot Sense. This ability is especially pronounced in card worlds, but it is ever-present, and with it you can figure out how to go from card character to card character or card item to card item, and can figure out how individual characters and card items relate to the overarching plot of a given card world. This also somewhat buffs your ability to befriend important individuals and lay claim to important items creating some circumstances that allow you to make a good first impression with such beings or circumstances that pave the way for you to get the cool MacGuffin.

12 Changing Card (600) You have the strange power to change through exposure to cards and time spent in card worlds. You can learn how to mimic the abilities used by card characters and to recreate the items you find in cards in ways that retain the individual power of a card item. The more time you spend with summoned card friends the more of their abilities you innately absorb and unconsciously begin to replicate, and these abilities can match your own overall level of power, allowing you to do things like turn a Pokemon's Hyper-Beam into a continental attack if you are strong enough. The closer you get to a given card character or the more you use a given card item the easier it is for you to replicate their abilities.

13 Card Pack (100 CP) Every week you get a small pack of cards from a collectible or trading card game series of your choice. This pack will only have 10 cards but you are guaranteed to get rare and decently powerful cards.

14 Challenger Finder (200 CP) You have an app on your phone, or some sort of equivalent, that can help connect you with people who'd like to duel, battle, or otherwise challenge you. These people will have decks of their own, and they'll be skilled enough for you to have fun.

15 Card Champion (400 CP) This tiny trinket is a curious thing. It's a keychain of a cup, and it grows the more battles, duels, or what have you that you win. It is a subtle luck booster that is primarily keyed to competitive entertainment but when charged with enough luck, from past wins, the luck overflows and you get better over all.

16 Artist's Dream (100 CP) This nifty thing is a top-of-the-line laptop and iPad, two devices that are packed with artistic software. This doesn't give you the same diversity of programs and accessories that you might think, but it's focused on things that allow you to draw cartoonishly and to format trading cards with as much ease as possible.

17 Play Testers (200 CP) You have the services of a crack team of play-testers. These people will always be ready to troubleshoot and beta-test any collectible card games you design, and will happily give you their frank analysis on the topic of your card games. This advice will be thoughtful, helpful, and if followed will improve your end-product. If you want to use these peeps to play test other stuff you'll have to train them but they have an impressive learning boost when it comes to learning how to trouble shoot and beta-test things.

18 Card Company (400 CP) You are the owner of this entertainment company that specializes in producing collectible cards. This company follows you from jump to jump and keeps meticulous notes on each card and game system they publish. This company is also decently successful, earning more than enough to hire and field multiple teams of artists and designers at the same time while awarding you a decent profit.

19 Card Cloth (100 CP) This is a disguise/flexible outfit that can easily take the form of someone or something native to a card world giving you a disguise that'll help you blend in when you first visit new card worlds. It's also a self-cleaning, self-repairing outfit that can shapeshift to look like any set of clothes.

20 Distinct Deck (200) Each jump you get a deck of new cards that will be tournament legal in any worlds with the games in question of a card game series of your choice with a rather odd gimmick. These cards will reflect facets of the jump you're visiting, letting you learn about important characters, power systems, monsters, gods, and other things related to the jump you're visiting. These things will always be lower in power than their jump-world counterparts, but this is still a strangely handy cheat if you're clever.

21 Capture Card (400) This unusual device is a card you get once a jump, though you intuitively know how to create more (but it's not easy), that lets you throw it at someone or something, and in doing so capture and turn someone or something into a trading card. Their stats and abilities get translated as seamlessly and accurately as possible, and this effectively removes them from existence unless you summon them. They will enter reality in a state that is tantamount to them being charmed by you, and they'll listen to you like you were their best friend. Someone or something leagues stronger than you can resist this but anyone and anything at your level of power or weaker who gets hit by the card is captured by it. This process is permanent, though you can release them if you want. You can't make more than one of these cards and have it be active (in an empty state; lacking someone or something that it has captured) at the same time,

aside from ones containing people or things you've captured, which follow you across your chain.

Section 3; Generic TCG Anime: Now while mundane card games are fun, it is the otherworldly stuff that makes it peak. This is the first section to be actually focused on supernatural card games. This section has 61 roll results.

1 Time To Duel! (Free): You have all the Skills needed to competently play the Card Game that this world revolves around, you are able to quickly and efficiently shuffle a deck, you possess an encyclopedic knowledge of the Rules, and unless you are deliberately trying to cheat, you will never try to make an illegal action in the middle of a Duel. In addition, if your particular world requires a certain activity to be continuously performed, you now have enough skill in that activity to effortlessly perform it while playing a card game. If card games are exclusively played on motorcycles, you can ride a motorcycle well enough to play a card game on it.

2 What's a Dress Code (Free): Let's be honest - whether you're a sorceress, a twelve-foot-tall stone statue, or just another Duelist-in-training, there's no way you're dressing like a pedestrian. For the duration of this jump, you can dress however you want, and nobody will give you shit about it; in future jumps, whatever you want to wear will be considered "suitable attire" whenever such things matter. Wear that fur bikini over a chainmail one-piece if you want, even if it chafes like sandpaper, to your brother's-wife's-niece's wedding...

3 DORO MONSTA CARDO! (100): Sometimes, you don't just want to win, you want to rub it in your opponent's face and show them just how much you won. Whenever you have a Guaranteed Victory, you can choose to manipulate your Deck and any random effects of cards to make the win as ridiculous as you want. For example, if you use an effect that has you draw cards until you find one that isn't a "Monster Card", and it deals damage to your opponent every time you draw a Monster Card, beating your opponent with this effect would grant you the option of ensuring you draw as many of your remaining Monster Cards as you wish before ending the effect. This ability will never cause anyone to suspect you of cheating, although it might make people a bit angry if you get in the habit of using it.

4 Card Tricks (100) Just a little bit of a boost to your manual dexterity and the skill to pull off a bunch of fancy card tricks like a stage magician. Shuffle decks in various fancy ways, make cards appear or disappear into your sleeve, flick cards between your hands, even throw a card across the room with pinpoint accuracy. Probably not that useful, but it sure looks impressive, right?

5 Everything's Normal Here (100) Okay, these are blatant lies, and you know it. Luckily, the fact that things are exactly the opposite means you've gotten quite used to the constant weirdness; who cares that everyone must spend hours ironing those razor-sharp coat-capes, gelling their hair, playing children's card games...Apparently, you don't. On top of that, you can actually take this madness and turn it to your advantage - by joining in. When it seems like the plot couldn't possibly get stranger, you can give it the push over the edge it needed, twisting things in just the

way you wanted with no one being any the wiser... with the loss of some of your dignity, and maybe some of your sanity as you actually go through some rather crazy shenanigans.

6 Dealer (200) When it comes to making trades, you're one tough customer. You can't be swindled, always receive better-than-equal value for the cards you offer, and can convince people of a card's future worth, using it as further leverage in your negotiations. This mercantile skill applies to other forms of haggling/bartering, but only at about half efficiency. In addition, if you need money but only have cards, you can use said cards as currency equal to their market price. Wait, that's not enough for you? I just.reduced the entire economy to trading cards! Okay, fine - you can also deal cards (you know, like in poker or whatnot) with impressive speed and flair.

7 Personal Printing Press (600) Well now, I admit I wasn't expecting you to already have superpowers. Tell you what: now, you can create trading cards based on your pre-existing conditions - your Perks, Gear, and spells and technologies you've acquired. If you've purchased it with CP or obtained/made it in-Jump, you can make tournament-legal cards for it. More than that, however, the cards you make with this Perk? They actually grant the person holding that card access to those powers/items/perks even without Perks/powers like I'm a Wizard!. Taking the granted material away requires getting the card back, of course, but this means you can power-share with your Companions all day long.

8bWhat Game Are You Playing? (600) No one can say why you're allowed to walk into Duel Masters tournaments with Uno decks (or whatever tournament with whatever nonsense you have with you), but no one's complaining either. Every card game is the same for you - you can use whatever kind of cards you want, including mixing cards from different games together - and your monstrous amalgamation with somehow work just as well as a normal Deck. The universe takes care of converting everything for you (favorably, I might add) and gives you instant knowledge of how each card works in any given TCG. Obviously, your opponents aren't going to be sure what to make of you, but whatever works, I guess? If you take this with four or more levels of the Saturated Market you may choose to take this at a discount, but everyone in the world of your jump also has this.

9 World-Renowned Duelist (100) Okay, it might not seem like much, but you're actually really good at this card game stuff. Maybe not "King of Games" good automatically, but you know your deck, the rules of the game, the current meta, and the strategy well enough to hold your own with the top percentage of Duelists. How you use this power is up to you, of course...just try not to end up like the "skilled duelists" the protagonists of these shows usually go up against, okay?

10 One Who Games (200) Who said you only knew how to play one game? Any Perks or other abilities which apply to your skill in one game bleed over to other games on a similarity-based proportion; sure, being a Magic: the Gathering expert won't turn you into a genius chess player, but it will make you better than the average bear, and you might as well already be a professional Force of Will player. If two games are virtually identical, you're equally skilled at both; if one's tennis and the other's Mahjong, you get about one-tenth maximum benefit from your other boosts. Or penalties, I should add; it's a two-way street, this power.

11 Judge! (400) When it comes to RAW, you're a sushi chef...okay, weird metaphor. Your mastery of the mechanics means you're qualified to serve as Judge during tournaments, moderating other players' Duels and ensuring the laws are followed; this gives you the power to disqualify cheaters, look through Decks to make sure players are following the limits, and otherwise keep things fair and balanced. Of course, if you happen to memorize an opponent's Deck while moderating one tournament and then face them in a later one...well, that's not your fault, is it? Furthermore, other duelists will believe you're unbiased and take your rulings as RAW - or, depending on your stretching, errata, just don't abuse this. There are other Judges out there, after all.

12 I Challenge you to a Children's Card Game (600) So, you challenge your opponent to a Duel. If you win, your opponent has to be your servant for the rest of their life, but if they win, they get five whole dollars! That may seem insane, but it's just the kind of challenge your opponents will accept without hesitation - namely a challenge from you to compete in The Game this world is obsessed with. Not only that, but they will honor any and all terms of the bet as long you genuinely intend to hold up your end of things, no matter how dishonest they may be otherwise. That means you can't go around dueling for people's souls or their voices - the conditions have to be physically possible...unless you can somehow take souls or voices, I guess. In future worlds, this ability will still work, but anyone you challenge will instantly receive the effects of "It's Time to Duel" and a Deck that fits their personality. Don't think you can get away with skimming over the rules and giving them the worst cards you can find...

13 Heart of the Cards (100) You're not just any Duelist; yes, you know how to play The Game, but more than that - you're in tune with your cards in a way most people just aren't. The longer you use a particular Deck, the more likely you are to draw exactly the right card when you need to. Having this perk doesn't give you new cards to suddenly solve problems - if you can't win with the cards in your Deck, this does nothing for you. This is not a luck effect, but a result of being attuned to it, almost as if it were a magic item... Outside of this jump, you can apply this effect to similarly "chance"-based abilities (random damage being just enough to finish an enemy off, a gacha providing better drops more reliably, et cetera) that your items dish out, although it's about half as effective.

14 Kicking Ass, Making Friends (200) This perk ensures that Card Games will always have a way of bringing people together. Not through silly things like common interests giving mere acquaintances a chance to interact or a sense of camaraderie that comes from being in a community. No, this perk gives you the inexplicable ability to make friends by beating people in a Card Game. Whenever you win a Duel against someone, their opinion of you increases by an amount roughly equivalent to how dramatically you beat them. Just winning a fairly even match with very little tension behind it will likely just make them think you're a bit cooler then they did before, but pulling off a near-impossible combo just as you are about to lose could turn a hated foe into a friendly rival.

15 Blessed With Success (400) Being good at a card game normally just means... well, you're good at a card game. But now your fortunes in this area - winning at games - bleeds over to other areas of your life, though not to exactly the same extent. Winning tournaments is

somehow linked to winning ladies' hearts, rising through player ranks is mirrored with rising through society's strata, earning prize money means your other finances like businesses earn more money.

16 The Power Of Friendship (600) Friendship is the greatest power in many worlds like this one, that's not hyperbole, emotional bonds are literally a resource that can be utilized to bring victory. When you make a speech about friendship in the middle of a Card Game, you invoke this power to bring you luck and success. Support from anyone you imply or outright state to be your friend in that moment manipulates the probability of your victory; this scales based on how strong their feelings toward you are and what they do to show support. A simple cheer from a small crowd of near-strangers could increase the chance of you drawing just the card you needed right as you need it, and a grand display from a close partner could out outright guarantee it. With strong enough support this could cause you to you win against literally impossible odds, such as receiving the exact card you need Deus Ex Machina style. Only the most heartless individuals will even think of calling this cheating, and they will likely be called such if they do. However, Friendship is not a mistress without demands: once you invoke the power of Friendship, you cannot stop it until the game is over. This has two major problems. First, Friendship does not discriminate. Despite only benefiting half as much as you can, your opponent can indeed benefit from this power. Second, Friendship is jealous of discord - feelings of betrayal and disappointment from your declared friends have a much stronger effect that actually makes you more likely to lose. In future worlds, this may be applied to any sort of Conflict, and the powers of friendship will adapt to the situation in which you invoked it.

17 Duel Familiar (100) You have a personal Duel Spirit! This little guy is one of the weaker characters/monsters in your Deck, sure, but they also have a measure of real-world agency most don't. When drawing the card your Familiar is based on would lead to you winning The Game (or making it possible when before it was certain doom), you more than likely will. Furthermore, you can communicate with other Duel Spirits by using your Familiar as a sort of bridge; by meditating on your Familiar's card, you can Astrally Project into your Familiar's native world, walk around, and talk to the natives as an immaterial spirit in their world, kind of like your Familiar can talk to you. If your Location puts you in your Familiar's world, your Familiar becomes your constant companion and just as physically real as you. Your Familiar may be a freely imported Companion.

18 Spirit Sense (200) You have a sixth sense for places where the Duel World and the Real World meet. If there's a crossover point within 5 miles of you, you'd be able to pinpoint it, mark it mentally, and distinguish it from others given about a minute of concentration. Actually visiting the site gives you precise knowledge of where in the Duel World the crossover is coming from and what caused it, even if you never actually pass through, and how to shut it down if necessary (usually unique to the individual portal).

19 By Our Powers Combined (400) When a Summoner and Familiar work together, it's like a single entity. You have two sets of eyes, two minds on one wavelength, and an interdimensional bond. With all that going for you, why wouldn't you win Duels? This perk ensures that your connection to your Familiar cannot be interrupted by any means - if they die in their world, they

will remain by your side to guide you - and works at any spatial distance if you somehow end up in the same physical dimension. On top of that, whenever you and your Familiar work together to solve a problem, it takes half the time it would otherwise and will probably be a better solution than one you'd come up with yourself. Last, but certainly not least, you can change who/what is considered your "Familiar"; it takes some time, but that can be reduced with practice.

20 I'm a Wizard! (600) Okay, enough of this "two worlds" nonsense. If you want to summon monsters from other worlds, damnit, you will! You can use cards from your Game to create real world effects - duplicate equipment, cast spells, summon creatures (copies who follow orders, but don't act on their own outside of a defensive capacity), whatever makes sense based on The Game in question. To cast a spell, you simply take out the card you want to mimic and will it into existence, and the universe takes it from there. You don't have to worry about game mechanics, or "shuffling," or anything like that, but keep in mind that having Decks rather than just a backpack of trading cards will probably make finding the card you want easier. Just saying.

21 Answering the Call (100) You're a Duelist's Familiar! Said Duelist (your Summoner) has the abilities of the Duel Familiar and It's Time to Duel! perks. You are the only one of your kind - no other Duelist has a copy of you. Furthermore, unlike some of your compatriots, you don't have to worry about other people calling you up in the middle of business; your Summons will be either conveniently-timed (you need to talk with them anyway) or non-intrusive (won't take you away in the middle of something). On top of that, you can buy Perks for your Summoner with your CP (or DP, if they're Deck-related) on a 2-for-1 basis (pay 50, give them 100). Your Summoner may be a freely imported companion.

22 Hand-in-Hand (200) No matter what your normal form, you also have access to a human form (either one from another Jump or a new one). Simply inform your Summoner of this, and they can conjure you in to the Real World with a five-minute ritual and send you back with its mirror image. Of course, you don't get to use your supernatural powers while in your human form (unless it's Not-Kansas, that is), but you do get to do some Dueling of your own, if you so desire.

23 Not My Final Form (400) Where others of your kind represent only one card, you're actually involved in several. You're one of those Level-Up monsters - while your base form may be a tad weak, you can expend some energy to become your next stage (or, during Duels, your Summoner can evolve you according to the rules) and become noticeably stronger. This gives you an additional stage beyond your base form, each a full Tier stronger than the last (varies depending on the game; if no established mechanics for it, at least 2 Tiers above your base). Additionally, the other cards are included in Duel Familiar's effect for your Summoner.

24 Fusion Summon (600) Sometimes, your own strength just isn't enough; that's where this ancient magical technique comes in. You possess the ability to Fuse with any one or more willing Duel Spirits, transforming you into a being more than the sum of its parts. This being will possess all the strengths and weaknesses of those who formed it, however, any contrasting elements will be resolved in whatever way provides the greatest increase of power. Your

personalities will be combined into a single intelligence driven by the harmony between those creating it, who are all fully aware of the Fusion's actions the entire time. This union can last for as long as all of you are able to maintain this harmony, or until the fusion dies, at which point all participants will be restored to their Pre-Fusion state. Post-Jump, this grants you the ability to fuse with any willing living being, rather than just Duel Spirits. Also, by applying the principle of Fusion to yourself, you learn how to "Blend" your Alt-Forms with each other, mixing and matching their powers, appearance, and abilities however you wish. Though be warned, this is not actual Fusion, so for example, accessing kryptonian powers as a Duel Spirit won't cause you to revert to whatever your baseline was should you take a lethal blow, you'll just start to die. Because Fusion is a magical technique, you may teach it to any magic user of any kind with enough time and effort.

25 Actual Cards! (Free): Put a tournament-legal Deck together, including appropriate side-decks and whatnot; it's yours now. For all non-Duel Spirits, go ahead and make two Decks instead - unless you purchase additional Thematics, they have to use the same Archetype.

