Generic TCG Anime Jump

(Or YGO:tAS the Movie: the Book: the Jump)
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There are a lot of collectible card games out there, and it's about time they got some recognition! You'll be spending the next 10 years playing card games...to the death!

Wait, you thought this was a vacation jump? No, no, see, in this world, the card game in question *replaces just about **all** other forms of conflict resolution* for reasons just about no one can explain if asked. Think about the Yu-Gi-Oh TV show (plus or minus Abridged characteristics as desired), and you've got the idea. With that in mind, prepare yourself, prepare your Deck, and most of all: don't forget your **Choice Points**!

+1000 CP

Wait, you thought that was all you were getting? Oh no no no. Take these too:

+1000 DP

These are your **Duel Points**; you can use them instead of your Choice Points for the Decks/Duel Powers sections, because everyone deserves a Deck as personalized as their haircut. Now, where were we? Ah, yes - Who Are You, Anyway?

Who Are You, Anyway?

Age: If you want to roll, go ahead; roll what, you ask? No idea, don't care. It's up to you.

Gender: Pick one!

Origins: Pick one of the following.

1. **Drop-In** - You're a normal person who just kind of...showed up recently. The world's been doing its own thing until now, but with your arrival, things are about to get interesting. If you really wanted to, you could fly under the radar, mastering The Game and saving the world without some of the problems of the other Origins, but you'll have to do it with your own resources. Being a free agent isn't always the best course of action, dontcha know? If you'd rather, you can be an up-and-coming native of this world who's just starting their career, if you're the rags-to-riches type.
2. **Tournament Duelist** - When people think "duelist," you're one of the first names that come to mind. You've spent your whole life mastering the mechanics of The Game, coming up with strategies that take advantage of the weird spiritual nature of dueling and the actual mechanics of The Game, and your efforts have paid sizable dividends. Of course, fame has its downsides...You have a target on your back, a number of haters and obsessed fans, and an obligation to yourself and your peers to keep your skills sharp. Expect to be involved in the action no matter what you do.
3. **Spiritualist** - Some people think this is just a game, but you know better. You've made contact with the other side, learned the troubles of that world and of a future disaster which, if left unattended, will have ***catastrophic*** consequences on the world you're living in as well. It's now your responsibility, at least partially, to either a) expose the coming threat, b) do what you can in the real world to help, or c) travel to the other world and use your understanding of The Game in tandem with your strong connection with the "Heart of the Cards" (or whatever it's called in this world) to fix things at their source. Of

course, this makes you more than a little weird, especially when you start talking to the air because a Duel Spirit has a message for you during your lunch break, or accidentally cast a *real* spell or summon a *real* monster during a duel, or something like that. Keep on your toes!

4. **Duel Spirit** - All that stuff about playing The Game? Yeah, you're actually one of the creatures that people summon. When you're not fighting your fellows in service to a human master, you do your best to stay alive in a parallel dimension based on The Game you chose, with all the mortal danger and factional conflict that entails. You'll get some neat abilities out of it, I guess, but will it be worth it? Similar to the Spiritualist, it's your responsibility to save the Duel World from a coming catastrophe, but without the option of hanging back and getting other people to solve your problems...at least, not as easily.

Where To?

The Game: Pick a TCG, CCG, LCG, DCCG...any form of card game you want! If Hearthstone is now the center of the universe, so be it - keep in mind, however, that whatever game you choose will be turned into a paper game with physical cards. This card game is now *the most important thing* in the world - losing the wrong duel can kill you, and not because someone stabs you afterward; the cards themselves are representations of another world just outside the "real" one, with the creatures summoned actually being denizens of this other world whose lives go on pause while you duel with them; and one's lifestyle, reputation, and overall quality of life depend on how well you play The Game. Have fun!

Location: Sure card games are important here, but how are they Played? Each of these starting Locations will affect how and why you Play. Choose any of the following or roll 1d8 to gain an extra 100cp.

1. **City Named After The Game…in America!**: The most tame of all the Locations, if it weren't for everyone's obsession with the Card Game, this would be a normal American City, in America! That's why

Everyone Eats Jelly Filled Doughnuts that are totally not Rice Balls! The Outside World is basically just your home World, but everyone is obsessed with the Card Game Obviously.