26 Deck Box (Free): You have a cool Deck Box! Looks however you want it to, can hold up to 2 standard-sized Decks and any Extra Decks/dice/other aids you need, and if lost will return to your side the next time you go to Duel. Also comes with two sets of card sleeves, designed to look however you want, and a third for sideboards or Extra Decks as needed. In addition, if your world comes with any special rules for Dueling that require certain accessories, this also includes those accessories.

27 Visualizer (50 CP) This is kind of nifty; in worlds where cards aren't real, you can put this handy pair of goggles on and actually see the Monsters and stuff in action as if they were real. In worlds like Not-Kansas, you can use this to see the cards behind the Monsters/Spells/whatever-else.

28 Card Catalog (50) Imagine, if you would, a metagame-sensitive Pokédex for The Game. Every card's rules text, its market value, an approximate Tier Ranking, legal/illegal formats/limits on copies, and popular/powerful synergies with other cards; a cross between the Gatherer and the collective knowledge of every Deck builder who's worth listening to, and it all fits into either a pocket reference book or an app on your smart device of choice, whichever is setting-appropriate.

29 Deck Builder's Toolkit (50) Every month you receive five magical vouchers that may be transformed into a Booster Pack from any set of your choice for any CCG that exists. They don't have to be The Game, or even have a canonical presence in the world - if there's enough info out there to build a Deck, you can have Packs for it.

30 "Dueling" Deck (100) This makes that "pinpoint accuracy" thing far more dangerous; these cards are actually sharp and dangerous weapons, like rectangular shuttles or something...please be careful with these. These cards can be an exact copy of your Deck or a deck of ~50 generic playing/trading cards, decided upon purchase.

31 Jumper's Guide (100) This handy booklet gives you a run-down of the setting in its entirety in plain English (or whatever language you understand best), highlighting important characters, locations, brewing plot points, and other things you'll probably want to know coming in. Also includes a similarly easy to understand walkthrough of the game(s)' basic rules - important if you take a certain Drawback...

32 Finals Tickets (100) It kind of sucks when the Tournament Finals are held on some secret island or an airship, and you're left watching them at home, right? Well these tickets will let you attend the Finals of any sports or game tournament in person, as a spectator, in case you don't make it there as a competitor. And because I'm nice, they include any travel expenses and a free stay in a decent quality hotel room.

33 Great Big Book of Exposition (100) This dusty Tome contains a wealth of knowledge on the world of The Game, it only covers the basics, history, actually existing deities and their doctrine, fundamentals of the world's magic, prophecies of impending doom, you know, the boring stuff. The true use of it comes from the fact that it is written in such a way that anyone using it could easily explain the knowledge contained within to anyone, even someone with no exposure to spirituality of any kind, though this is no guarantee they will believe what is being revealed to them. In Future Jumps you receive a similar book on the basic supernatural phenomena of a single world that appears in the Jump.

34 Weapon of War (100) This is your weapon. There may be many like it, but this one is yours. It can never be taken from you, can take any form (chosen when taking this perk), and ensures that your damage is based on your strongest trait - yes, you can power your sword with imagination, if that's really what you want your highest stat to be...

35 A Safe House (200) This is a nice little place out of the way, in whatever sort of environment you find most relaxing, and is just far enough away from your usual obligations to get away from them, but just close enough to back to them quickly. It has free plumbing, electricity, and High Speed internet, it's self cleaning and repairing, and thanks to an odd loophole it's tax free. It's very cozy looking on the outside, but it has enough bedrooms and bathrooms to give you and all your companions all the space you could need. But those are just the qualities of it, it also has: a neat kitchen that instantly generates any food or drink you want, at the exact temperature you want it at; a TV in every room, with a universal Entertainment system that can legally access any Video Game, Show, Movie, or Television channel you have ever encountered; very High Powered desktop and laptop setups for you and all your companions; and most importantly, a Ton of Vintage Trading cards in the attic, all in pristine condition. None of them are tournament legal and there's a lot of commons, but if you're willing to dig through the collection, you might find something extremely valuable.

36 I Have Money (200) This isn't just "I can pay for my rent, groceries, utilities, and get on with my life." No, my friend, this is something much more grandiose. You have the kind of monetary resources this universe's Bruce Wayne would acknowledge as "not bad off". Cash is no object, paywalls are ramps not obstacles, and you'll find a lot of things have a price...even if that price leaves you tapped out for a day or two, because there is an upper limit (sort of). You can't spend

more than $1Million on a single purchase or $500Million in the span of a month. Anything below that? Fair game. Go nuts.

37 A Giant Rock (200) This is no ordinary Giant Rock, it's a Giant Rock with Carvings in it! …What? Is that not good enough for you? Fine! The Carvings; when deciphered, give crucial hints to the hiding place of a powerful item or large treasure that exists somewhere in this world. The Carvings update in each world you go to,npointing to a different item or treasure.

38 The Garrison (200) Nice! You have a castle-like structure in the Duel World. Colors, textures, and whatnot are at your setting-appropriate discretion. It's fully stocked with setting-appropriate basic weapons, armor, water and foodstuffs, a Stable, and enough room to house a small army. Should you need one for something.

39 Ancient Artifact (400 CP) There's something weird about this thing; it's old, it's complicated, and more than anything, before you actually held it in all its glory, looking at it made you a tad nauseous. Of course, holding it in your hand, you realized its true power, and boy, it's something. The Artifact can take any form reasonable for your given setting, but will always be several thousand years older than the modern world. As for that nausea? Turns out it's got some magic to it. Specifics depend on the item, of course. One might allow you to see into your opponent's surface thoughts, granting you knowledge of their next move; another Artifact might allow you to speak directly to an opponent's mind, bypassing voices entirely and granting you new ways to psyche out other Duelists. It could be a trident which repels water (useful to keep your cards dry), a bowl which fills with snacks on command (useful to stay energized during a duel), or a hollow puzzle box which...I dunno, shows you know how to solve 3D puzzles? Makes for a good book end? I'm sure you'll figure something out. If you have cool shit you want to import in this way, you're more than welcome to.

40 Portal to the Alternate Dimension (400) This magical device gives you access to the Other Side!... Or more precisely, it connects the Real World and the Duel World and allows for going from one to another. The portal can be opened on any flat surface and be anywhere from fist-sized to seven feet high, decided when you cast it on a given surface. Furthermore, it's a one-way portal each time - from whichever world you're in to the other one - and lasts until you close it. So go ahead, hop over and visit your monster friends...just remember, that Duel World? It's a real f***ing mess, because they always are.

41 Game Stuff Emporium (400) Congratulations! You are the proud owner of one Card Shop (or equivalent enterprise, depending on the setting)! This is a building of any external style you desire, but on the inside, it's about the size of an outlet mall store. Here, you can buy, sell, and trade cards with some measure of authority, host tournaments (which will always feature at least some Duelists worth your time one way or another) as ref or just another player, and live in the attached living quarters without having to deal with "rent" or "utilities" or "having access to my Warehouse". It also acts as a sort of microcosm - over time, it'll develop regulars, cliques, and other social groups unique to the store, and you can always hold your group meetings here without worrying about privacy or watching out for spies. After you leave this world, you can take your Card Shop (with or without a group of "regulars" that become attached to it, your choice)

along with you as an attachment to your Warehouse, a physical building with the above properties, or (the real fun one) as an alternate Warehouse. It may not be nearly as big, but when you need a place to recuperate or hold Clan-only meetings (or otherwise can't have a Warehouse), it's better than nothing, right?

42 Thematics (Free) You have an Archetype, a Clan, a Tribe - whatever your game calls it - that you've become particularly skilled with. When people think of this particular Archetype, they probably think of you; of course, if you're not that well-known, they might not understand how it works… Examples include Lightsworn (Yu-Gi-Oh), Green-Black Reanimator (M:tG), Warlock (Hearthstone), et cetera.

43 By the Numbers (100) Where some Decks are built organically, yours are more carefully put together - the result of serious cardshopping, metagame tracking, and rule analyzing. It doesn't matter if you built it with the soullessness of a corporate sellout or the zeal of a missionary, your Deck is grounded in strategically sound formulas and runs like a well-oiled machine...so long as the wrench-monkey keeps his grubby paws off it. If he doesn't, well, that's what other Perks are for!

44 Bag of Tricks (200) It's less about a single cohesive strategy and more about having a response for everything. Whether it's clever sideboard management, a particularly broad-based Theme with multiple win conditions, or an intentional, ingenious implementation of the beginner's trap ("A bit of this, some of that, a few of these..."), your opponents will frequently develop counters to one of your strategies only to come up against another. Of course, if you're lax about keeping ahead of the curve, you're going to lose this edge, but you usually have at least a tournament's worth of best-of-three's (aka, a season for most TCG shows) before you're tapped out and need to swap some cards around.

45 You Activated My Trap Card! (200) Why do you always have one? It's ridiculous! Of course, it's not literal Trap Cards in every game, but it's definitely reaction-speed and annoying as hell to play around. Think Magic: the Gathering control decks, or...something like that. Whatever the case, you're a master of responding to threats as they come, rolling with the punches, and usually coming out on top. opponents will frequently develop counters to one of your strategies only to come up against another. Of course, if you're lax about keeping ahead of the curve, you're going to lose this edge, but you usually have at least a tournament's worth of best-of-three's (aka, a season for most TCG shows) before you're tapped out and need to swap some cards around.

46 Momentum Breaker (400) Whether it's a series of counterspells or an overabundance of bounceback potential, your Deck has the tools to bounce back from many setbacks. Unlike the classic scenarios of most TCG anime, where it's the heart of the cards that saves you, it's just good Deck design that gives you the chance to strike back; not just drawing the card at the right moment, but having enough viable board states to turn surface-level defeat into "I was in control the entire time (or at least look like I was based on my level of success)!"

47 Wizard Chess (100) It's not about what you have, it's about what your opponent has, what your opponent thinks you might have, and what you know your opponent thinks you have, and how to counter their counter with a counter. Duels aren't that different from poker; there's a level of competitive bullshitting to keep both sides on their toes, wondering if the move they just made is exactly the response that'll net them the win or seal their demise. There's something about your Deck's design that makes these mind games all the worse for your opponent - an abundance of reaction-speed cards, information-obscuring abilities, or recycling tech which keeps your cards in circulation even after their first use.

48 You Activated My Trap Card! (200) Why do you always have one? It's ridiculous! Of course, it's not literal Trap Cards in every game, but it's definitely reaction-speed and annoying as hell to play around. Think Magic: the Gathering control decks, or...something like that. Whatever the case, you're a master of responding to threats as they come, rolling with the punches, and usually coming out on top.

49 The Unstoppable OTK (400) Ahhh! It's not Possible! Oh wait, it's totally possible. Your Deck contains a combination of 5 Cards that have no use when used individually but, when they are all in your hand on your turn, they outright guarantee your victory. This combo will probably be incredibly hard to assemble, but if you can do so, there's literally nothing your opponent can do to to stop it. Of course, your Deck is designed to get these cards together quickly and efficiently, right?...Right??

50 Underdog (100) For some reason, whenever your associates/rival/peers look over your Deck List or chosen Theme, they don't quite see the potential you do. Honestly, how did you? You've found something there, maybe in the cards themselves or maybe in their collective whole, that defies this surface-level perception and, some might say, uses it as fuel. Most of your opponents will be surprised when you win the first game; winning the match will shake them, and winning the tournament? No one will see it coming. Basically, this is a stealth boost for your Deck.

51 The Greater Whole (200) Your Deck is built on synergies; each card has a particular purpose in the plan, whether it clears the way for a given board state, regulates the opponent's board to protect yours, filters cards so you have the right cards on-hand when you need them, or wins it all once your pieces are in place. However, where some Decks are a Jenga tower, yours is an organism, able to adapt to the loss of one piece through redundancies - full sets of key pieces, multiple cards with overlapping (if not identical) effects, and methods of recovering used cards from the various discard/removed-from-play zones.

52 WTF?! (400) Okay, there is something weird going on with your Deck. I dunno what it is, and would call it cheating if I could prove it...but I can't. No one can. Your cards will interact as if the flavor actually matters, even if it's a bit illogical. For instance, say you have a water monster, and your opponent has a fire monster, and normally the game doesn't have elemental affinity mechanics that would give your monster an advantage. Now, for some inexplicable reason, you'll have that advantage, and probably win that fight. It boggles the mind, but them's the breaks.

53 Jumper Expansion (400)... Those aren't even real cards! They're just cool ideas you came with! Your Decks uses an Archetype you design - that is, you get to make an Archetype that will be auto-populated in a fair and balanced way. You get to come up with names, art, and things like Tribal/Attribute/whatnot designations, but the actual rules text is outside your control. And of course, if you start doing too well, your Archetype will spread through the meta and eventually be targeted for a ban list or five, but don't worry; it'll always be supported by new releases just enough to keep you relevant and, if you know what you're doing, ahead of the meta. This can be used instead of Thematics wherever appropriate.

54 Signature Card (400) Well this is an anomaly: your Deck contains a single copy of a truly incredible card. It's A Monster Card (or Creature, Minion, whatever it's called in The Game) that looks exactly like something that you would design for The Game if given the opportunity. Moreover, it's incredibly versatile; no matter what deck you try to put it in, it will improve that Deck. But that's not the most outlandish thing - no, that would be the fact that you seem to be the only Duelist using it! Almost as though it's the only copy in existence or something...

55 That's Against the Rules, Isn't It? (400) Who cares! Your Deck, for all intents and purposes, is somehow allowed into most major tournaments despite blatantly using illegal cards. I really wish I knew how you got away with this, but I don't. No one's ever going to call you out on it, either, and that may be the most disturbing part of it all...This doesn't guarantee victory, but there's a good reason they have those ban lists, dontcha know?

56 Gag Deck (100) A deck built around a mechanic the designers threw in for a laugh with silly art and ability names. Nobody would use this seriously in a tournament, though, right? It's no more or less effective than what you make of it, but crushing your opponent with it will be all the more humiliating. (Think MtG's Unglued series, or YGOTAS Meme Decks)

57 How Big Can I Make It? (100) Your Deck is nearly impossible to mill out but doesn't suffer from card bloat. Whether it's a bunch of recycling tech or simply having a lot of cards and even more luck doesn't matter; the effect is the same. Of course, being the guy running a Commander-sized Deck in a Standard format (to use M:tG terms) and somehow still winning is bound to make you popular at the local card shop...

58 Necromancy (100) Gravedigging is the best, isn't it? Your Deck has uses for cards even after they've expired; whether it's banishing them as fuel, throwing them back in your Deck or Hand to use again, or your Spells/Monsters/Et cetera just get stronger, your opponent's mill plan may not work out quite like they intended it to...

59 Fan Favorite (200) You're not the only Duelist who loves your Archetype; in fact, it's so beloved, the designers basically have to keep making cards for it. You never have to worry about running out of new strategies or combos to try thanks to every rotation having something your style. In other words, it's not every expansion new cards that either are part of or support your Archetype come out...but at least half of them have something you can utilize. When purchasing this Perk, if you have multiple Thematics purchases, they all benefit from it but only

fractionally - every other set or so will have something new for you, but only one Archetype at a time.

60 Seal of Orikakamalos (600) This card is interesting, it gives a decent universal midrange buff to your creatures, but that's not why it's so expensive. You see- Jumper! If you Lose the Duel, you Lose your Soul! - Shut up Tristen! Ahem, as Mr. Taylor just said, once activated, this card applies a special magical condition to the Duel: the loser's soul is forfeit to the winner, though if the loser is in possession of more than one soul, they may insead sacrifice that. This also gives you a small buff when delivering ham-fisted speeches.

61 The Big Three (800) Oh God, you found them. Every game has its "God cards" - super rare splash cards that are expensive, but utterly ridiculously powerful compared to just about everything else in the game at the time of their release, and usually for a good while afterward. Well, congrats, you have a full playset of not one, not two, but THREE of these absurd cards, and what's more, for some reason you can get by with using them in Tournaments no matter how prohibited/limited/banned they are! How crazy is that?!

Section 4; Cardcaptor Sakura: A short section based on the beloved magical girl anime about a girl who is in love with her brother's boyfriend! If you are a minor, stay away from any teachers in Tomoeda. The first four of the roll results are Clow Cards. This section has 21 roll results.

1 Trinket (100) The Flower, The Glow, The Bubbles, The Cloud, The Dash, The Float, The Jump, The Libra, The Snow, The Song, The Sweet, The Voice, The Wave. A card that is a curiosity at most, but maybe you could use it creatively?

2 Utility (200) The Fly, The Erase, The Mirror, The Maze, The Illusion, The Sword, The Shield, The Shadow, The Thunder, The Arrow, The Big, The Change, The Create, The Dream, The Fight, The Freeze, The Little, The Lock, The Loop, The Mist, The Move, The Power, The Rain, The Sand, The Shot, The Silent, The Sleep, The Storm, The Twin, The Through. A card with a useful power, but not one of the powerful ones.

3 Elemental (400)The Windy, The Earthy, The Firey, The Wood, The Watery, The Time, The Return. A card that is very powerful, ruling over a facet of existence.

4 Foundational (600) The Light, The Dark, The Hope/Void. A card that presides over a primordial force. Be very careful when using it lest it goes out of control or drains you dry.

5 Athletic (100) You are quite athletic, capable of jumping great heights and possessing more stamina than your appearance might suggest. Your physical abilities rival that of an Olympic athlete, allowing you to perform difficult athletic feats with ease. You are also quite flexible to boot.

6 Quick Learner (200) You have excellent learning abilities, allowing you to pick up knowledge much faster than your peers. When you study something, you can understand and assimilate the material four times faster.

7 Spring of Jumper (400) You have the ability to switch to a youthful mindset at will. When this mindset is active, everything around you feels new and exciting, allowing you to experience your favorite things as if for the first time. This mindset also brings a sense of childish curiosity, making exploring the world around you feel fresh and novel. Additionally, you possess a youthful aura that helps uplift people and brighten their day.

8 Invincible Spell (600) By saying the phrase 'Everything will surely be alright', you will gain the willpower to overcome even the most daunting challenges, facing impossible odds head-on. As long as you utter this phrase and believe in it, even fate will align to support your efforts, ensuring that things will truly work out alright.

9 Power of Love (600) The power of love is true for you and the people you care about. All your abilities will be significantly enhanced when you are near the ones you love. The stronger your love for them, the greater the boost will be. Your loved ones will also benefit from this perk, making your love a source of strength both physically and mentally.

10 Trustworthy Facade (100) It seems that your presence makes people trust you. It does not work if you offend them somehow, or they have legitimate reasons to be suspicious, but the neutral and positively-disposed to you will have their opinion of you rise.

11 Magic Education (200) You have received a basic, intermediate, and specialized education in a magic form, such as Alchemy, Conjuration, Summoning or whatever else. You are far from being a master of the craft, but you can become one with enough effort and studies.

12 Future Sight (400) The power to see the future, in the form you may choose now: be it divination through something, dreams, or just plain vision. In any case, it will not be hindering your life, sans maybe by boredom.

13 Magical Tradition Establishing (600) With this Perk, you will be able to create your very own ways to use magic, which you can then teach others to use. The systems you create can be either limited to those you choose or proliferate freely, your choice. You also can create things like prerequisites or conditions on access for the rest of the people in the worlds you visit.

14 Stuffed Toys (100) Who doesn’t love to cuddle with a cute plush? This item gives you a set of twelve customizable soft toys, that are great to hug, use as a pillow or just play with. Self-cleaning and self-repairing, they are a great thing to have or gift.

15 Capture Implement (200) A magical implement that is capable of sealing anything into an inactive form, as well as capable of assuming an unassuming form. If you bought this and Magical Foci in the Magician section, you may fuse this and that.

16 Search Compass (400) A magical implement that is capable of pointing you to anything you want it to point to, like lost items, Clow Cards, or hiding Big Bads. Works no matter what defenses the thing has, but gives a direct, straight path to the destination.

17 Book of Jumper Cards (600) Huh. It seems that you're familiar with the concept of 'powers in a card' already, given that you possess copies of all your Perks in physical, bestowable to others form that you may rescind at any moment. These cards come with a book that can produce a single new card for every new perk you gain.

18 Magical Foci (100) Some kind of an item that allows you to cast spells with double the efficiency and half the energy consumption. If you also bought Capture Implement, you may fuse these two items.

19 Membership (200) A folder with letters, codes and whatever else designating you as a part of an organization of your choice, from secret cabals to elite schools to megacorporations. Sure, your position is guaranteed to be merely middle-level, but you can move up in ranks yourself, right? This item refreshes once per Jump.

20 Endless Reagents and Supplies Chest (400) A heavy chest that contains all kinds of reagents and supplies for magic, such as chalk, foci, human blood, liquid mana and so on. However, you cannot use the things from the chest for anything other than magic.

21 L-Space Magic Section Pass (600) A curious library card that, if placed on a surface, will create a door that leads to the Omniverse's greatest collection of books about magic. You cannot bring anything out of the L-Space, but you may copy the contents.

Section 5; Chaotic: Remember for the only good thing 4kids ever did? The Chaotic animated series. Well, now it is your turn to join the game. I think this is the only section to use mostly digital cards. This section has 15 roll results.

1 Scanner (Free) Scanners are small pads big enough to be used one handed and still able to fit in your pocket. The standard function is to hold your online deck of cards, but also comes functions for calculators, cameras, both video, audio logs, or static images, Video Chat, a Proximity Radar, even music and teleporting around Perim. They are used to scan the codes of various things in Perim. When used on Earth it splits its user from the Earth copy and their "code" Scanners can hold one new scan of a Creature, Battlegear, Mugic, and Location before they must be downloaded at a computer in Chaotic. Colors are Blue (Overworld), Red (Underworld), Yellow (Mepedian), Brown (Danian), and Black (M'arrillian) Per the setting Scanners can only be used by their owner and creatures cannot use them. That said, if a Creature where to buy this it might cause some questions, but you don't care about that. As a Creature you don't get one half to stay on Earth while you explore Perim. You can teleport your code to Chaotic and appear there in your base human form. This way you can download your scans and even battle in the dromes. Post jump you will still be able to use your scanner for its various abilities and functions. While still limited to one scan of each type you can now save your scans by connecting the scanner to any computer, causing a Chaotic program to open or just waiting 24 hours for an auto-save feature. You can even use its teleportation function as long as you are in the same world. Post jump you will also be able to store any online card

games that you come across for one easy access source of fun. With this you can scan the “codes” of any interesting people, places, items, or magic that you see to create their equivalent card in whichever card game you wish.

2 Deck Of The Jumper (100) Gain Creature cards: 6, Battlegear: 6, Attack Cards: 20, Location Cards: 10, and Mugic Cards: 6. These cards can be from any jump that you have previously been to. They are one of a kind and you will be the only player with them. 50CP for each additional deck of cards.

3 AI ID (200) A special silver chaotic card that allows you to project a physical form much like those used in battledromes to appear as monster, for all purposes this will make you the image you have stored on their (can hold two) your normal base form is a free form loaded on you can load two others.

4 JumperDrome (400) While not as fancy as one of the seven BattleDromes, this is your personal Drome. You can have it look anyway you want and it even comes with an AI referee. Unlike the standard BattleDromes and BetaDromes, your Drome isn’t limited to only playing Chaotic. Here you can play any card game with the iconic Chaotic feature of becoming your cards.

5 Deck of Cards (100) You can’t play a card game without cards. You start with 48 official Chaotic cards. Creature: 6, Battlegear: 6, Attack Cards: 20, Location Cards: 10, and Mugic Cards: 6. The Rarity of these cards are Common 24, Uncommon: 12, Rare: 6, Super Rare: 3, Ultra Rare: 3.

6 Travel Pack (200) A backpack filled with everything you would need to go on a scan hunt. A set of camping gear, change of clothes, rations of food, gloves, and other necessities or helpful things like rope, hammer, etc.

7 Place To Rest Your Head (400) A nice two story home in a suburban area where your real life body will live and go about their business while you are in Chaotic, all things paid for.

8 Chaotic (600) You just got all of Chaotic. Do you have any idea what this means? You get all the BattleDromes, the food court, the teleportation network and even the factory that makes the scanners. Post jump you can have Chaotic linked to the most popular card game from the new jump, allowing for the people to become their cards and battle one another. If imported in this fashion you will find that players have already been using this system for about a year or so. You can also create a card game and link it to one of your pocket dimensions. Will be popular enough to attract players.

9 Translation (200) Everyone in the show speaks English. The humans and the creatures. Don’t look too much into it, but now you can have universal translation as well.

10 Unscanable (400) No one ever scans humans in the show. Maybe they can’t and maybe they can, but why risk that? This perk will protect you and your powers from being scanned, copied,

cloned, and duplicated or whatever else someone might do to get a hold of their own personal Jumper. (Toggable)

11 Chaotic Tech (600) The main hub of the humans, Chaotic, has some pretty fancy technology. From handheld teleporters, flying robots, fully functional AI, a battle arena hologram system that turns you into your cards and more. And now you know how it all works. With time and resources you could build your very own Chaotic knock off.

12 Fit (100) One of the main parts about Chaotic is getting your scans. You have to run, jump, climb mountains, crossing deserts, sneak into government facilities and even wait days for just the opportunity for a single scan. Without the proper fitness you won't get far and won't get your scans. This won't make you Captain America or an Olympic Athlete, but you have the body of one who has spent his life playing sports.

13 Anything For A Scan (200) Delving into lava pounds, spending days following a single creature, walking into a city of mind controlling M'arrillians and more. Players of Chaotic often go out of their way for a simple card game. This perk allows you to push past your fears, and even common sense of self preservation to accomplish your goals.

14 Finding Hidden Secrets (400) One thing every player knows is that knowing more than your opponent is one of the best advantages. All those hidden secrets; a creature's special ability, a secret of a common location or even a new location. This power helps with finding secrets. Through chance, design or just following rumors you will be able to find things that few others know about. There is always something to be found.

15 Befriending Creatures (600) One of the best ways to get a scan is to get creatures to help you out. Most view your kind as a pest, but some have their own reasons for helping out a human. It might be that they see you as a useful tool, or someone to bring them rare snacks from across the world, maybe they took a shine to you, or just like you as a person. For whatever reason, people and sapient non-people are more willing to look past your race or sex when dealing with you and willing to treat you as one of their own. Granted, some do not treat their own race with much kindness.

Section 6; Digimon Digital Card Battle (and Dinosaur King, kinda): Yes i also got surprised this even has a jump, but it makes so the Celestial Deck has a Digimon jump to go so i am not complaining. This however will be a short section with only four roll results because most others are not particularly intresting, so as a bonus i will throw two items from Dinosaur King because i did not want to make a two-roll section.

1 Deck Data (100) A curious skill, for the curious person. With it, you can analyse the deck a person is intending to use. It will provide you with a brief summary of it, including themes, overall strategies, and its name if it possesses one. This is not limited to the card game that dominate this setting; it can be used for any kind of card game that allows a player to construct their own

deck. If a person has no deck on-hand, or that they are intending to use in the near future, then this skill will fail to activate.

2 Evolution of a Wormmon (400) From now on, whenever you are in a temporary transformed state that enhances your capabilities in some way, you will also experience a boost in your talent for card games. The level of boost you receive from this perk is larger from transformations that give greater enhancements to your capabilities. This is not one to one, and in fact you will experience diminishing returns as you draw from greater transformations. You can only receive a card game skill boost from a single transformation at a time.

3 And the battle here is a Card Game? (600) An odd quirk of the world is that it revolves around Card Battles instead of typical battles. A quirk that you can now take with you. Now, you can force others to play you in a card game of choice, in place of physical combat. Whilst losing will not injure a party, that party will be forced to retreat. Losing a card game in this way may be enough to break a person out of a mind-controlled state. If your opponent does not know the rules of the card game you are requesting, they will automatically be granted an understanding of them, how the cards in their deck work, and a knowledge of cards in general equal to an average player. If your opponent lacks cards of their own, this perk will provide them with a deck to use. The more powerful the opponent relative to you, the more powerful a deck they will receive; if necessary, they may be granted original cards in order to provide them with appropriate levels of power. Cards provided by this perk can only be used for the game in which they are intended, and will disappear once that game comes to an end.

4 Shuffle Free (600) A cheat skill. With it, you can “hack reality”, allowing you to reorder the cards in your or another person’s deck. Whilst this will effectively allow you to draw what you wish, there are limits to how often you can rely on it. Moving specific cards around in the deck is easier than changing the entire deck’s order, and changing your deck is easier than messing with your opponent’s. You cannot add cards to or remove cards from a deck using this cheat. When using this hack, “command windows” will appear nearby, which can be seen by anybody. This will make the use of your cheat obvious; despite this, the use of your cheat will be considered legal in organised play. Saying that, just because it is legal doesn’t mean it will be looked kindly upon by others. Use at your own risk.

5 Dino Bracer (Free) Many of the battles in this world revolves around the use of dinosaurs. As such, it is only proper that you receive a device capable of calling them forth and unlike the D-Team, you will instead be receiving an upgraded version known as the Dino Bracer. The Dino Bracer is worn on the wrist and is capable of functioning as a highly advanced phone. It comes with a digital map of the world you are in, has perfect calling capabilities, both audio and video, alongwith many apps for youto use. If you wish,you may even import a previous phone you own into this device. Unlike the Dino Bracers and Holders of this world, yours is special. It will function even without an Elemental Stone, is completely unbreakable, cannot be lost to you, appearing on your wrist whenever you need it and can also summon other card-based beings, not just Dinosaurs. As a bonus, you will also receive a Dino Gadget, a little device that can hold an endless amount of cards and can eject thes pecific card you need.

6 Super Alpha Controller (400) This massive machine, around twice the size of an ordinary elephant, is quite a useful machine indeed. And unlike its original counterpart, it has a special function. It is capable of turning defeated or willing beings into cards, cards that can be used by your Dino Holder. Thankfully, the machine is capable of rocket-propelled flight, ensuring that you won't personally have to lug it around everywhere. Once turned into cards, the Super Alpha Controller can allow you modify the being's personality and control them to your whims. The machine is also able to upgrade the being into an Alpha Version of the original, nearly doubling their power and providing them with more energy to use said power. They may even be able to freely use techniques that previously had requirements for it.

Section 7, Fate Kaleid Liner Prisma Illya: I am somewhat shocked there are two magical girl anime sections in this, but i am not complaining, so you know the drill. This section has a primary focus on class cards since they are the Card gimmick here. Class Cards are cards representing heroic spirits of specific classes (specifically the ones summoned to the Holy Grail War of Fate Stay Night) and give the user the power of said spirit. (See Class Card Explanation Sub-Section for more information on each Class Card) This section has 14 roll results.

1 Nameless Phantasm (200) You have the ability to create cards containing nameless phantasms, manifestations of black shadowy weapons. The cards can be activated to take the form of any weapon that you choose on when making them. In terms of power they will be the equivalent of five times stronger than a mundane weapon but will break after one use. Making a single card is the act of a few minutes.

2 Class Card Creation (600) You have gained knowledge of the creation of the artefacts known as class cards. Through distilling the experience of a life into a card you may grant people the abilities of that life. To create a class card you may engrave either the abilities you have gained in a life on another world or a skill you possess such as your knowledge of a magical style or martial art. Some of your physical prowess may also be engraved onto the card granting increases in physical ability to the wielder. You may also create cards from the souls of others if you have some means of extracting them to use for the creation of the card. The cards will have to be powered by the magical energy of their wielder and can be limited by the aptitude of the user and will last as long as the user can maintain the power expenditure of the card. They will also be limited like class cards in that after being used they will require an hour before being able to be used again.

3 Class Card Heart (600) Through some manner you have permanently gained the abilities of a chosen class card. You are free to choose any class card from the items list and wield its abilities naturally.

4 Authoritan Personalism: Faceless Jet-Black Sovereign (400) Somehow you have gained a powerful Noble Phantasm contained in a card. When activated it will cause any targets within a hundred metres to be affected with a gravitational force that will plunge them to the ground. It is not physical in nature but rather an attack of conceptual nature able to break through other magical defences. It can be activated selectively to allow avoiding it effecting allies. The force is powerful enough to leave those with strength greater than the strongest of mundane humanity

by over forty times unable to move. Curiously its existence is a mystery to even Gilgamesh, the hero who owns all the treasures of the world.

5 Thor Card (400) Discounted to Enforcer: The class card of the divine spirit Thor has come into your possession. Including the class card as a weapon will bestow you with an enlarged arm capable of great feats of strength and Megingjord, a gauntlet capable of doubling the users strength. Installing the class card into your body will grant you an enlarged arm, Meginjord, the clothing of the thunder god Thor and Mjolnir, a hammer capable of devastating attacks ranging from lightning strikes to immense pillars of lightning capable of breaking through A ranked magical barriers instantly and leaving scars on the earth they travelled distancing kilometres.

6 Apneic Beauty: 301 Second Ice Shrine of Eternity (400) You have come into the ownership of a card containing a high ranked barrier Noble phantasm. By letting the card sink into the ground it will generate a large dome of ice that will completely seal the area inside it. The ice is capable of taking the strikes of an A rank noble phantasm without even chipping. The price for sealing off the area is that the oxygen within will gradually deplete until after three hundred and one seconds it cannot sustain human life, potentially killing the user if they do not cancel it before then or have some means of surviving.

7 Emerald (600) You have been chosen to be the master of a mystic code created by the magician Zelretch. As a mystic code created with knowledge of the second true magic this kaleidostick known as Emerald has the ability to provide it's master with unlimited magical energy. It also provides it's master with an A rank magical barrier that shields from magical or physical attacks, accelerated healing, increased strength and the ability to shape mana into rough constructs or blasts. To utilise these abilities however requires the user to be within fifty metres and to be in physical contact within the last thirty seconds. The kaleidostick having a personality/mind is up to you however it will not count as a companion either way.

8 Assassin Card (200) The Class Card of Hassan-i-Sabbah, the Hundred-Faced Hassan.

9 Caster Card (400) The Class Card of Medea of Colchis, the Witch of Betrayal.

10 Lancer Card (400) The Class Card of Cú Chulainn, the Child of Light.

11 Archer Card (400) The Class Card of the Counter Guardian known as EMIYA.

12 Berserker Card (400) The Class Card of Heracles, the greatest hero of Greek Mythology.

13 Rider Card (400) The Class Card of Medusa, the Gorgon of Greek Mythology.

14 Saber Card (400) The Class Card of Arturia Pendragon, the Once and Future King.

Class Card Explanation: Class cards are artifacts created by sealing a portion of a Heroic Spirits power inside a card. Either using a mystic code or the users own body as a medium can then channel the Heroic Spirits power. Part of the process of creating Class Cards involves polluting the ego of the Heroic Spirit and reducing them to being mindless. The parameters of a class

card as compared to a servant are usually a rank or two down. At the start of the series the Class Cards are displaced into Fuyuki and absorb magical energy from the land around them causing them to manifest as a blackened versions of servants who have lost all reason and will attack anyone they see. If defeated they will be returned to their original card form.

● Caster (Medea)

Parameters:

Strength: E

Mana: A

Endurance: E

Luck: C

Agility: D

Class Skills

Item Construction: B

Item Construction is a Caster-class skill. It is the skill to manufacture magical items.

Territory Creation: B

Territory Creation is a Caster-class skill. It is the skill to build a special terrain that is advantageous to oneself as a magus. At rank B creation of a "Workshop" becomes possible.

Personal Skills

High-Speed Divine Words: B

High-Speed Divine Words is the power to activate Thaumaturgy without the use of Magic Circuits. The language of the Age of Gods, back when words played a heavy role in spellcasting. As such, it is power long lost by modern magi.

Noble Phantasm:

Rule Breaker: C

Rule Breaker: All Spells Must Be Broken is a weapon that materializes the divinity of the witch of betrayal. It is an iridescent and jagged dagger that is thin, brittle, and blunt. Its effectively nonexistent capacity as a weapon is that of a regular dagger at most, and it would not be suitable for even killing a single person. Greatly differing from other Noble Phantasms, its unique ability is that it is the ultimate anti-magic Noble Phantasm capable of dispelling and

destroying any kind of thaumaturgy, an effect suitable to the Noble Phantasm that is a manifestation of Caster's nature as the "Witch of Betrayal". It "transgresses" on all the magecraft of the targets it pierces, contracts made from magical energy and life born from magical energy. Once it comes into contact with the ensorcelled item or person, enchantments, connections bounded through contracts, and creatures created and maintained by magical energy will all be returned to their original components in a state "before they were made." Contracts will be wiped clean and those with life will immediately cease to exist. There is a limit to what it is able to dispel, meaning artifacts on the rank of Noble Phantasm will never be returned to their original state no matter how low their rank.