2. **Card Game Academy** : You know, with how important Card Games are, there should be a school where you learn how to play them…OH wait, there is! And you will be expected to be involved in it in some way, whether as a Student, Teacher or always being Summoned here as a Duel Spirit. The Outside World here is much like that of "City Named After The Game… in America!", but The Game has specifically taken over every aspect of the economy to the extent that being skilled in The Game is essential for success in any Career.
3. **The City of Tomorrow, Today!**: A Blade Runner-esque city in the distant future, ruled by corrupt corporations, where only one thing separates those who survive from those who don't… CARDGAMES ON MOTORCYCLES (or something equally badass and Duel-related)! Outside the City is a desolate wasteland, a place where citizens are banished to for standing up to the Corporations.
4. **Just Another Townsville**: An average town in near-utopian suburbia, but just underneath the urban facade, through the use of some ritual or tech, a sub-Dimension to play card games in! The sub-Dimension, in turn, has portals with access to the Spirit Dimension which allow players to scan characters/spells/ whateverelsethegamerequires to add to their collection. Of course you could just trade scans and stuff, but...that's so boring! That, and there are only so many scans to go around - product scarcity at its finest. (If you don't know what this looks like, look up the Chaotic TCG show; it's literally like that).
5. **Not-Kansas**: This is where things get...*weird*. See, it's not just that the cards access a magic dimension; no, the TCG you chose, is in fact, the magic system of a highly dangerous world thematically similar to The Game you chose. In this world, your Deck is your Spellbook, so a) make sure you don't lose it, b) you probably want to

pick up some win conditions ASAP, and c) Spiritualists and Duel Spirits have a leg up over the non-magical origins. Just saying.

6. **Spaaaaaaaccccceee!**: So, it turns out that the card game was all just a test from a highly advanced civilization. The Game is mechanically identical to how all interstellar combat works, and they think that you are their best chance for survival against a greater power that threatens the entire universe. Your time here will be spent helping them win a losing war, using only your skills acquired from playing The Game. Yes, this is just like The Last Starfighter but with Card Games.
7. **GameCeption**: You're living in the Duel World of the setting, using The Game in place of actually fighting (whenever arguments would get violent IRL, they get Duel-y). Decks will be optimized in proportion to the creature's original power level; if you're fighting an Ancient God, they'll be more of a challenge than a Slug Hatchling.
8. **Something Else!**: It's just real life. While you're here, you get really good at playing a card game, but other than that, it's ten years in a world not unlike your original. Have fun.

What Can You Do?

Perks

50% off Perks from your Origin, with the 100 being free (basically, what you get for being you).

General Perks

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.

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...

DURO MONSTA CARDO! (100 CP): 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. Beyond card games, if you're certain to win a contest, you can make a show of it, maybe instilling some more fear into your foes/awe into your audience.

Card Tricks (100 CP): 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?

Everything's Normal Here (100 CP): 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.

Judge! (200 CP): When it comes to RAW, you're a sushi chef...okay, weird metaphor. You've taken the bizarrely-difficult (compared to reality) Ref Exams and are qualified to serve as a 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.

Dealer (200 CP): 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.

Personal Printing Press (400 CP): 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 skills, spells, knowledge, abilities, and powers can all be copied into 2.5 x 3-inch cardstock. 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 and perks even without Perks/powers like *I'm a Wizard!* To use said powers, they have to provide some juice to fuel them (maybe not magic, but...something), and of course without the card they can't do anything, but they also need your permission to activate it, so you don't have to worry about them falling into the wrong hands...

Drop-In Perks

World-Renowned Duelist (100 CP): 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?

One Who Games (200 CP): 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.

A Challenger Approaches (400 CP): All competitions have one thing in common - when there's a title on the line, there are favorites and underdogs who take up the majority of the screen time. Every now and again, however, someone worth everyone's time and applause slips under the radar until they suddenly display their skills, unexpectedly taking the victory from an established "surefire finalist". You are the Dark Horse, Jumper, blessed with the ability to conceal your potency to the desired level until such a time as you need to pull out all the stops; you can reduce your abilities' effectiveness to whatever levels you desire, including temporarily losing them. The next time you use that ability at its full strength, it will be multiplicatively more powerful depending on how long you've weakened it and by how much; going a full year without throwing a fireball will make your next one a veritable hellfire, while toning down your super-strength to Olympic athlete levels for a week will ensure you can throw a car the next time you need to.

I Challenge you to a Children's Card Game! (600 CP): 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 with a modification: you can challenge the individual in question to a Card Game, whereupon they acquire a tournament-viable Deck in whatever format you're playing in, or you can pick some other sort of non-violent competition, for the duration of which all the required equipment will spontaneously appear prearranged for the contest.