● Assassin (Hassan -i- Sabbah)

Parameters:

Strength: C

Mana: D

Endurance: D

Luck: E

Agility: B

Class Skills:

Presence Concealment: A

Presence Concealment is the capacity to hide one's presence as a Servant. It is a common skill to the Assassin class. It is possible to disappear completely and become almost impossible to be detected. However, efficiency will decrease once preparations to attack are taken.

Personal Skills:

Projectile (Daggers): C

Projectile (Daggers) is the expertise for throwing projectile weapons; in this case, daggers. At rank C thrown projectile weapons are now comparable to bullets.

Protection from Wind: B

Protection from Wind is a charm (spell) originated from the Middle East, used mainly for protection against sandstorms and Jinns. It protects from all wind based attacks under rank B.

Self-Modification: D

Self-Modification is the aptitude to merge one's own flesh with body parts of others. The higher the ranking in this skill, the further away one is from being a proper hero.

Noble Phantasm:

Zabaniya Delusional Illusion: C+

This noble phantasm is able to make thirty copies of yourself that only possess the capabilities of the Class Card. The copies restock after death when you uninstall the card.

● Lancer (Cú Chulainn)

Parameters:

Strength: C

Mana: D

Endurance: D

Luck: E

Agility: B

Class Skills:

Magic Resistance: D

Magic Resistance grants protection against magical effects. Differently from the Resistance effect that merely rejects Magical Energy, this ability cancels the spells altogether. At rank D Cancels Single-Action spells.

Personal Skills:

Battle Continuation: B

Battle Continuation is the strength of vitality for predicaments. Also, the ability to withdraw from combat and reach allied territory alive after being defeated. At rank B Makes it possible to fight even with deadly injuries.

Disengage: D

Disengage is the ability to break away from combat.

Divinity: C

Divinity is the measure of whether one has Divine Spirit aptitude or not. At high levels one is treated as a mixed race of a Divine Spirit, and the level declines when the Heroic Spirit's own

rank as a Monster, Demonic Beast raises. It can also decrease due one's dislike for the gods. It also has an effect, which reduces special defensive values called "purge defense" in proportion to the Divinity's Rank. It can break through Skills such as Protection of the Faith and Enlightenment of the Sacred Fig.

Rune Magic: C

Rune Magic is knowledge about this type of Magecraft that originated in northern Europe. At rank C this is the capacity to use the 18 original runes. By making proper use of this, powerful and varied effects are mastered. Other than attacks, this is mainly employed for effects corresponding to the Skills Magic Resistance, Clairvoyance, for raising parameters, and etc. All of those are merely temporary and cannot you employ multiple of those simultaneously.

Protection from Arrows: C

Protection from Arrows is an increased defense against ranged attacks by predicting the projectiles' trajectories through exceptional means, such as hearing the sound of air being cut, or sensing the killing intent of the enemy.

Noble Phantasm:

Gae Bolg: Barbed Spear that pierces with Death: B

Gae Bolg: Barbed Spear that pierces with Death is an attack focused on a single target, created by Lancer to suit his own style, that strikes a fatal blow that always pierces the opponent's heart and ruins their body from within with its thousand iron thorns. It literally freezes the mana in the air, and it can easily be perceived as a sure-kill technique by all those around simply from being charged with magical energy. Once Gáe Bolg's name has been called, the cursed spear reverses the nature of causality, the meaning of "cause and effect" in the order of things, to make it so the cause of the "lance being thrust" comes from the effect of the "opponent's heart being pierced" by it. It determines the opponent's fate simply through its use, an always fatal move that pierces the heart with one thrust. It is also possible for him to activate it without actively striking the heart. It is an attack on destiny itself, and while not a surprising fact due its wielder's demi-god heritage, it is a top-notch power even with its seeming limitations in power due to being a step away from the Authority of the gods.

Gae Bolg: Soaring Spear that strikes with Death: B

Gae Bolg: Soaring Spear that strikes with Death is the true use of Gáe Bolg, is the largest and most powerful attack delivered using the spear. It is the “attack that unleashes countless darts at the enemy” that is spoken of in the legends. It is the attack that made him a hero which utilizes the full potential of the lance's curse, converting all of Lancer's magical energy into energy and releasing the accumulated power after the spear is hurled, detonating on impact with enough power to blow away a multitude of enemies. It does not carry the property or concept of “always pierces the opponent’s heart”, but both the power and the area of effect are increased.

● Archer (Shiro Emiya)

Parameters:

Strength: E

Mana: C

Endurance: D

Luck: E

Agility: D

Class Skills:

Independent Action: C

Independent Action is the ability to remain independent even when rejecting the Magical Energy supply from the Master. At the higher ranks, it is also possible to remain for extended periods of time in this world without an established contract. For the purposes of the Class Cards this allows you to keep them installed for longer.

Magic Resistance: E

Magic Resistance grants protection against magical effects. Differently from the Resistance effect that merely rejects Magical Energy, this ability cancels the spells altogether. At rank E it cannot cancel spells, but magic damage is reduced somewhat.

Personal Skills:

Clairvoyance: D

Clairvoyance connotes superior visual perception and dynamic occipital capture, such as to supplement the long-range aiming of projectile weapons. At higher ranks, it is possible that the bearers of this skill have acquired such abilities as precognition ("future vision") and other forms of perception beyond standard eyesight (X-ray vision and so forth). At rank D Capable of keeping track of fast-moving object within a range of two kilometers.

Eye of the Mind (True): C

Eye of the Mind (True) is a heightened capacity for observation, refined through experience. At rank B it is capable of calm analysis of battle conditions even when in danger and deduce an appropriate course of action after considering all possibilities to escape from a predicament. So long there is even a 10% chance of a comeback, this ability greatly improves the chances of winning.

Magecraft: C

Magecraft is knowledge about modern Thaumaturgy. At rank C is capable of using orthodox Thaumaturgy. Archer’s rank in using Projection Magic when the target falls under the category of "sword" is A+.

Noble Phantasm:

Unlimited Bladeworks: E~EX

Unlimited Blade Works: Infinite Creation of Swords is the Noble Phantasm of the Heroic Spirit EMIYA. Emiya does not have a true Noble Phantasm that is the crystallized embodiment of a hero's existence like many demonic or holy swords, but if a Noble Phantasm is considered to be a symbol of the Heroic Spirit, then the Reality Marble is his Noble Phantasm. It is high-class thaumaturgy that embodies their internal worlds and imprints them upon the world as a bounded field. It is their one true specialization of magecraft, the result of "Sword" being both their Origin and their Elemental Affinity, and the basis of their projection and reinforcement skills. It is the definite answer obtained by someone whose life was saved by a sword, actually merged and lived with a sword, and acted as a sword all of his life. Emiya has no penalties from the world while utilizing his version of Unlimited Blade Works. The Reality Marble's purpose is a steel manufacturing factory that produces the countless famous swords without owners that extend into the horizon. It contains all of the raw materials and sorcery needed for the formation of the weapons, and it records and analyzes all weapons and defensive armaments encountered. The number of unique weapons encountered and recorded by Archer exceeds numerous thousands, most of which are Noble Phantasms. Their entire histories, compositions, and designs are all perfectly recorded, allowing for instant proficiency with the weapons by inheriting all combat skills and techniques utilized by their original owners. This allows for the reproduction of Noble Phantasms, which would generally be impossible for a faker. They can also be modified to the user's taste with reinforcement as shown by Archer's Caladbolg II and Kanshou and Bakuya. Close combat weapons such as swords, spears, and halberds are the main focus of the Reality Marble in accordance with Emiya's Origin of "Sword", which also makes it impossible to record or reproduce modern weaponry like guns and other mobile weapons. Shields and defensive armaments can be reproduced with a much greater struggle, as the cost in magical energy is high, two or three times greater than a sword, and the effects are merely transient compared to the originals. Weapons encountered are immediately analyzed with a single glance, enabling them to be projected immediately afterward, and once projected, they are stored within the Reality Marble for later use. Shiro is able to instantly recognize dozens of weapons being fired from the Gate of Babylon at an extremely high rate and instantly counter with projections of the same weapons before they can strike. The analysis of weapons is limited only to the direct use of human senses, meaning that blueprints and materials will be unable to provide the necessary information for a proper analysis. Shared memories, such as dreams shared with a Servant, can allow for weapons to be analyzed and projected, even if they have been lost like Caliburn. The quality of projected weapons will always be degraded by one rank due to humans being unable to fully conceptualize the existence of an object through only one sense, and they will never equal the originals without a technique such as detonating them as Broken Phantasms. The

Reality Marble allows for projection and reinforcement in the real world. Weapons are produced within Unlimited Blade Works and then brought into the world, greatly lowering the cost of reproducing them and allowing for numerous weapons to be prepared at once to be projected. Weapons can be summoned directly to the user's hands, or they can be summoned to levitate within the air and fire upon the enemy as arrows much like the Gate of Babylon. Once the Reality Marble is deployed, all of the weapons are available for use, and any weapon can immediately be called to the user's hands or levitated even while the user is in direct combat. The weapons reproduced once the Reality Marble is first activated will not consume magical energy, but those used or destroyed within it will add to the cost of maintaining the bounded field. The amount of energy used to reproduce weapons that did not exist after the bounded field was expanded and the amount of energy used to recreate weapons destroyed while it is activated is extremely costly.

● Berserker (Heracles)

Parameters:

Strength: A

Mana: B

Endurance: B

Luck: C

Agility: B

Class Skills:

Mad Enhancement: B

Mad Enhancement is a rank up for all parameters, but takes away most of your sanity. While active the user will have to rely on brute force rather than any technique. Toggleable.

Personal Skills:

Battle Continuation: B

Battle Continuation is the strength of vitality for predicaments. Also, the ability to withdraw from combat and reach allied territory alive after being defeated. At rank B Makes it possible to fight even with deadly injuries.

Bravery: A

Bravery is the ability to negate mental interference such as pressure, confusion and fascination. Not usable under the effects of Mad Enhancement.

Divinity: B

Divinity is the measure of whether one has Divine Spirit aptitude or not. At high levels one is treated as a mixed race of a Divine Spirit, and the level declines when the Heroic Spirit's own rank as a Monster, Demonic Beast raises. It can also decrease due one's dislike for the gods. It also has an effect, which reduces special defensive values called "purge defense" in proportion to the Divinity's Rank. It can break through Skills such as Protection of the Faith and Enlightenment of the Sacred Fig.

Eye of the mind False: C

Eye of the Mind (False) is a natural talent to avoid danger on the basis of an innate 6th sense, intuition, or prescience, where accuracy of instinct has been augmented by experience—somewhat overcoming the problem of visual obstructions that appear in the course of combat. The difference between Eye of the Mind (True) and Eye of the Mind (False) lies in that the former is an ability that humans can obtain through accumulation of experience. The 'False' version is superficially similar, but in fact represents a natural instinct that cannot be obtained regardless of effort or experience—even though experience can refine its accuracy. Calm analysis of battle conditions, by which competent grasp of the status of the self and the opponent are obtainable even in the midst of danger; utilization of such to deduce the appropriate course of action that permits escape from a lethal predicament. (Even though Heracles's sanity was lost due to Mad Enhancement, this skill remained effective as it is nearly an instinct. When crossing swords with a seasoned swordsman like Artoria, he would not fall for half-hearted feints.

Noble Phantasm:

God Hand: C

God Hand is a blessing of the gods representing immortality, as well as being a curse, that was granted to him for completing his Twelve Labors in life. It is the ability that required attacks of the highest grade to harm him and prevented him from even being scratched by anyone during the Age of Gods, described as "nearly foul play" even by acquaintances at the time. It lacks an overt external manifestation such as a weapon or armor, but, in attributing a shape to it, can be said to be the body of the user itself. It transforms the body into a tough suit of armor that acts similar to a conceptual weapon in practice, coloring his body like lead and covering it with strange protrusions. It provides three effects of resurrection, attack-nullification, and the ability of "immunity against an attack he has experienced previously." This ability nullifies attacks under C-rank and gives an extra life. This extra life restocks once per jump.

Nine Lives: The Shooting Hundred Heads: C~A

Nine Lives: The Shooting Hundred Heads is the most trusted of all of Heracles's Noble Phantasms. It originally had the form of the bow and arrows used to simultaneously exterminate the one hundred heads of the Hydra, an immortal nine-headed serpent that would grow back no matter how many times they were cut down. Upon slaying the Hydra, he became able to utilize

techniques that emulate the ability of the Noble Phantasm with other weapons, transforming it into Style: Shooting the Hundred Heads, an all-purpose Noble Phantasm capable of adapting and changing how it appears depending on the target and circumstances of its use. Regardless of whether this technique is delivered with a bow, large sword, shield, spear, axe, or possibly even unarmed, the technique boasts power on the level of Noble Phantasms by drawing out the maximum power of the weapon. It can display power from Anti-Unit to Anti-Army, even up to fortress sieging all depending on the circumstances. In essence, it is “a high speed attack consisting of nine consecutive strikes, as swift as if the attacks are overlapping.

● Rider (Medusa)

Parameters:

Strength: C

Mana: C

Endurance: E

Luck: E

Agility: B

Class Skills:

Magic Resistance: C

Magic Resistance grants protection against

magical effects. Differently from the Resistance effect that merely rejects Magical Energy, this ability cancels the spells altogether. At rank C it cancel spells with a chant below two verses. Cannot defend against Magecraft on the level of High-Thaumaturgy and Greater Rituals.

Riding: A

Riding, the Class Skill of Rider and Saber, is the ability to ride mounts. Rider-class Servants will typically possess a high rank, and A-rank can allow for Phantasmal Beasts and Divine Beasts to be mounted.

Personal Skills:

Divinity: E

Divinity is the measure of whether one has Divine Spirit aptitude or not. At high levels one is treated as a mixed race of a Divine Spirit, and the level declines when the Heroic Spirit's own rank as a Monster, Demonic Beast raises. It can also decrease due one's dislike for the gods. It also has an effect, which reduces special defensive values called "purge defense" in proportion

to the Divinity's Rank. It can break through Skills such as Protection of the Faith and Enlightenment of the Sacred Fig.

Independent Action: D

Independent Action is the ability to remain independent even when rejecting the Magical Energy supply from the Master. At the higher ranks, it is also possible to remain for extended periods of time in this world without an established contract. For the purposes of the Class Cards this allows you to keep them installed for longer.

Monstrous Strength: C

Monstrous Strength is an ability possessed by monsters and beasts, temporary boost of the Strength parameter by one rank for a time limit determined by the ranking of this skill.

Mystic Eyes: A

Mystic Eyes is the possession of Mystic Eyes that are capable of interfering with the outside world. The Mystic Eyes of Petrification are Rider's Mystic Eyes, said to be a "curse of the gods sealed by the powers of shrines." Though petrification sorcery is no strange thing for modern Thaumaturgy, even if its users are rare and few in numbers, Mystic Eyes capable of petrifying others are something that nobody, human or not, possesses in the present era. They are designated as Jewel under the Noble Colors system, which surpasses the Gold-ranked Eyes of the Dead Apostles and are exclusively possessed by Holy Spirits and Magical Beasts from the Age of Gods. Those who possess Rank D or lower in Mana will be immediately petrified, while those with Rank C may or may not be affected depending of the conditions. Those with Rank B or higher won’t be petrified, but will sustain "pressure" from the Eyes and receive a one rank-down to all parameters. The entire body of the target will be affected, including clothing and weaponry, "killing them while alive" as they are turned to stone. The ability is viable in petrifying a group of enemies, but it would not be useful against an infinite number like the horde of shades spawned by Avenger. The amount of energy it uses is comparable to also fighting them off with her Noble Phantasms, so it would quickly drain her faster than simply fighting them off in melee combat.

Noble Phantasm:

Bellerophon: Bridle of Chivalry: A

Bellerophon is a shining golden bridle and whip paired as a set that is capable of fully controlling a Divine Beast. It is an oddity even among Noble Phantasms, having no effect without a mount. Its power is great, providing extraordinary offensive and defensive capabilities of the highest level. You also gain the ability to bring forth the Pegasus given to Medusa by Poseidon

Breaker Gorgon: Self Seal, Temple of Darkness: D-

Breaker Gorgon is a powerful Bounded Field on the scale of another world used by Medusa. It was a complement to the temple of blood that "enveloped the world" on the Shapeless Isle, having "sealed the world" instead. It only requires a steady supply of energy from the user to affect a target, unlike Mystic Eyes that require a direct line of sight. It has the ability to "seal all magical properties", catching its targets inside to become trapped within the mind of the user and removing any abilities they possessed in the outside world. Those trapped within are said to see a nightmare mixed with both delight and taboo.

● Saber (Artoria Pendragon)

Parameters:

Strength: B

Mana: B

Endurance: C

Luck: A

Agility: C

Class Skills:

Magic Resistance: B

Magic Resistance grants protection against magical effects. Differently from the Resistance effect that merely rejects Magical Energy, this ability cancels the spells altogether. At rank B it cancels spells with a chant below three verses. Even if targeted by High-Thaumaturgy and Greater Rituals, it is difficult for them to be affected.

Riding: C

Riding, the Class Skill of Rider and Saber, is the ability to ride mounts. At rank C one can flawlessly ride animals and vehicles that received a proper training and adjustment.

Personal Skills:

Charisma: C

Charisma is the natural talent to command an army. Increases the ability of allies during group battles. A rare talent, and an ability inherent to Servants of the Saber class. It is said that a rank of B in this skill is sufficient to lead a nation as its King.

Instinct: B

Instinct is the power to "feel" the most favourable developments for oneself during battle.

Mana Burst: B

Mana Burst is the increase in performance caused by infusing one's weapons and body with magical energy and instantly expelling it. Simply put, recreating the effect of a jet burst by expending large amounts of Magical Energy.