Tournament Duelist Perks

Heart of the Cards (100 CP): 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.

Kicking Ass, Making Friends (200 CP): 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.

Blessed With Success (400 CP): 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.

The Power Of Friendship (600 CP): 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.

Spiritualist Perks

Duel Familiar (100 CP): 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.

Spirit Sense (200 CP): 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).

By Our Powers Combined (400 CP): 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.

I'm a Wizard! (600 CP): 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, will it into existence, put some magical juice into it (either through actual mana you have or going along with the game's mechanics; this Perk provides you with enough latent magical energy to fuel a day of spamming basic spells with no problems and maintain an Eldrazi Titan for ten minutes) 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.

Duel Spirit Perks

Answering the Call (100 CP): 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.

Hand-in-Hand (200 CP): 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.

Not My Final Form (400 CP): 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 as many additional stages beyond your base form as your game normally includes, each a full Tier stronger than the last (if no established mechanics for it, at least 2 additional stages above your base). Additionally, the other cards are included in Duel Familiar's effect for your Summoner.

Fusion Summon (600 CP): 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.

Items

All items may be purchased Multiple times if it makes sense.

Actual Cards! (Free to All): 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.

Deck Box (Free to All): 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.

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.

Card Catalog (50 CP): 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.

Deck Builder's Toolkit (50 CP): 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.

"Dueling" Deck (100 CP, Discount w/ Card Tricks): 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.

Jumper's Guide (100 CP, Free Drop-In): 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...

Finals Tickets (100 CP, Free Tournament Duelist): 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.

Great Big Book of Exposition (100 CP, Free Spiritualist): 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.

Weapon of War (100 CP, Free Duel Spirit): 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...

A Safe House (200 CP, Discount Drop-In): 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.

I Have Money (200 CP, Discount Tournament Duelist): 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.

A Giant Rock (200 CP, Discount Spiritualist): 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, pointing to a different item or treasure.

The Garrison (200 CP, Discount Duel Spirit): 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.

Ancient Artifact (400 CP, Discount Drop-In and Tournament Duelist): 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.

Portal to the Alternate Dimension (400 CP, Discount Spiritualist and Duel Spirit): 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.

Game Stuff Emporium (400 CP): 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 other logistical bullshit. 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 or a physical building with the above properties.

Companions

Attention, Duelists! (100 CP, Discounted after 2 purchases): Why would you want to play card games with strangers? You can either import an existing Companion or create one whole-cloth; your new friend gets an Origin, 600 CP, and 600 DP to spend.

Yami Jumper (300 CP, Free with Ancient Artifact): Does it get lonely in that head of yours Sometimes? Have you ever considered getting a Roommate? You may import an old companion or meet someone new (in which case, you may or may not be their Reincarnation). They receive an

origin (purely for the sake of discounts), 600 CP, and 600 DP to spend, but more importantly, you share a body and mind with them. You will retain control, with them taking the form of an astral projection somewhere near you which only you can see and hear (under normal circumstances). Some of the benefits of this include that anything they take that affects their body now affects yours as well (since, you know, you share one and all), and, if you wish, you can even allow them to take direct control of your body from time to time, allowing them to directly put their skills to use. This will usually include some of the physical traits of their astral form imposing themselves on your body (for example, if they look older than your body, it will look older when they are in control) and you taking their place as an astral being for as long as they are in control. In future jumps, they may separate from you at will, gaining their own body, but whenever they do this, you both lose access to the benefits of being together until the two of you reunite.

Deck Perks

If any part of your Deck acquired from this section is lost/stolen/destroyed, they are returned in the condition they were before you lost them the next day. It'd suck if you lost an autographed card, or the one that started your whole collection, right? Non-Duel Spirits can purchase from this section using DP.

You may split your Deck Perks between different decks, or indeed decks belonging to each of the different games of the Saturated Market drawback (if you select it), or pile them all into one deck, however you like.

Thematics (1st Purchase Free, additional 50 CP): 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.

By the Numbers (100 CP, Free Drop-In): 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!

Bag of Tricks (200 CP, Discount Drop-In): 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.

Momentum Breaker (400 CP, Discount Drop-In): 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)!"

Wizard Chess (100 CP, Free Tournament Duelist): 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.

You Activated My Trap Card! (200 CP, Discount Tournament Duelist): 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.

The Unstoppable OTK (400 CP, Discount Tournament Duelist): 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??