Noble Phantasm:

Excalibur: A++

Excalibur is a Divine Construct, the pinnacle of holy swords, and the strongest holy sword; one of the ultimate god-forged weapons, a Last Phantasm, forged by the planet as the crystallization of the wishes of mankind stored and tempered within the planet. While there are many other Noble Phantasms crafted more splendidly and with better skill, Excalibur is an illusion far superior to them. It cannot be called beautiful because of its appearance, for the description of "beautiful" will only dirty it. It is instead sacred, made from people's conception, legends weaved only out of hope. It is not a myth or inhuman work, but a "crystal trained by the heart alone", making it reign as the strongest fantasy. It is the crystallization of the prayer named "glory" and everything etched in the hearts of those who are scattered at the sword's radiance; the nostalgic, sorrowful, and hallowed dream of those who were placed on the bloody hell called a battlefield, of all warriors past, present, and future fully exposed to the fear of death and despair, and who still cling to a desire: "to be exalted.". Excalibur is a "sword that amplifies", converting its user’s magical energy into offensive power and releasing it. It is a weapon of directive energy that converts the magical energy of the wielder into light by accelerating it with her factor of the dragon, intensifying the kinetic energy by convergence and acceleration, allowing for the use of Divine Spirit-level thaumaturgy. It is an "ultimate killing technique" that releases light holding energy equaling Artoria's total amount of magical energy from the tip of the blade once the sword is swung. While the result is what looks like a large beam of light, only the tip of the attack, which is a wave of light that can mow through the surface of the Earth, is capable of doing damage, as the beam is the result of the "dislocation" of everything the attack destroys in its path.

Invisible Air: Bounded Field of the Wind King: C

Invisible Air is a sheath of wind that covers Excalibur and conceals it so that it cannot be easily recognized as the famous holy sword of King Arthur and expose her identity. It is a bounded field closer to magecraft than a Noble Phantasm that is made up of multiple layers of wind compressed into super-high pressure air with a massive amount of magical energy, which distorts the refraction of light and renders what is inside completely invisible. Upon Excalibur, it takes on the shape of the blade and renders it as an invisible sword that doesn't appear even as sparks fly off of it. It lacks the capacity to annihilate the enemy like Excalibur, being more suited as a "sharp tool" in battle. It isn't used for any particular strength, but it is easier to use in battle than Excalibur and it is a trump card that can bring about victory if used well. It is also possible to implement the barrier on something other than the sword. She can form the barrier in the area around her or as a quick defensive wall of wind, which she can keep active for a number of

minutes with her magical energy. Once the barrier is released so that Excalibur can be used, the previously compressed wind surges around her chaotically, creating a vacuum as it diffuses into the air with enough force to knock over normal people and shake heavy, firm trees like a typhoon. The compressed wind can also instead be released as a single use projectile weapon called Strike Air: Hammer of the Wind King. Acting like a hammer made out of wind, it creates a gale made out of super high pressure condensed air that is powerful enough to easily crush and blow away armies and fling a stone slab weighing several tons into the air as if it were nothing.

Section 8; Inscryption: The game/ARG turned jumpdoc and now turned into a section for the Celestial Deck. This is a section i honestly didn't expect to include at first because i had no idea it even has a jumb. This section has 28 roll results.

1 Card Game Veteran (100) When it comes to CCGs, you've been around the block. In some cases, you've been one of the people building the block. You've got a thorough understanding of the gameplay mechanics, balance, and strategies of the most popular card games out there, and past experience helps you grasp new games in a snap.

2 To The Bottom Of This (200) Running a card game channel requires more research than you'd expect, especially when it comes to things like early leaks. Calling up contacts, cross-referencing information online, sometimes even going out into the field to check things out in person. Your familiarity with these skills could be useful elsewhere, if there's anything else that needs investigation.

3 Hyper Keen (400) It's no superpower or anything, but your sensory acuity has always been really sharp. 99th percentile, at least. In the past, it's been useful to tell at a touch whether a pack's been tampered with, even if it's subtle, but it also helps you see or hear even minor details, such as disturbed soil, or soft footsteps beneath the sound of your house shifting.

4 Outside The Screen (600) In most games, there's a divide between the 'player', who plays the game, and their 'character', who they control. There are differences. For one thing, the character isn't real. For another, if the character gets hurt, the player doesn't feel it. This divide now applies universally. When playing a game of any kind, any negative physical consequences of the game apply to your 'character' instead of you. Hurt? Killed? Banished to the Shadow Realm? Maybe your character was, but once the game is over, your real self will be fine. That said, your character's also the one who's got your deck or other resources specific to the game in question, so if you lose them, you may have to start fresh. You're also as vulnerable as ever if you're targeted outside of a game–but who would go after a minor Youtube celebrity?

5 Puzzle Ace (100) You may not know it, but you were made for this. And sure, there isn't anyone to dictate your every move, but even so, you've picked up some skills along the way. No matter the riddle, brainteaser, or enigma, you've got just the right kind of lateral thinking to see you excel, besting challenges that would stump an expert.

6 Whatever It Takes (200) With your life on the line, sometimes you need to take extreme measures to tip the scales. Good news, though. The pain is temporary. When push comes to

shove, you have the willpower to set aside even terrible agony to accomplish your goals, and likewise the courage to make sacrifices when your plansdemand them of you.

7 Universal Transplants (400) Losing body parts is not uncommon in this cabin. Getting them back is... also tenable. Given a suitable substitute, you may replace a missing organ, tooth, or other body part with a minimum of fuss. Just pop it in. What's more, if that body part had any unusual abilities, you'll find those abilities have passed themselves on to you.

8 Always In Context (600) Through the power of the OLD_DATA, the world has reshaped itself time and time again. But there has always been one constant. The challenger. You are protected, to some extent, from the shifting of reality itself. You may be inconvenienced, obstructed, or have your deck altered, but unlike the denizens and Scrybes, you can never truly lose your place in the world. To be made helpless, reduced to a bit role in the fabric of the universe, trapped in a form without power, or even erased entirely? No twisting of the world can inflict these on you. After all, there is no game without someone to play it.

9 Masterful Bit Player (100) The world of the Scrybes was carefully constructed, and everyone there has a part to play. You are no exception. Whether it's construction work to repair a bridge, blacksmithing to smelt down scrap metals, or hunting animals for pelts, you've been assigned a task to perform, and skill exemplary enough to fulfill that role with flying colors.

10 Memory Retainer (200) Some challengers can get indecisive. Halfway through their bid to become a Scrybe, they start to wonder if they should have picked a different deck to mark their ambitions. And then it's all back at the beginning, like nothing ever happened. But you remember. Whether the new game button or another trick is used to turn back the clock, your memories will always persist.

11 Keycraft (400) With all the infighting amongst the Scrybes, it can be difficult to get any room to act. There is one option, though, if you can get the challenger to play along. You are capable of crafting a one-use key from raw data. When another uses that key, they can temporarily summon a personal room, with you inside, and if the space was controlled by another, that control is suborned to you for the duration. Once they leave the room, it vanishes, and you return to where you were previously.

12 What Lies Below (600) The Scrybes' conflict cannot progress--indeed, would not have begun--without agents to plumb the depths. Beneath the surface of this world, there is power, and there is malice, and you know all the places to go digging for both. In this world, your searching will uncover the OLD_DATA, if you can beat the others to the punch. In future worlds, there will surely be similar things hidden away; who knows what you might uncover in your searches, buried in rock, or lost to oceans deep?

13 Design Sense (100) Making a game isn't easy. Not at all. You need good lore, goodbmechanics, strong thematic identity, visual appeal…the list goes on. You're at least passably skilled in most of these areas, though–enough to put something together–and in one particular aspect of your choice, you instead excel.

14 Digital Ingress (200) It's funny: there aren't any personal computers in the realm, and as far as electronics in general, it's mostly just closed-circuit robots, but knowing how to get system access is still one of the most important things in the world. Which is why you know enough about software to identify a zero-day exploit on most software out there–and enough social engineering to get in 9 times out of 10 by just asking permission.

15 Watercolor Future (400) You may or may not possess Magnificus's brush, but his sight is another matter. With dedicated attention, you can look forward, to see the shape of events to come. And, perhaps, to preempt them. This effect on its own will only grant glimpses of distant events; for a better look, you must wield an object of power, such as an Inscryber, seeing fate as your implement would perceive it.

16 Reprogrammed Jurisdiction (600) As a Scrybe, your own little slice of the realm is uniquely you-themed, and in fact, you made it so. Any region over which you have sufficient claim is within your ability, to some extent, to mold and shape. Given a source of powerful code to weave in, such as the OLD_DATA, your ability to reshape increases drastically, and your required claim drops to near irrelevance, such that you could incite a near-total reality shift of a large, contested island in a single go.

17 THE CHALLENGE (Free) When physical conflict is imminent, be it by an ambush from wild beasts or out-of-control robots, you may initiate a round of Inscryption in its place. The space involved will fill with a proportionate game board, and your adversaries will take the form of living cards, occupying spots in the lanes opposite you. Reinforcements or additional forces will also arrive in the form of animate cards. The exact stats and abilities of these cards will vary depending on the enemy, but will generally reflect their true abilities in battle. If your opposition has a leader, that leader will act as your opponent in the game, playing cards and using abilities as appropriate. At the conclusion of the game, the loser's defeat will be reflected in reality, by incapacitation, death, or other loss; whatever the stakes would have been in ordinary strife. (If it was something like a friendly spar, of course, the results of an Inscryption round will be equally non-injurious.)

18 THE SCALES (Free) These were mentioned above, but let's recap. Damage dealt to either player will tip the scales towards them. Tip the scale five points in one direction, and that player loses. Tip the scale by more than five, and you can keep the extra as foils. After the jump, this gets some enhancements to account for your interdimensional antics. Firstly, the weight required to tip the scale will adjust to the fortitude of the players; if twice as tough as an ordinary person, it will require 10 points to knock that person out. (If there is no player on the opposite side of the board, 5 remains the default.) Second, if your foe can resurrect or has successive forms, the scale will reset between each, requiring you to tip it in their direction again

19 THE DECK (Free) It's not a card game without one of these. Every card you collect will automatically go in your deck, which will summon itself to you at the initiation of a round of Inscryption if you didn't have it handy. If you do not have a deck (such as after avoiding an otherwise-fatal loss with Outside The Screen), you cannot initiate a round of Inscryption. By paying 100 bytes, you gain the ability to alter your deck freely, adding or removing cards as you

please. Your deck must have at least 20 cards; if you have less than 20 cards total, you must use all of them. You may also pay 100 bytes to split your deck into two smaller decks, choosing which to draw from each turn.

20 THE LANES (Free) Four lanes on your side of the board, four lanes on their side. Each card on the board, friendly or foe, takes up one lane on their side. If an enemy is going to arrive shortly, but isn't quite here yet, they appear in a third lane behind the enemy's lane, and move forward after a turn if the way is clear. After this jump, the number of lanes will depend on the size of the area; a narrow hallway could have one lane, a wide arena ten.

21 THE BELL (Free) The least complicated part of the game. When you ring the bell, your turn ends. All allies on your side of the board attack, and then your foe's turn begins. It's really just that easy.

22 THE HAMMER (100) Sometimes you need extra space on the board, or the current state of your lanes is inconvenient for you. This special hammer allows you to instantly kill any of your own minions, making room for another. Don't worry, their card isn't gone forever.

23 THE CLOVER (200) To ensure luck remains on your side. When you draw your opening hand, a small clover will sprout from the earth alongside it. You may pluck the clover to shuffle and draw again, getting a second chance to draw what you were looking for. Additionally, any time you receive a randomized reward (Inscryption-based or otherwise), there too the clover will sprout, allowing you a single reroll of the dice.

24 THE DUEL DISK (400)nFor the sake of spectacle. No longer do cards merely occupy a space within their lane. Instead, cards are slotted into each space on the duel disk, and whatever dwells within the card is summoned in physical form in their lane to do combat. During an Inscryption round, this follows the usual rules of combat. However, you may also wield the Duel Disk outside of Inscryption, making it the one method to use your cards in an ordinary battle or for another purpose. If you already had a Duel Disk of some kind, you can import it to gain the powers of this one.

25 THE CANDLES (400) Their light protects you from the consequences of your failure. Whenever you lose a round of Inscryption, one of the flames snuffs out. So long as at least one of the flames remains lit after the snuffing, your loss does not translate to a real-world defeat; both you and your adversary move on from the game unaffected by it. If both flames are extinguished, however, you suffer your loss in the usual way. Against unusually powerful or significant enemies, this protection falters, one light extinguishing itself in advance if both were lit. In exchange, however, success against that enemy will reignite the candles. What's more, the smoke from the extinguished flame may prove useful in battle, acting as a weakly servant, or a potent sacrifice of both blood and bone.

26 THE ITEMS (400) Need an advantage in a pinch? At the start of each round of Inscryption, you may choose to bring up to three items with you. These items may be used up to one time each, directly interfering with the game in ways that would otherwise be impossible. For

example, scissors could be used to destroy a card instantly, and pliers could be used to tamper with the scale (though not without some pain). You may only choose items that are either ordinary and mundane, or that were obtained in an Inscryption campaign (see the Campaigns section below).

27 THE GIMMICK (400) The locals all have special little tricks, unique mechanics for if they ever need to stand in as a boss fight. And now, so do you. Be it the prospector's ability to turn cards into powerless gold, the angler's power to drag enemy cards over and turn them into allies, or the mycologists' experimentation to fuse cards together, you may choose the specialty gimmick of any of the minibosses in the game to wield in future jumps. (Uberbots excluded, since they derive from the Scrybes.) You may also choose to create your own unique mechanic in battle, so long as it is similar in power to the others.

28 THE INSCRYBER (Free) Like the other four scrybes, you have access to a unique tool for the creation of cards. Otherwise, you have one of your own to customize as you will. As far as level of power, these tools should be about equal to those wielded by the original Scrybes themselves. That said, these tools are fairly complicated, so let's go over their components one at a time, along with two example creations. (These examples are usable ones, if you're short on ideas.) First off is the method of inscryption. P03 had a particle scanner that converted robots into cards. Magnificus created paintings of his pupils. How do you capture the essence of your subject? A valkyrie's blade to be pointed at its target? A telescope that captures what lies within its view? The details are up to you. Bear in mind, however, that this process captures something vital–once you create a card, the subject will exist in the card alone, not outside it. Next, what sort of entity does your tool capture? Often this will relate to the point above. The Valkyrie Blade might capture specifically the spirits of warriors in battle. The Telescope might collect figures wrought from the constellations within its view, the stars themselves remaining but the connection between them lost. So now you have your cards, and the time has come to play them. Much as Leshy's beasts require sacrifice, and Grimora's undead require bones, you must decide what resource your cards require. The einherjar harvested by the Valkyrie's Blade might require you to gather honor from slaying enemies, and expend that honor in returning them to the battlefield. The constellations from the Telescope may require starlight, a substance that is ever-present, but limited in the number and size of constellations it can support at once. On this note, you may also obtain a single, simple type of card that bypasses this requirement; examples include Leshy's squirrels, Grimora's basic skeletons, Valkyrie's faceless spirits, or Astronomer's motes of light. Finally, your inscryber can be wielded in battle directly. As Magnificus's brush allows him to repaint cards with new abilities, and P03's scanner allowed him to duplicate an enemy's cards for his own use, so too does your tool have a use in the midst of a round of Inscryption. Perhaps the Valkyrie's Blade allows them to dictate, each turn, one unit that is fated to die at that turn's end, or the Astronomer's telescope can 'magnify' a single card, multiplying their strength but forcing them to fight alone. Again, the details should relate to the form of the inscryber you chose at the beginning.

Section 9; Marvel Midnight Suns: One of the very first jumps i ever saw in my life, the Midnight Suns is a Marvel RPG/Card Game in a way, so it makes sense some of the things from this jump would be in the Celestial Deck. This section has 32 roll results.

1 Words of Magic (Free) Magic is the catch all term for energies that specific people can manipulate. This is usually done through spells and phrases that have mystical meaning. Now as a child of Lilith who can be conferred was a powerful witch before being corrupted you can use magic. There is a wide range of spells but you don't have the expertise and specialty of other users like Doctor Strange or Magik. Magic users have a niche of abilities and yours through this perk is Witchcraft. Witchcraft is heavily connected to the energies of the earth and usually comes from the goddess of Witchcraft but yours is fate-backed.

2 Combat Training (Free) You will be on the front lines of this demonic war with the other heroes and villains so you should be able to hold your own. With this perk you become a master of dual wielding swords as seen by the game Hunter. This also improves your capabilities in basic understanding with other fighting styles.

3 Friendship (100) Some say the true reward isn't a hoard of gold or something so material but the friends you make along the way; this perk takes that literally. When you spend time with your friends you gain minor abilities or items related to them. This can be done by complimenting them, taking them to new places or hanging out together. These rewards are truly minor and only symbolise your deep friendship or give you small charisma boosts (1% boost).

4 Artefact Expert (100) Artefacts can be great channels of magic and hold many secrets. By separating the different pieces and studying them you can unlock new lore and ideas. This can lead to new spells or weapons. Beginners must be wary though to put all the pieces back together. These can't be more powerful than you. An example of this is if you separated the Eye of Agamotto you could create an event revealer spell and the Ebony Blade could help you figure out umbrakinesis but to do so you must be a Sorcerer Supreme.

5 Training (100) Power is not a stationary point nor can it be numerically valued so to live another day warriors must train. This perk gives you the ability to train with any weapon – both physical and magic – and also be able to teach another if they have experience of capabilities. You can always find growth even if it is miniscule. This can't give people magic or force a paraplegic to dodge with a roll.

6 Tarot Cards (200) Tarot cards have been used by physics to see the past, present and future for generations and know you know how too. You can do a reading on yourself and others by interpreting the symbology of the cards. This can also act as a form of precognition.

7 Entrapment (200) There's definitely a pattern with some characters in the story; know what they say twice is coincidence, but three times is a pattern. Hiram Shaw in the cave, Hunter in Hunter's Folly and Lilith in her sarcophagus. Characters are trapped in a confined space via a witch's spell (usually the Caretaker). With this perk you become an expert in seals and spells to trap beings. You can even bolster traps to make them harder to escape from. Due to this knowledge, it is hard to keep you trapped again like Hunter was pre-canon.

8 Mental Link (200) In the chaos of battle, it may be hard for others to hear your orders, so this perk creates a mental link between you and your allies when you fight. This allows you to give

almost instantaneous orders in the heat of conflict. If you are the leader of a team, it will give a boost to your strategizing and allow you to feel their powers.

9 Shoulder to Lean On (400) Sometimes there are issues on people's minds and now you are as good of a mental warrior as you are a physical and mystical one. You can tell when people have trauma and can try to ease their worries by talking them through their feelings. This perk also makes it easier for others to let their vulnerabilities show when you are one on one.