Underdog (100 CP, Free Spiritualist): 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.

The Greater Whole (200 CP, Discount Spiritualist): 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.

WTF?! (400 CP, Discount Spiritualist): 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.

Jumper Expansion (400 CP): ...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.

Signature Card (400 CP): 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...

That's Against the Rules, Isn't It? (400 CP): 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?

Gag Deck (100 CP): 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)

How Big Can I Make It? (100 CP): 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...

Necromancy (100 CP): 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...

Fan Favorite (200 CP): 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.

*What Game Are **You** Playing? (400 CP, Conditional Discount):* 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.

Seal of Orikakamalos (600 CP): 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.

The Big Three (800 CP): 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?!

Duel Spirit Powers

Only Duel Spirits can purchase these abilities, and can do so with DP. You receive one 100 CP Power for free, and a discount on one 200 CP and one 400 CP Power.

Race Card (1st Purchase Free, additional 50 CP): You have a Type, a Race, a Tribe - whatever your game calls it - that you belong to, whether that represents a race or class that you belong to. This opens you up to the strengths and weaknesses of your Type (not meta-abilities like "can never lose," but physical appearance, affinities with certain magics, et cetera). Sample Types include Angel, Spellcaster, Fungus-Person, Murloc, Cat Ninja, Fairy, et cetera. You can also voluntarily join a single in-world faction; for example, you can declare you're not just an Angel, but a Bant Angel rather a Zendikari Angel, or a Lightsworn Angel rather than a just an Archetype-less Angel monster. This gives you a level of rapport with Bant monsters by default. Of course, in-world factions come with in-world politics...which might make being neutral worth it?

Too Precious (100 CP): Well, aren't you just adorable! You exude cuteness/innocence; even if you're in fact some sort of satanic soul-devouring fiend, even in the middle of devouring someone's soul,

there's just something awww-inspiring about it. (Examples include Kuriboh, a number of Maplestory creatures, and Murloc Knight)

Modern Marvel (200 CP): There are parts of you that are less-than-organic, but in your case it's actually a good thing. Your mechanical (whether steampunk, magitech, or super-science prosthetics) augmentations/replacements never break down or short circuit, and you have the technical know-how to improve upon them. Once it's no longer part of you, however, your body-tech stops functioning entirely unless/until you reattach it.

My Name is Legion (400 CP): You have the ability to spawn countless copies of yourself, all under your complete mental control. They aren't really able to do any harm, and they instantly fall apart when they take the slightest bit of damage, but they sure do make a good distraction, and if you build up enough of them, they can make for a damn good meat shield.

Mysticality (100 CP): You have magical abilities - not just, like, being a magical creature, but the ability to cast spells and stuff. How exactly that manifests depends on the world (and if there's no magic, it's "sufficiently advanced technology/mutant abilities/whatevs"), but you're at about middling ability.

Something Stranger (200 CP): Whether you're a fish-creature driving a mechanical centaur fish tank, a sentient pollen puff, or an eldritch abomination from beyond the Eighth Wall, you aren't that different from a person. I mean, physically yes, you're quite distinctive and have a number of nonstandard capabilities, but mentally? You can communicate as if you were another, more normal species without difficulty, and only the most racist or maligned against you will be troubled by your sesquipedalian species designation.

Redirect (400 CP): You're experienced with dealing with other creatures' magical powers to the point that you can bounce them back. So long as you are conscious enough to respond to a given magical/energy attack, you can negate it and send it right back at its source, dealing damage to them as if you'd cast it instead. This applies any of your relevant Perks to the ability, so if you're a pyromancer getting a Fireball thrown at you, well...God help your opponent; on the flip side, if you're weaker with a certain Element or what have you, your copy of the attack will *reflect (ba-dum-tish)* that.

Man-At-Arms (100 CP): Or Beast-at-Arms, or Faerie-at-Arms, or...You are, at your core, a weapon-wielding humanoid. Sure, you might have magikumal powers to supplement that, or racial abilities humans entirely lack, but your main thing is skill with a tool of death. Pick a setting appropriate weapon; you're skilled enough with it to beat most professionally-trained human(oid) warriors.

Tribal (200 CP): They say that friendship is power, and you're actually a pretty decent example of that. Rather than fight alone, you have a replenishing retinue of twenty-ish lower-tier troops that follow you around, help you out in fights however they can, and overall do their best to keep you safe. The exact nature of this group depends on your Archetype, of course - a Mermaid Princess would have fishy friends, a Paladin would have mundane warriors and perhaps a few mages to help them out, and a Fiend would have weaker Fiends and other vile creatures by their side. You can import these as a group Companion in later Jumps, if you wish; they only take up one slot, and the power of any Perks they get is split among them, but having your own personal army is never a bad thing.