10 Witch Hunter (400) Magic is everywhere and is experienced in different ways now you can pinpoint users and other aura types. Just like Sara and Lilith you can find a group of witches almost halfway across the world needing your help. This also works on different energy signatures like the Hulk's Gamma Rays, demonic energy and even the stench of a klyntar symbiote. Be a true Hunter of magic.

11 Comic Level Genius (400) In a world of sky beams and crazy science experiments you stand as a genius of this world in an academic field. While you hold expertise in one application this also boosts your intelligence above average. Maybe you learnt gamma rays with Bruce Banner or engineering under Tony Stark, but you certainly have the smarts for multiple doctorates alongside your mastery.

12 Ghost (600) Well, you can't actually be dead as that is usually a chain failure, but you have most of the ghostly benefits. This is a form of advanced astral projection pushing your soul over your body. The main thing you get with this perk is being momentarily incorporeal, flight and an increased magic core. A weakness is that it is very draining for a living person to do. Once a jump your ghost self can bring you back from death. Be aware that this can't be used in combat and does not make you invincible to violence as the spirituality is the cover of a shell.

13 Immortal (600) You are directly descended from Old Gods and must be another Caretaker as you are biologically immortal. Due to your increased age and lack of mortality your power has less restrictions on its growth and usage making you one of the strongest witches of this world. Once a jump your immortality can bring you back from death.

14 Midnight Sun (600) Light within darkness, somehow your soul was changed, and you became a herald of an Old God. Magic brims from your being with every breath and your plans are as promised as the sun setting in the west. If there is a prophecy or heir to a magical weapon you can fit the description of its true user. Once a jump your power can bring you back from death.

15 Minion Creation and Corruption (1000) Sometimes you can't fight your battles alone so with this perk you can gain minions. These soldiers can be created from nothing using your own pool of energy or you can bend the minds of living beings to your cause. This pool is separate from any of your power sources if you wish and recharges ambiently.

16 Swords (Free) Hunter – and now you – are a master of dual wielding short swords making the blades an important necessary item for battles. Now you have a large collection of different types. These blades will never break and hold enchantments well.

17 Collars (Free) Hunter's – and now your – body can't handle the high levels of dark magic inside them, so Sara and Agatha made a collar to both reign and cleanse their magic. This item can contain your power levels to manageable levels. This collar, if broken, will return around your neck if you wish after a battle.

18 Cosmetics (100) Hunter throughout the game finds different pallets of outfits and now you can change your clothes to a different colour scheme like magic. Maybe you want some urban night camouflage, or you don't like the colour of your shirt. This also gives you the ability to find the in-game colour schemes.

19 Outfits (100) Throughout the story Hunter gains different outfits and armours and now you will take these outfits post jump if you complete the research. If you have a specific power, you can have their possible cosmetics for free or you can pay 50 CP for another hero's researchable outfits.

20 Cards (100) Midnight Suns is a card game and even though this is a jumpchain you can take these cards with you. This will include all versions of the attack, heroic and skill cards for each playable character as a collectable. If you have the Tarot Cards Perk from above, you will gain a deck for each jump based on the world. For example, see the tarot cards in the game.

21 Offering Bowls (200) At all of your properties there is now an ancient offering bowl where you can give sacrifices in return for boons. Rewards are based on what is given and can be increased based on timing and words of power.

22 Environmental weapons (200) Sometimes you have this great plan, but you can't actually do the moves in the battle so to still do damage you throw something random at your foes. This item makes sure there are loose objects at every battle for you to use against your enemies.

23 Souls Weapon (400) When Illyana was trapped in Limbo as a small seven-year-old child she used magic and her soul to create her soul sword and now you know the same technique. As this is a magical weapon it disrupts spirits and can be used to channel spells and power. In the beginning it will start very simple but as time goes on and you use it more it grows in power and becomes as unique as yourself.

24 Darkhold (600) Created by Cthon this book is the greatest literary piece on dark magic for this world. The item is the complete book including the Parchment of Power. Usually, it would be highly corruptible but as you are paying CP you could read the thing cover to cover and be totally sane. There is an untold number of spells within its pages based on sacrifice, offence and control.

25 Abbey (600) You are the heir and owner of the Abbey, its extensive grounds and the pocket dimension it rests inside. It acts as a teleportation nexus; Babs will always be in the Forge and the Mirror Table can read any place not protected against observance among other things. Once per jump and every decade you can choose to move it like Lilith and Sara did from Tansia to Salem.

26 Charlie and Ebony (Free) Charlie is a loveable hellhound that was adopted from a pack that attacked the Abbey in the 1700s. She is well trained but can lose focus like every other person. Her special attacks involve her bite, howl and maul. Ebony is a magical cat that has been owned by Agatha Harkness in life and death. The animal is shy but loves pets by those they trust. They have the special ability of teleportation.

27 Item sense (200) You can tell something is important as it has a faint golden glow around its edges. You can even use this sense to find information on a specific topic.

28 Grimoire Journal (300) Bound with the skin of a dragon and burned with the symbol of the Midnight Suns (or any symbol you want), all the stories, spells and knowledge you find will be collected into this massive hard cover book. This will act as a self-updating font of knowledge that will continue into future worlds.

29 Child of Cthon (200) In the end you were possessed but you were able to break free from the Old God taking a piece of them with you; almost like they are the parent you never had. Now you are partially eldritch with Hunter becoming as much of your name as Jumper. Entities can't possess you again and you are not beholden to anyone. Your magic is enhanced with the fire of Midnight Suns; burning brighter in darkness.

30 Godkiller (300) Your blade is now tied to your soul cementing your identity. The blade will never stray far from you and can kill immortal beings that are magically protected from death.

31 Blood Magic (200) Taking a sample of Blood Venom you have perfected the art of Blood Magic. From sacrificing your own for a power enhancement, to controlling the liquid and many other things.

32 Crucifix (300) Taken from the church this necklace is a reminder that even through the hardest of times God is with us. The symbolism of God's favoured child harms the infernal demons and vampires and will not break if you use it in a whipping motion.

Section 10; Pokémon Trading Card Game Gameboy: Maybe one of the most polular card games is Pokémon TCG, so i don't really have an introduction to make here. This section has 14 roll results.

1 Card Safety (100) Protective sleeves? What are those? From now on, you'll never accidentally damage your cards, even with any unusual forms or powers you might have picked up in your travel. Additionally, cards you are playing with manage to stay in perfect condition, not picking up any of the usual wear and tear.

2 Trading Card Tunes (100) Want some music to back up your card games? You gain a mental library of all music featured in Pokémon Trading Card Game (Game Boy), as well as Pokémon Trading Card Game 2: The Invasion of Team GR!. You are able to play this music at will. You can choose whether those around you hear the music, or just yourself. You can adjust the volume (but not raise it to a level where it would harm an ordinary human), create playlists, and

shuffle songs. You may set music to play under certain conditions, allowing you to have a song for when you are out exploring, or create an internal alarm clock.

3 Card Researcher (200) You have a knack for deckbuilding, Jumper!With such talent, you are able to identify synergies between different cards, and devise appropriate ratios for your cards. This includes being able to determine the optimal amount of Energy cards, as well as how they should be split if you are utilising multiple Energy types. This talent will translate to other kinds of trading card games as well.

4 Intelligence (200) The Gathering Don't know where to go? Try asking around! You've become proficient at gathering information from the general public. You have a knack for finding the right person to ask about a given subject. Conveniently, this same knack will help you when looking for others to play the local card game(s) with. Now get out there and start talking!

5 Prize Packs (200) Want to get your hands on a whole bunch of cards? This may be just what you need. From now on, whenever you defeat someone in a trading card game, you automatically receive a couple of booster packs from that card game. These booster packs will only ever be packs that are publicly available in the current setting. The particular packs you receive may be influenced by the deck your opponent is using. Attempts to 'cheese' this perk (such as by having a false opponent immediately surrender or throw the game), will cause this perk to cease functioning for a few hours.

6 Card Master (400) You have an immense level of talent at the Pokémon Trading Card Game. With such talent (and a suitable deck), you could even defeat Grand Masters. This talent will carry over to other trading card games as well. In addition, cards that are alive in some way, or spirits which are attached to cards, are initially positively disposed towards you. Cards that can only be used by the "worthy" are more likely to judge you as such. This does not prevent you souring a relationship with them due to your actions. You'd be a great candidate to inherit the Legendary Pokémon Cards.

7 Starter Deck (Free) This is a deck of sixty Pokémon Trading Card Game cards. The deck is quite weak, on par with one of the three starter decks that Mark will be first offered. You can choose the Energy Type focus of the deck. If you have taken the Card Expansion toggle, then your deck will be improved or adjusted to maintain the same relative level of power (and legality). Should any of these cards be lost or destroyed, a replacement will appear in your Warehouse 24 hours later. If you also purchased the Card Album or Complete Collection item, you may have them appear in either of those card albums instead when they are replaced.

8 Card Album (50) Looking for somewhere to store your growing card collection? Look no further! This is a Pokémon branded card album. The album will be able to expand indefinitely, without appearing any bigger externally or getting any heavier. You will always be able to find whichever page it is you are looking for right away. You can also sort any cards stored inside in any order you like, just by holding the album and willing it so. Cards stored inside the album will not degrade for as long as they remain inside. Should your card album be lost or destroyed, a

replacement will appear your Warehouse after 24 hours. Cards stored in the album will carry over to the replacement.

9 Coin Set (50) A set of Pokémon-themed coins. They don't have any special properties, but may be fun to use when playing the Pokémon Trading Card Game. Should any be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

10 Buy Singles! (50) Want to get a head start on your deckbuilding, but don't have the points or inclination to get a full deck? This is the option for you. Each purchase of this item grants you four copies of any single card appearing in this setting, with the exception of the Legendary Pokémon Cards. Should any of these cards be lost or destroyed, a replacement will appear in your Warehouse 24 hours later. If you also purchased the Card Album or Complete Collection item, you may have them appear in either of those card albums instead when they are replaced.

11 Mini Computer (100) This portable computer is a valuable tool for any card game player. The computer is able to scan your card collection, providing a helpful list of your cards without a need for you to go digging through your binders. It can also scan fully constructed decks; while it cannot automatically build them like the Auto Machine, this information can be kept for your convenience and can easily be sent to the Auto Machine if you also possess one. The machine cannot read cards that are still in unopened packs. If you are looking to scam or steal, you'll have to look elsewhere. It is initially set up to handle Pokémon Trading Card Game cards, but adjusting it for other card games is a simple matter. In settings where another card game dominates, it will automatically update so it can be used for those cards. Of course, your mini computer has all the other functions that are expected of a computer in the early 2000s, including internet compatibility. Sending and receiving mail is a breeze. Should your mini computer be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

12 Strange Outfit (100) Are you a member of Team Great Rocket, or simply a weirdo? This outfit, which may be a copy of any outfit present in this setting, or be entirely original, provides no special protection beyond ordinary clothes. Still, it is self-cleaning and self-repairing, ensuring you can wear it as often as you like. Should your outfit be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

13 Advanced Deck (200) Don't want to work your way up to a finished deck? Each purchase of this item grants you any 60 cards that appear in this setting, with the exception of the Legendary Pokémon Cards. You can choose the same card multiple times, though keep in mind that you can only have four copies of the same card in a given deck, and won't be able to use this deck without adjustments if you choose to do so. Should any of these cards be lost or destroyed, a replacement will appear in your Warehouse 24 hours later. If you also purchased the Card Album or Complete Collection item, you may have them appear in either of those card albums instead when they are replaced.

14 Legendary Pokémon Cards (400) A discount used on this item only applies to the first level of this item. You have found four very special Pokémon cards. On purchase, you may decide whether these are the Legendary Pokémon Cards that are being kept by the Grand Masters, a

copy of those cards, or entirely original cards. You may have the cards be four copies of the same card, four unique cards, or be somewhere between the two. These cards are quite powerful. If you are receiving original cards, they are on the same level as the in-setting cards (if you have taken the Card Expansion toggle, this means that they will match in-setting Legendary Cards that have been adjusted for a stronger format). There's more to these cards than simply being playable, however. Each of the cards here have their own intelligence, and are capable of speaking to those who hold them. When not being used in a card game, they are capable of short-range teleportation, allowing them to escape from the decks of the unworthy. Fortunately, purchasing this item ensures that they will always consider you acceptable. You can elect for any of the cards to not be intelligent and have these special powers if you prefer. If you have chosen the Legendary Card species for yourself, one of these four cards is your new form. For that card only, ignore the replacement rules of this item. For an additional 200cp (undiscounted), then your Legendary Pokémon Cards will continue to adjust in order to maintain their level of power as you play in stronger formats. When this happens, the card will change, and you will receive an entirely mundane copy of the prior version. The Pokémon a card represents will generally not change, though depending on the format it may gain or lose "gimmicks" (e.g. -EX, being a Tera Pokémon, etc.). Such changes never occur in the middle of play. All cards provided by this item will remain legal in all official tournaments you participate in. Should any of these cards be lost or destroyed, a replacement will appear in your Warehouse 24 hours later. If you also purchased the Card Album or Complete Collection item, you may have them appear in either of those card albums instead when they are replaced.

Section 11; Yugioh First Part: Yu-Gi-Oh! Jumps exist in a very large amount compared to other card focused series (the fact not even one Weiß Schwarz jump was ever made is criminal) so i will make two Yu-Gi-Oh! Sections instead of one to make organization easier. This section has 116 Roll Results.

1 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.

2 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.

3 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.

4 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.

5 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.

6 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.

7 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.

8 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.

9 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.

10 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.

11 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.

12 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.

13 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.

14 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.

15 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.

16 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.

17 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.

18 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.

19 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.

20 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.

21 Ritual Summoner (100 CP) For some reason, you're more likely to draw a Ritual Monster if you already have the prerequisite Ritual Spell in your hand, as well as the other way around. They almost seem to have an agency of their own! Outside of the dueling field, you'll also find that any lengthy supernatural processes you participate in - e.g. summoning demons or brewing magic potions - take only half the time they normally would to complete.

22 Battle Royal (200) You are incredibly good at Battle Royal-style Duels – Duels with more than two participants in which any player may attack any other player. Apart from improving your Dueling prowess, this also helps you forge alliances in a pinch.

23 Legacy Duelist (400) You have a strange affinity for older cards. For one thing, you seem to become luckier the more horribly outdated your deck is - you could absolutely make Arcana Force work, and that's saying something. Every two months or so, you'll also find 5 entirely new cards in your warehouse that seem almost tailor-made to give your deck a boost. Last, but not least, you'll notice that abilities you haven't used in a long time seem to improve ever so slightly - maybe that martial arts technique you haven't used in four Jumps scares off ghosts now for some reason.

24 Zarc-esque Reincarnation (600) Whenever you would die, you may instead choose to split your soul into four pieces, each of which will take residence in a person living somewhere in your current Jump. By reuniting the pieces of your soul before the Jump's end, you may come back to life. However, your hosts will always be able to overpower the pieces of your soul – you'll be at their mercy in terms of how much control you have over their body. Therefore, it's in your best interest to maintain an amicable relationship with them. Try not to get your hosts killed, either – your revival becomes impossible without all four.

25 Pendulum Summoner (100) During a Duel, you'll rarely find your Pendulum Zones empty – you're almost always able to draw a low-scale and a high-scale Pendulum Monster, allowing you to Pendulum Summon reliably. Apart from that, this perk also improves your eyesight.

26 Action Duelist (200) Your acrobatic capabilities are improved to slightly above peak human level, giving you an edge in Action Duels. You also seem to have more luck with Action Cards.

27 Back and Forth (400) Got any rivals? Great! With this perk, any rivalries you have are guaranteed to bring out the best in both you and your rival. This means your rivals will always challenge you to improve and remind you to strive for more – all without ever becoming true antagonists. Sure, they might be kind of a jerk, but actively trying to kill you is out of the question. You're also both guaranteed to be able to keep up with each other in whatever field your rivalry is based around.

28 Pendulum of the Soul (600) You know that thing where Duel Monsters are just holograms? Sometimes they're said to have spirits, but they normally lack any presence beyond the limits of Solid Vision? Well, no more. You are now capable of summoning real Duel Monsters that can talk, think and act independently from you. They won't just mindlessly do what you say, though they will generally obey orders that aren't outright cruel (don't worry about tributing, none of

them mind the Graveyard all that much). Some of them are also quite nice; if you happen to form a bond with a Duel Monster, you may turn them into a companion for no cost.

29 Fusion Summoner (100) On one hand, during a duel, you'll be guaranteed access to a Fusion during the first turn – if you play a Fusion Spell, that means you'll always draw it as part of your opening hand, if you play cards involving Contact Fusion, you'll find yourself with at least one way to get them out onto the field. This only applies as long as the necessary cards are in your Deck, obviously – you won't draw Polymerization in a Deck that doesn't include it. Outside of that, you'll also find that following instructions is much easier for you, even if they're vague.

30 Dueling Scholar (200) This one's easy to explain: You know the exact rules to any game, including Duel Monsters, obviously. This includes the more complex rules of a game – accidentally missing the timing for your card's activation will no longer be a problem for you. You'll also find yourself having a much easier time familiarizing others with a game's rules.

31 Thinktank Immunity (400) You manage to maintain a strikingly levelheaded look at any society. Be it the fascist regime of Academia or the systemic class divide of New Domino City, you can easily filter propaganda outlets from actual information. Basically, you're impossible to indoctrinate. This applies retroactively, too, so you can't be indoctrinated via origins, either.

32 Contact Fusion (600) By concentrating on one of your Monster Cards, you may perform a Contact Fusion with the Duel Monster residing within. The exact capabilities you gain from this are up to you (please fanwank responsibly), but it's guaranteed to turn you into a formidable duelist for some inexplicable reason. This state lasts until you lose consciousness or decide to disband it.

33 Synchro Summoner (100) You'll find that when you draw a Tuner, you always draw the right Tuner for the job – need a Level 2 Synchro? Surprise! Level 1 Tuner coming right up. As for out-of-duel-benefits, you'll find that you have much better hearing.

34 Card Games on You-Know-What (200) You are an expert Turbo Duelist. A Turbo Duel is quite similar to a regular Duel, only all participants must ride on D-Wheels (or Duel Boards, if they prefer). This also makes you a more proficient driver.

35 Tops and Commons (400) You have transcended class. You can dine in a fine restaurant one night and get in a barfight the other – nobody will ever bat an eye about whether something is befitting of your status.

36 Accel Synchronization (600) If you have a special bond with someone, whether it's one of destiny, friendship, love or whatever else, you may change the nature of that bond. Maybe you're not destined to kill each other – maybe you're destined to be BFFs! Or maybe you're not friends, you're bitter rivals! This doesn't change anything about people's memories, mind you – it just makes circumstances conspire for your relationship to change.

37 XYZ Summoner (100) Whenever you draw a monster in your opening hand, you are now guaranteed to also draw a second monster of the same Level, giving you a wonderful

opportunity for an Xyz Summon. Apart from that, you become far better at supporting others – your advice is much more helpful now and your cheers are far more motivating.

38 Survival Duelist (200) You excel in unfair and imbalanced Duels. When the odds are stacked against you, be it because of numbers, cards or something else entirely, your luck and your strategic thinking improve drastically. This extends to situations unrelated to Dueling, as well: You're just naturally at your best when you're backed into a corner.

39 The Rebellion Lives! (400) It can be difficult to create a resistance movement, especially when society is in shambles already. With this perk, however, any movements started or supported by you will start looking far more attractive to onlookers – heck, you might even be able to win over some active oppressors. This also prevents your non-violent movements from turning violent as well as similar corruptions of your intent.

40 Overlay (600) Ever wanted to be in two places at once? By using the nebulously defined power of the Overlay Network, you can instantly send a ghost-like copy of yourself to any location in the universe. This copy can't interact with objects or be seen, but it can possess sapient creatures. This technique does require a modest amount of concentration from you, but it can be used even while unconscious.

41 Regular Duel Disk (Free): This handy device creates Solid Vision-based holograms for Dueling. Solid Vision is pretty lame compared to Real Solid Vision; contrary to the name, the holograms are intangible. Impacts of any kind mostly just tickle a little.

42 Regular Deck (Free) 75 cards of your choice, 15 of which are allowed to be Extra Deck cards. Only cards that exist in the Anime, Manga or card game may be selected.

43 Secondary Deck (100) 75 additional cards of your choice, 15 of which are allowed to be Extra Deck cards. Any number of them may be original creations, as long as their effects are balanced and in line with what can normally be expected from the card game (no original Summoning Methods, for example).

44 Cheater's Disk (100) This Duel Disk accepts banned cards. Quite unfair, but also fun to surprise people with.

45 Four Dimension Bracelets (200) These bracelets allow you to travel through dimensions. Sometimes. It's pretty unreliable. If your Jump has settings that are very separate from each other, such as the real world and the digital world of Digimon, while wearing these bracelets, you'll sometimes randomly travel between them. [Note for Celestial Card users: If you are not a jumper, you can use this as your means to enter other settings]

46 Dimension Highway (400) A collection of portals that integrate into all your properties simultaneously. Basically, they're all linked together through a single road; said road also leads through four major locations within your current Jump. You can drive along this road if you want to, just be careful not to crash into any of your properties.

47 Obelisk Force Disk (100) This Duel Disk is special. When you're playing with this disk and someone's Life Points hit zero, you may push a button on it to turn them into a card. This may sound morally despicable, but it's not even the worst thing Fusion Duelists get a discount on, so...

48 Fusion Parasite (200) This is a card that functions as a mind control device. Yes, you read that correctly! It's a card you can put in someone's deck to take complete control of their brain. If they get defeated in a duel, the mind control wears off. The show is weirdly nonchalant about the implications, too! It's so morbid! Don't buy this.

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51 Duel Academy (400) This educational facility can either be attached to your warehouse or import into future Jumps. Either way, it serves as a school for aspiring duelists. It comes with a handful of teachers as staff and you may change any aspect of the curriculum. You may also at any point register yourself or any companion as a teacher here.

52 Duel Board (100) This special electric skateboard connects to your Duel Disk via a cord and functions as a more child-friendly variety of D-Wheel. It's still pretty fast for a skateboard, but it comes with proper protective gear, so you'll get a few bruises at worst.

53 D-Wheel (200) This state-of-the-art motorcycle contains slots for trading cards and can be used for Turbo Duels. Its overall design is up to you, but it's certain to be a rather fast mode of transport.

54 Dueling Circuit (400) This racetrack can either attach to your warehouse or import into future Jumps. Either way, it's optimized for Turbo Dueling and contains mechanisms that allow you to turn it into a halfpipe if you ever feel like it.

55 Grapple Disk (100) This Duel Disk has an integrated grappling hook that not only allows you to perform some interesting acrobatic maneuvers, but also attaches to other people's duel disks to force them into a Duel.

56 Rollerboots (200) This pair of boots has integrated Real Solid Vision wheels; while you're holding a Duel Disk, you can use them like rollerblades. They're pretty cool in Action Duels!

57 Resistance Camp (400) This encampment imports into future Jumps. Wherever it is, it's guaranteed your enemies can't find it unless they're tracking you via technological or supernatural means. They can't just follow you here without getting lost along the way, basically.

58 Starter Deck Yugi (100) Basic Starter Deck based vaguely on Yugi Muto's Deck from Duelist Kingdom. One of the most basic Starter Decks. Contains Dark Magician.

59 Starter Deck Kaiba (100) Basic Starter Deck based vaguely on Seto Kaiba's Deck from Duelist Kingdom. Contains more powerful monsters for a more aggressive playstyle. Contains 1 Blue-Eyes White Dragon.

60 Starter Deck Jaden (100) The first Starter Deck of Yugioh GX, contains many Elemental HERO monsters and even Fusion Monster. Contains Elemental HERO Bladedge.

61 Starter Deck Yusei (100) The first Starter Deck of Yugioh 5Ds based on Yusei's Deck and using Tuner and Synchro Monster. Contains Junk Warrior.

62 Starter Deck Yuma (100) The First Starter Deck of Zexal based around summoning Level 4 monsters and Xyz Summoning on a basic level with three Xyz Monsters. Contains Number 39: Utopia.

63 Starter Deck Yuya (100) Starter Deck of Arc-V Origin containing a mixed Performapal and Pendulum Magician Deck based on Yuya from Yugioh Arc-V. Contains Odd-Eyes Pendulum Dragon.

64 Structure Deck Yugi Muto (200) More advanced pre-built Deck based on Yugi Muto. It contains support for Magnet Warriors and both Dark Magician and Dark Magician Girl. It also contains Fusion monsters Dark Paladin, Chimera the Flying Mythical Beast and Buster Blader, the Dragon Destroyer Swordsman.

65 HERO Strike Structure Deck (200) Structure Deck built around Elemental HERO and Masked HERO monsters. It includes cards such as Mask Change and Form Change alongside various Elemental HERO and Masked HERO monsters. Its main feature is Contrast HERO Chaos.

66 Synchron Extreme Structure Deck (200) Yusei Fudo based Deck containing new Synchro Monster such as Accel Synchron, Jet Warrior and Stardust Warrior. A solid Deck structured around Synchro Play including Accel Synchro.

67 Pendulum Domination Structure Deck (200) Deck based on Akaba Reiji and his D/D monsters. Contains Pendulum, Fusion, Synchro and Xyz monster along with support for them. It includes D/D/D Chaos King Apocalypse, D/D/D Doom King Armageddon and D/D/D Cursed King Siegfried among others.

68 40/15/15 Card Archetype Deck (400) Not satisfied with premade decks? You can make a Deck consisting of 70 cards, most optimally 40 in the Main Deck, the rest divided between Extra and Side Deck, based around one or two Archetypes of your choice.

69 Custom Archetype Deck (600) If normal cards are too mainstream you may make a Deck consisting of an original Archetype, either of your own making or another's, containing up to 60 Original Cards and 10 Official Cards.

70 Seems Legit (Free) Being a teenager from as young as 13-14 should make older, more experienced duelists laugh at you. However, no matter your age, you are qualified for professional dueling and any other pursuit! You could lead a giant megacorp at 15 and nobody will question it as long as you are legitimately able to do the job.

71 Dark Magic Protection (100) In this world, card games are serious business. You can lose your life or be carded with one defeat. This is no longer the case however. No Penalty Game, Life Force robbing magic or the like can take you down, even Academia's Carding technology will utterly fail in your presence. In future jumps this is a protection from any magical or technological means of destroying you which isn't a direct act of attack against you. No Erasure by Zeno, no Hakai from Beerus, nothing of the like will work on you. You won't be killed by Transporter Malfunction or be stuck in a Stargate and be erased when it reactivates either.

72 Duel Points System (100) In most Yugioh games you gain "Duel Points" or DP for short, with which you pay for cards. You get them for winning duels. Now you can do the same, and moreover, the DP you have can be used to pay anything you want as long as (if it is apparently based in terms of prize on Yen) an equal amount of dP is paid or (in case of a US currency) you pay DP equal to the value in a lower currency denomination (Cent to Dollar or Euro, so 1 Dollar 100 DP).

73 Anime Cards (200) Aside from the obvious bit about boosting capstones, this perk allows you to selectively choose cards you own and apply their Anime effects to them. Want Cards of Sanctity to be a +5 in card advantage if you have an empty hand? Sure. Want Dark Rebellion Xyz Dragon to have its better Anime Effect? No problem.

74 Card Shop (200) This isn't a physical shop, rather this perk allows you to purchase booster packs from a catalogue of sorts only you can access. You can pay in normal currency or with DP. It also offers Starter and Structure Decks though the cards here aren't fiat backed to return to you.

75 Let's Duel! (400) You can challenge any person from now on to a game of Yu-Gi-Oh!. They receive the "Know The Game" Perk, a Duel Disk and a Deck appropriate to their personality, backstory and the like. They won't deny the challenge but if you bet something you must make a stake of your own into the duel and intend to pay if you lose. What it is doesn't really matter.

76 Ancient Wisdom (100) Whether by virtue of an ancient spirit or a grandpa with a past in Archeology, you are far more knowledgeable in things pertaining to the past and the history of what you're interested in, such as knowing the history of Duel Monsters to a painful degree. In

future jumps this knowledge will expand to knowledge of ancient civilizations, even those lost to history.

77 Ritual Summon! (100) Well Jumper, it looks like you're a particularly skilled user of Ritual Summon, by declaring "Gishki Maho!" while drawing you can add a Ritual Spell to your hand and turn a card that hasn't been seen by your opponent into a card that either can be used to bring the appropriate Ritual Monster to your hand or materials needed for the summoning. In future jumps you will find any materials you need for rituals you perform easily in your pockets or bags.

78 Attack The Moon! (200) Some actions just make no sense by real world rules. This is a Card Game, not a TTRPG guys! But regardless, if you are dramatic enough you can command your monsters to do some crazy stunts and they will do it. Like telling your Giant Soldier of Stone to destroy that moon you put on the field to power up a monster that was then destroyed, ignoring how that should send the card to the GY anyway. In later jumps you may actually go beyond your normal capabilities in dramatic fashions.

79 The Answer is Neither (200) Sometimes deception is brought against you and in those times, you can tell the truth. If two people offer two paths to go through with one leading into a Labyrinth with no way out and the other to your goal, then you can rightfully recognize that it is neither path and in fact, there is a third, hidden one. In future jumps this lets you see through willful deception regardless of the opposing party's skill at lying.

80 Penalty Game (400) Sometimes you want to punish someone, and at those times this comes into play. You can challenge an opponent to any given game of your choice and have them accept. If they cheat or lose, they will be afflicted by a horrible fate of some sort, an illusion of mind breaking horror, physical harm or having their soul sealed in a blank card. If they don't know how to play the game you propose they will gain knowledge of how to play it competently on the level of the "Know the Game" perk.

81 Mind Crush (400) A famous punishment, this ability allows you to shatter someone's mind even if temporarily, forcing them to undergo a rapid improvement in their attitude and change of perspective. This can be used for torture, but that has less of an effect for obvious reasons.

82 I'm Holding him back but I can't go on for much longer! (600) Your mental defenses are impressive, Jumper. You could lock your mind from mind readers for quite a while, even some of the strongest would struggle. This won't be absolute, but even a few minutes and some distraction would be enough, I am sure.

83 Cards of Greed (600) At times you run out of cards to hold. With this you can mitigate this with one draw. If your hand falls to zero at any point you may draw 1 "Cards of Sanctity (Anime)" even if you don't have it in your Deck, or one "Pot of Greed" if you have no cards you could win with in your hand. In future jumps you can at any point draw up whatever resources you may need to a certain extent.

84 Get Your Game On! (100) This is more than a catchphrase, this is a lifestyle! Who needs studying and long hours of paining over strategy if you just have the skill needed to make the Deck work? With this perk, you don't! You have no issue performing in a duel on the level of a professional duelist without ever going into extreme detail on Deck building, it just works! Even if future jumps you will find yourself simply able to perform a task you're passionate about even without formal training and studying.

85 Fusion Summon! (100) Fusion Summoning is one of the oldest summoning methods in the game and you are an ace in it. You will never start a duel without at least one set of cards needed for Fusion Summoning at hand. Furthermore, once per duel you can Fusion Summon 1 Fusion Monster with no more than two Fusion Materials while only tributing one of it's materials. In future jumps you can fuse your perks to create new, more powerful ones.

86 Slacker's Pride (200) Some call you slacker, others put you in colors designating you as the bottom of the bottom. Yet here you are, not the worst, a king among slackers, the best of the best. Regardless of how people perceive you, none can deny when you are indeed at the top of the class in terms of actual skill. No longer simply studying to become better, you will just learn better by doing what you learn and you will excel at that!

87 Friend of Spirits (200) All cards have a spirit, a Duel Spirit. Normally they cannot be perceived by normal humans but you're different, your connection to the spirits is undeniable and powerful! You can see Duel Spirits as if they were physical beings, understand their meaning even when they can't speak, and in a bind even summon their attacks into the real world! In future jumps this connection extends to spiritual beings of all kinds, making them much friendlier around you.

88 I activate Skyscraper! (400)Your Deck has a Field Spell that supports it and you could want to draw it right now, am I right? Now you can will the next card on your Deck to be that Field Spell before you draw it. In future jumps you can designate 1 type of terrain. You now gain a 50% boost to your abilities when fighting in such an environment.

89 A Hero Appears! (400) You're in a bind? Once per turn you can Special Summon a monster from your Hand to the field without a supporting card effect. Nobody will notice this as being anything except rule abiding behavior. In future jumps you can summon creatures based on cards into the real world to fight for you.

90 Supreme King (600) WEll, this is odd. Normally this is an ability held by Judai Yuki later in his time. This power allows its wielder to exert influence over any spirit, no matter how strong, and is the power needed to defeat the Light of Destruction and Darkness itself. In future jumps this gives you a great advantage over spiritual beings of any kind, allowing you to overpower those with ease and even protect you from possession by allowing you full control of the spirit trying to control you.

91 Super Polymerization! (600) Sometimes, having only one monster can be a problem when you have a strategy revolving around Fusion Summoning. This perk helps with that. You may

summon 1 Fusion monster related card to your hand per turn OR initiate the effect of Super Polymerization without the card or cost, fusing monsters on either side of the field. After this jump you can use this perk to mix and match perks and items as you desire, even combine different follower items and/or rewards together.

92 Scrap Iron Racing Bike (100) You're a daft hand at mechanics, did I tell you that? With just a PC, some basic tools and a lot of scrap from the junkyard you could cobble together a fast, well working and quite nice looking, D-Runner or D-Wheel or what have you. Yes, this means you can build and improve a Duel Disk that doubles as a racing motorcycle and can program both an AI to help you drive while playing card games as well as build the microchips you need for it to run.

93 Synchro Summon! (100) Synchro Summoning is a complicated science, you need a Tuner and one or more non-tuner monsters to perform it and can get quite finicky at times. You don't have this problem. When you draw a card and wish to perform a Synchro Summon, the card will be one that enables you to do just that with many ways opening before your inner eye. After this jump you will find yourself able to synchronize with others, not to summon a dragon or something but rather to passively combine your skills and abilities, all of you benefitting equally from this exchange.

94 Racing King (200) Playing Card Games on Motorcycles? Sounds pretty dangerous and illegal. Thankfully you are an absolute ace at riding. You could easily abide by traffic laws while also playing a card game. It doesn't even matter if it is a motorcycle, a car, a plane or even a horse, you can effortlessly drive and play and this level of skill just becomes greater a mundane driving.

95 Clustering Hopes Form a New Star (200) When the world is on the line and the going gets tough, the hopes of the weak shall form a new star, you will be the road it's light shines upon. With this little chant out of the way, simply put? If you are the beacon of hope of anyone, your skills, abilities, luck and even strength will increase by an order of magnitude equal to the number of people putting their hopes into you. Yes, this is a linear progression.

96 Roar of the King (400) A declaration of glory, unmatched by all. Roar your claim to the heavens and they shall answer! No matter the impossibility, you can call upon the burning spirit of your soul to fuel the duel and create a new power. Once per duel you can manifest a new Synchro Monster into your hand that can be summoned with what you have on the field. After this jump you can use this also to, once per year, upgrade 1 item to have Fiat backing as if it was purchased with CP.

97 Mark of the Dragon (400) A Signer is you! This is the mark of the Dragon's Body, one of seven marks of the Crimson Dragon, though it should be five but who can count around here? They use calculators for their Life Points after all. Unlike one that you may or may not obtain in this jump if you're proving yourself worthy, this mark will not fade by the end and allows you to call upon the Crimson Dragon for aid. After this jump this perk will also make deities, primordial

or otherwise, be much more inclined to favor you and once per jump you can call in a favor of aid from such deities by lifting your arm into the air, mark exposed.

98 Clear Mind! (600) Speed is something beyond comprehension, if a true master of Riding Duels Tunes a Synchro Tuner to a Synchro Monster they can achieve a new, unparalleled force. With this perk you are always able to find a way to summon a Synchro and Synchro-Tuner monster to the field and keep your mind clear to enter the mindset known as Clear Mind regardless of your opponent's distractions. As a side effect of this you will always be able to keep your calm and never lose the ability to think clearly in any situation.

99 Gathering Wishes (600) Will Birth a new Power, and you shall be the hero it's light shines upon. Semantics aside, you indeed gain power from the hopes and dreams of others. The more people put their trust in you the greater your ability and skill needed to overcome the adversity becomes. In this jump it will mainly manifest in "Miracles" such as the ability to make your D-Runner fly or draw the perfect card to win the match, but in future jumps you could feasibly gain a second wind of strength if you fight for what is right.