Legendary Hero (400 CP): You're no run-of-the-mill Monster, OH NO. Going beyond being one-of-a-kind, you're a creature on par with the Protagonist's favorite monster(s). Where a warrior might be Olympic athlete strong, you're Spider-Man strong; angels are archangels, fiend archfiends,

fey archfey, animals archanimals...Wait, that doesn't work...You get the idea! You're a role model for other creatures of similar Archetypes to aspire to, whether they realize it or not.

Winged (100 CP): Congrats! You have wings that you can use to fly around. Of course, if you're in a tech world, it's probably more like a jet pack or something, but it gets the idea across. Comes with the ability to hover so long as your wings can sustain a steady flap-flap.

Elemental Breath (200 CP): You can blast opponents with an element of your choosing (including nontraditional options, like vines or poison or diamond shards); it takes time to recharge this ability, but it scales with you as you grow in power. Put into TCG terms, it's strong enough to take out a single creature of about your rating (apply setting-appropriate power diffusion for mobs). This may be purchased multiple times to acquire different elemental breaths with their own recharge rates, but your Discount only applies to the first if used.

Elemental Affinity (400 CP): This isn't just the ability to manipulate an element (again, including nontraditional options). In addition to having bender-style abilities involving your chosen flavor of energy/matter (same thing, according to Einstein), your abilities which use said element are about 125% more effective and can be used about 1.25 as many times before needing a full recharge, whatever that means. This may be purchased multiple times to acquire different elemental affinities, but your Discount only applies to the first if used.

Duel Eyes Jump Dragon (600 CP, Discount if you've purchased Winged and at least one Elemental Ability): What the...!?! Okay, forget everything I said about you being weak, APPARENTLY you are now a Dragon. Not some sort of wimpy Dragon either, no; you're a force to be reckoned with as your other Duel Spirit abilities are scaled up to this newfound level, and

should you possess a “Final Form” from this Jump, it will be most devastating. Be careful what you do with this Power...

Drawbacks

You may gain up to 1200 CP from Drawbacks, 1800 if you take King of Games.

Give Me the Abridged Version (0/100 CP): The world just got a lot less serious. Lampshades will be Hung *everywhere*, an audience will be assumed if not directly addressed, jokes will be made at everyone's expense, and time will feel like it's zooming past. At least, that's how you'll remember it, as will everyone else, which is almost the same as that being how it actually happened. This doesn't make things any easier, but it ***will*** makes things a lot more fun. If you pay 100 CP, you may use this toggle in any future worlds it could possibly apply to.

Less Than Impending Doom (0 CP): That whole "world-ending multidimensional cataclysm" thing? You've traded that in for a series of smaller, but equally difficult to surmount, conflicts - every other year at minimum, you'll have to spend a month or two using card games to win tournaments and *maybe* fight some related supernatural menaces, but nothing so major that, if you were so inclined, you couldn't just ignore the other world.

Saturated Market (+100 CP): What, you though the World revolved around just one Card Game? Each time you purchase this adds another Card Game that holds equal importance to the Core Game to your World. Unlike the Core Game however, you do not receive the benefits Of "Time to Duel" for any of these Games, even though you WILL be expected to be able to play all of them. This may be taken up to Four Times to gain points, after which you may continue to take this just for fun.

- *Card Wars (+100 CP per level of Saturated Market for up to Four levels):* Forget being expected just to *play* the other Games. Now, the competition between Card Games is intense, like, Gang War intense. Expect people to hate and try to kill you solely based on your choice

of Game. World War III will be a Brand War, and considering there will be multiple supernatural worlds involved...ai yai yai.

Gatcha Packs (+100 CP): Looks like you're stuck with the luck of the draw. You have to build your Deck from blind packs - maybe you'll get lucky, but you can't buy/trade card from/with other players. For Just Another Townsville, this means you'll be scanning blind with no guarantees of your scan's power level or in-game abilities...good luck with that.

Quirky Side Character(+100 CP): Maybe you speak as though your hair or breasts are sentient, maybe you end your sentences with "In America", maybe you sound like Beavis or Butthead, or maybe you're a total "Jive Turkey" all the time. Whatever it is, you posses an odd verbal tick that simply cannot be overcome and will likely make at least a few people find you odd. May be taken up to four times for more quirks, amplifying the annoyance exponentially.