100 Katobingu da Ore! (100) Your spirit is unbreakable. Even in the most dire situations you can maintain your optimism and find some small ray of hope that you can overcome this challenge. Not only that, but this ability extends to those around you, making you a beacon of hope for a better time in the future, for the bad to go away and the good times to return.

101 Xyz Summon! (100) Once every 3 turns you can summon 2 or more monsters with the same level, equal to a Xyz Monster's required materials and perform a Xyz Summon using these monsters immediately without triggering their effects. Other than that you have an innate understanding of others, able to give sound advice, know what bothers them and come to an understanding with them.

102 Level Modification (200) Once per turn you can designate two monsters on the field, change the level of one to equal the other or change the levels of both to the combined levels of the chosen monsters. Outside this jump and function you can use this perk to adjust how potent your perks are, reducing or increasing their strength between inactive to 150% their original, unaltered strength. Nobody will find this strange.

103 Double Summon (200) Well Jumper, this is a useful skill, isn't it? Once per turn, if you control no more than one Xyz Monster, you can perform two Normal Summons at the same time. Very useful indeed if you want to Xyz Summon, I imagine, but also for other styles. After this jump you can also use this to instantly bring an ally to your side. Nobody will find this strange.

104 Rank-Up-Magic! (400) Once per turn you can summon 1 Rank-Up-Magic Card to your hand that can be activated on a Xyz monster on your side of the field. After this jump you can, once per month, upgrade 1 item such as a phone or motorcycle, to a more advanced version with the most modern technology available. Nobody will find this strange.

105 Astral Aid (400) Quite a few people around here have some form of spiritual aid in battle. You share this now, or at least to an extent. This perk gives you a direct line to Astral, allowing him to give you advice on any matter you ask for. This is obviously not the same Astral as the one Yuma knows, but a parallel version of him with a much greater knowledge on matters outside of dueling.

106 Shining Draw! (600) This is a special power, Jumper, one not normally found in people of low-energy worlds like Earth. This power allows you to change the card you're drawing into a new one, whether an upgrade or a whole new card in itself. After this jump you can call any weapon or item you own through CP purchase to your hand, including ones you made with CP based abilities. Nobody will find this strange.

107 ZEXAL! (600) Power of a team is one of the main themes of this jump. Tag Duels are games in which two teams of two duelists each participant in a duel where they would take turns playing. This perk goes a bit beyond that. With an exertion of will you can fuse with your partner, forming a duelist of near limitless potential. Each Jump, and each section of this jump, you can designate 1 partner to fuse into a Zexal with, sharing your experiences and Decks.

108 Duel Acrobatics (100) This is a simple perk, one required by an Action Duelist I imagine. This multiplies all skills, abilities and physical attributes associated with acrobatics and gymnastics by 10 times their original value, meaning that you become 10 times better at all of these aspects.

109 Pendulum Summon (100) Pendulum Summoning is a bit of an odd process. You need two Pendulum Monsters with different Pendulum Scales that are far enough apart to achieve the right range. You do not have that problem. If your Deck contains Pendulum Monsters, you will have the right scales in your hand at your first turn and the right cards to make your basic plays.

110 Crowd Pleaser (200) An entertainer needs to know how to, well, entertain. This is a skill you have internalized now. You can make performances out of simple actions, like playing a children's Card Game, making them into spectacles that cannot be surpassed by simple tricks. This also increases your charisma to an extreme degree, enough to make yourself popular among large crowds of even normally hostile and prejudiced people.

111 Adaptable (200) Action Duels needs a duelist to be adaptable, able to react swiftly to new situations no matter what happens. Luckily you are able to easily do this, enabling you to react in the fraction of a second to grab that card before your opponent can, save yourself on a ledge when falling and never losing your grip no matter what.

112 Finding the Cards (400) Action Duels scatter numerous "Action Cards" around the area they take place in, and finding them can be a huge boon. You have an innate sense and skill to find these often fairly hidden cards and grab them when you do. This works both on and off the battlefield, allowing you to add lost cards to your collection. Other than that you may also find valuable items and hidden treasures if you go looking for them.

113 My Cards are Changing! (400) Pendulum Monsters are fairly rare, aren't they? Now you can upgrade some of your monsters to become Pendulum Monster counterparts, such as turning Odd-Eyes Dragon into Odd-Eyes Pendulum Dragon, or converting Timegazer and Stargazer Magician into Pendulum Monster. Their effects will suit your playstyle too and complement your Deck in some way. Outside of dueling you can use this ability to, once per year, convert any item into something of similar nature, such as turning a sword into a spear or even an arrow.

114 Zarc's Plan (600) Sometimes evil plans can be insidious, planting something in you without you knowing it. With this perk however, that may be a strategy others may want to avoid. If you defeat a foe you can absorb them, gaining their knowledge, wisdom and powers.

115 Natural Energy (600) You know how annoying it can be when a foe appears near unstoppable because they made up those uber powerful cards for themselves? Well, now you have the counter! By calling on the spirits of nature you can negate the special abilities of others, rendering them into powerless bodies to throw yourself against and, if enough of this energy is present, also destroy them!

116 Numeron Code (400) The Numeron Code, the mystic card that can alter reality and contains all information of the world. While not the original card itself, this is a copy with a fraction of its power, able to open portals into other realities in the localized multiverse and to be used to obtain information on the past and even future of the world. Lastly this Numeron Code can be used, once every 2 years, to revive its wielder or somebody who had died within the last two years.

Section 12; Yugioh Second Part: Yu-Gi-Oh! Jumps exist in a very large amount compared to other card focused series (the fact not even one Weiß Schwarz jump was ever made is criminal) so i will make two Yu-Gi-Oh! Sections instead of one to make organization easier. This is the last section added to the current version of the Celestial Deck. This section haa 29 roll results.

1 Forbidden Droplet (100) When it comes down to it, Duel Monsters is still a game, not all cards hold ancient spirits, or grant magic to those using them; most players must settle with normal cards that have decent effects or stats, and their own sense of strategy. To help with that, this will grant you a powerful luck boost, from now on every pack you open will have at least one powerful card, you will regularly encounter new cards in unexpected places, and even strangers will see something on you that impulses them to give you a card, some of which will have spirits.

2 Breath of Acclamation (200) Duel Spirits are the very elusive beings, while normally residing on a copy of their respective card, they can wander out and into the Spirit World, those that are lucky or powerful enough to have one are generally blessed not only with their companionship, but a boost to their draws, as spirits can manipulate their card's position in the deck at will, sadly almost no one is born capable of even seeing these creatures. You are one of the few, not only able to see them, but talk, touch, and interact with them and similar beings. Not only that but you will find yourself encountering these spirits often, and have an increased affinity with them, even though their temperament varies a lot, they will be a lot more favorable towards you than they normally would. It will be easy to convince them to join or aid you.

3 Graceful Charity (400) Much like Jaden, you are a Draw Prodigy, someone that always gets lucky with draws, with them getting better and better as the duel reaches its climax, something especially good in long duels. Similarly, your luck in general seems to get better as the situation gets worse or more dire. While this won't help that much against consistent OTK strategies or sudden issues that are inevitable from the get-go but as long as you have a way to last for enough time, you're practically guaranteed to find a possible way out.

4 Symbol Of Friendship (600) Your bonds with others increase faster the more you compete, especially if it's in the form of Duel Monsters. You might not get a better impression if you don't try for it, but your presence will always get bigger in their minds. You also find that the more you cherish and deepen these bonds the more they rub off on you for the better as you become a better duelist overall. To the point that one day even a red house scrub would find themselves on even footing with geniuses among duelists, calm and confident in their odds of victory. After all you aren't alone in the fight.

5 Heavy Storm (100) To put it bluntly, this guarantees that your cards will never be bent, smudged, scraped, or have the front paper start splitting from the back paper, be from standard usage and play or from changes in environment. Feel free to take a dive into a pond while in uniform, take the fight to a castle burning, or even to another dimension – and wonder at how your cards ignore it all and keep themselves as pristine and impeccable as the day you got them.

6 Mirage of Nightmare (200) Not much of a senior if you can't properly guide your juniors, while showing them why you are the superior player, but worry not, as you have mastered the skill to evolve in the middle of a duel. What this means it's that your skill can grow leaps and bounds when you are giving your best during a duel that you consider important. How much you grow and in which way will depend on how much you want to win, and what can help you the most at the time.

7 That Grass Looks Greener (400) All too often the commoners don't appreciate or understand what truly matters in this world, the talent that runs in the blood. You are descended from great duelists of the past and have inherited the skill appropriate for a duel academy elite along with their cards. In the future you'll find that you and your descendants will continue to enjoy the fruits of your forefathers as any remarkable trait or quality flows from one to the next. Fools without foundations might call you unfair or nepotistic but you truly are the ones qualified for the position.

8 Gateway Of The Six (600) Fubuki and Ryo are the towers that stand tallest in Duel Academy and are not only skilled enough to defeat any other student without taking any damage, but also quite capable of beating down professionals or even teachers without much issue. Without the aid of any supernatural force. Aside from that, they are quite charismatic, in different ways. By taking this, you become their equal in both Duel Monsters skill, as well as in charm, which is about enough to easily defeat most people here.

9 The Forceful Sentry (100) Card games might not sound like the most reputable subject to teach, but there’s some leeway since you can actually do your job well. You have the skills needed to be a teacher dealing with teenagers playing card games. Besides those, you do posses a rare talent to find the strengths and weaknesses of people you duel with, as well as a general sense of how to make them improve. This applies to general flaws and advantages, not only those related to duel monsters.

10 Branded In Red (200) You can replace qualifications, arguments, and evidence with a successful game of cards. This doesn't actually grant you the skills, abilities, or being right but for all onlookers the better you play and more decisively you win the more unquestionable your position is to the point others would concede that you are truly correct and worthy.

11 Valhalla, Hall of the Fallen (400) Did you really think this place could function on card games alone? Unlike most schmucks here you have the needed skills to see exactly where a student's talents lie, how far they can go, and the best way to help them develop into the players they think this academy will make them. Past experience with the mentally unwell has also left you with the skillset to socially handle and direct them to actually pursue the right methods instead of running around like aimless morons. Even if you aren't the most skilled card shark at this academy, you won't find another who can claim to be as popular or competent at the actual job of teaching as you.

12 One Day of Peace (600) The real secret to teaching is that you're a babysitter as much or even more than your supposed vocation. Leading the horse to water and getting it to drink is incredible, but what is truly amazing is keeping the herd from kicking each other to death. In the highly competitive stampede of academy life you stand out as the only sane voice, cutting though the cacophony and corralling the little bastards to stay in their own lanes. Equally applicable to your own coworkers and superiors who are little better in trying to climb over each other at the earliest opportunity. While you can't make them like each other you can turn a mexican standoff into a model homeroom class if only for fear of the consequences of crossing you.

13 Card of Safe Return (100) Your fame and connections ensure that you can always manage to find the cards you need, and within your price range, or at least find a way to get them by cashing favors. Also carries over to a lesser degree to other purchases like specials on food.

14 Thorn of Malice (200) To become a truly shinning duelist, one needs the natural looks, something like manly roughness, or a combination of sexy and cute. And you indeed are within the ranks of the most attractive people in the word. Furthermore, you have that innate je ne sais quoi required to grasp the eyes of the crowd and leave deep, lasting impressions on your opponents. Truly a star rising on the horizon, my jumper.

15 Chicken Game (400) Something thought unnecessary in a game where nebulous things like draw luck and spirits exist, you have the talent of a legendary gambler. Total control over your own tells along with an almost preternatural grasp over an opponent is only the start as you could even play duel spirits like fools despite their powers over a deck. They can only control

one card, but your hands can control them all without getting caught even under dire scrutiny. While this won't save you when you're truly outclassed, you will always be able to tell where you stand in a game at any given moment with an opportunity to break even at the least. You can't see through the back of an opponent's cards, but it doesn't stop them from thinking you can, based on your reputation alone.

16 Pot of Greed (600) You have no special powers, no duel spirit to fix your brick hands, no power of friendship to pull out new cards to win dire games, or training arcs whenever needed. What you do have is the talent of learning. Which translates as the ability to take things that normally can't be altered, like charisma, luck, or sense – and get better at it by practicing enough. No matter what it is, even something like luck-based draws, can be trained until you become good at it. It won't be easy or fast, and it might require constant or repetitive practice, but now it's only a matter of keep on trying.

17 Rose Duelist (600) You are amazingly good at dueling, to the point that prophecies might have been written about your skill (and if they weren't, you are an equal to the one they are written about). In this time period, you have but one equal in raw talent, and only if you didn't choose to replace them. You are able to make the most of your cards, allowing you to score victories with objectively weaker decks than your opponent. You are able to adjust to changes in format, be they the addition of or change to a summoning mechanic, or something as extreme as the Perfect Rule. This talent of yours extends to other card and board games you might play, though to a lesser degree. Additionally, you generate an immense amount of 'duel energy' when you participate in Duel Monsters, with more energy being released the more intense the duel you have. This energy does nothing on its own, but may be harnessed by magics and technologies to great effect. While releasing such energy is perfectly safe for your body, be warned that those in the know may try to exploit this energy by tricking you into dueling them. Post-jump, you can toggle your duel energy generation on or off as you please.

18 Time and Place (100) A wise royal knows how to walk amongst their people, in order to gain information and build relationships that would otherwise be off-limits to them. To pull this off, you have learned to quickly adjust to different cultures, and learn to act in an appropriate way as to 'blend in'. A skill like this will also be a great help if you are somehow still around thousands of years from now as well.

19 Did you think me foolish enough to fall for this cretin's ploy? (100) A common pitfall of the villainous sort is that their allies are just as duplicitous as they are, betraying them at the worst possible moment. Thanks to this perk, you have become quite shrewd in this respect, allowing you to sus out those who mean to turn on you in the near future, and giving you the opportunity to either head them off, or factor their betrayal into your plans.

20 Card Continuity (200) Times change, but your deck won't, unless you mean it to. Your card collection is both surprisingly resilient, and shows up where and when you need it to. If you were to be sent forward thousands of years and stuck in the body of a young child, then that child will somehow manage to stumble across your cards, in just as good a condition as you left them. If you were to be sent back in time, you will retain any new cards you had picked up in the future,

though this trick cannot be used to collect the same cards multiple times, or to get back cards you chose to sell or trade away. While this perk will protect your cards from natural wear, accidental damage, or damage when you aren't present, it will do nothing to prevent your cards from being deliberately destroyed in your presence.

21 Fusion Fanatic (200) Fusion is a vital part of the format here, and yet using it correctly can be a challenge to newcomers. Not you though. You can always easily recall any of the fusion results possible in Yu-Gi-Oh! Forbidden Memories. Should additional cards be added to this format (such as via the Import Deck item), you will also be aware of the fusion outcomes possible using those cards. More broadly, you have developed a good intuition for fusion outcomes, whether they be outside of this format, in other card games, or even the fusing of people or items in the real world. While you may not always know the specifics of such outcomes, you will always be generally correct when predicting such outcomes.

22 Guardian Star Guru (200) A new wrinkle to the Duel Monsters you might already know is the Guardian Star system. Each monster has access to two different Guardian Stars, one of which is chosen for them on summon. When a monster battles another that possess a Guardian Star that is weak to theirs, that monster gain additional power for that battle. Not only can you easily remember which Guardian Stars are effective against others, but you can also easily recall which Guardian Stars each monster present in Yu-Gi-Oh! Forbidden Memories has access to. Should additional monsters be added to this format (such as via the Import Deck item), you will also be aware of the Guardian Stars these monsters have access to. In general, you also have an easier time learning and remembering type matchups, and can keep conflicting type matchup systems clear in your head.

23 Original Archetype Deck (200) Pick either a unique theme or an existing monster card to receive an archetype or alternate support cards. While it may primarily act as your signature deck, it doesn't mean only you will possess these cards.

24 Original Summoning Deck (200) Your deck uses a new summoning mechanic that will change the duelling landscape. Creation of it can be done by you or not. Balancing will be taken care of. While the initial shock of new summoning will be centred around you, new cards to advance it will spread quickly.

25 Original Adventure-so-Far Deck (200) You get your own deck suited your own style with your own unique monsters, spells and traps. No one in existence has these unique (and 4th wall-breaking) cards but you. You also get some existing cards for support.

26 King of Games (800) Become an expert of any non-physical game from one match. No needing of learning the rules, already possess knowledge of loopholes in a system. Any game you create will be perfectly balanced or having unnoticeable advantages to one party. Additionally, your general luck slowly increases as you're accustomed to new dangers and stress.

27 The Sacred Beauty (100) Wow, you look good! On purchase, you must choose whether this grants a great enhancement of feminine beauty, which would allow you to rival the likes of Mai Valentine or Ishizu Ishtar, or an equivalent enhancement in masculine handsomeness. With such an appearance, you may find yourself picking up your share of admirers, for good or ill.

28 Change of Heart (400) Just because you don't have a Millenium Item doesn't mean you can't be the hero of this story. Whenever you defeat an opponent, be it in a duel or some other contest, you are now able to purge them of any mind controlling influences they are under, as well as any evil or dark alter egos that have emerged from their psyche. You have complete control of what you are removing, allowing you to pick and choose what you would like to keep in place. Unfortunately, this perk does nothing to prevent a person from falling back under mind control if they are targeted by such effects again. It can also do nothing about people whose true nature or personality is evil.

29 Millenium Item Radar (400) Perhaps as a result of your bloodline, you are strongly attuned with the Millenium Items. You now have a good deal of knowledge about the Millenium Items, including the ritual to use them to revive the God cards. More importantly, you are able to sense the location of the Millenium Items. This is a very accurate sense, that will cover the entire planet, and pinpoint locations to as precise as 'on this ship, at this pier, at this city'. You can only attempt to locate one item at a time, and the process requires a strong concentration. In each future jump you visit, you can choose to be similarly attuned to another set of items. This will not grant you additional knowledge, but does allow you to sense the location of these items. In order to qualify, the items must be an intentional set (i.e. you can't just pick a bunch of different items that you like), must be magical or mystical in nature, must be both native to and currently existing in the local setting, and cannot be a significantly larger set than the Millenium Items.