FILLER! Filler Night! (+100 CP): Oh God, so...this is awkward. You know those pointless filler arcs that stories have like all the time? Congrats! You get those, too, and holy shit will it eventually get annoying. Between every important plot point is another, completely unimportant filler arc.

Sportsmanship Supreme (+100 CP): Who died and made you the Cheat Police? You have to play The Game RAW (no supernatural manipulation for you!), and if you ever witness cheating, your berserk button will trigger - you'll gun for them, challenge them at every opportunity until you prove that playing The Game it's meant to be played is the *only* way, damnit! Applies to teammates, too; if your tag-team partner cheats in a Duel, you'll be looking for an opportunity to show them the error of their ways ASAP.

What Does Pot of Greed Do? (+100/200 CP): You don't receive the effects of the "Time to Duel" Perk until after the end of the jump. For another 100

CP, you lose any and all memories of the rules of The Game you may have had.

It is Implied I am Punching You (+100/200 CP): So all cards on the table, there were budget cuts, and I had to have 4kids Dub this Jump. Sorry. At the 100 CP level this just affects the world around you, making everything irritatingly PG at the expense of common sense, and removing any non American influences from the world, unless they are “plot critical”. At 200 CP, this affects the actions of you and your companions as well, making you incapable of doing or saying anything that a network may consider detrimental to an impressionable child viewer or confusing to a mid 2000s American audience. You cannot take this with *Give Me the Abridged Version,* though you may still purchase it for use in future Jumps if you wish.

Be My Valentine (+200/100 CP): You are H-O-T Jumper. On a scale of 1-10 you are a 12. You’ve got the kind of looks that would make anyone at least consider going against their normal sexuality just the one time, seriously you are walking evidence that the perfect body does exist. This might not sound like a drawback at first, but trust me, it is. See, when people look at you they see you as the thing that holds the most incredible part of your body, that’s it. Not your accomplishments, not you charm, not your wit, and certainly not a capable Duelist! And don’t even try to hide it under layers of clothing either, EVERYTHING you wear will accentuate your form perfectly and somehow be at least PG-13 levels of skimpy. Expect an uphill battle to get any kind of respect during your stay here, even if you are the most amazing person ever. Though if you want to keep the bod (and skimpy clothing, although this is toggleable) without the downsides Post-Jump, you can take this for half price; you’ll find your form incredibly easy to maintain!

Blind Umpires (+200 CP): For some reason, the Judges don’t care if your opponents cheat. It’s weird, but whenever they disregard the rules or “creatively interpret” them (Mystical Space Typhoon negation, anyone?), it’ll

work out for them, but if you do it, you'll be caught in the act. You can call out the cheating, at least, but if someone blindsides you with the MST thing or similar, well...you'll know better next time, so long as you look it up afterwards? And of course, more people will cheat because of this…

My Voice Gives Me Super Strength! (+200 CP): Look, I'm really sorry about this but, for the duration of this jump, Abridged Tristan Taylor will be your permanent companion. He will respawn moments later if he dies (even if your companions don't normally do that), he takes up a companion slot the entire time, you can't seem to ditch him, he's so dimwitted that he's likely to be a constant annoyance and hindrance to deal with, and finally; contrary to what he believes, he possesses absolutely no special abilities(for now). If you wish, post jump you may turn him into a regular companion for free, as he is genuinely quite fond of you. Said post-jump Tristan is less annoying, less useless, strangely strong, and a master of well-timed cloudcuckoolander comments.

Dr. Balanced (+200 CP): I hope you weren't planning on sticking to one Deck for your entire stay. See, The Game is going to get a TON of expansions - think once a month, if not faster - and each one will have so much power creep that the top dog last month will be casual-tier garbage when the new cards come in. You're gonna need to be Deckbuilding constantly if you want to have the slightest chance of staying relevant in the current meta. Seriously, who's designing this game? Ben Brode?

Eyes of Blue, Dragons of White (+200 CP): Ok, we need to talk about your obsession with that one Card. You know the one: you have posters of it in your room, it's on your bedsheets- Hey! Don't try to deny that this is an unhealthy obsession, I saw your blueprints to make a private jet modeled after it! Normal people don't do things like that! You become personally enraged when you see others use it, and heaven forbid you ever not have at least one copy of it with you at all times! It's getting out of hand!

Timeshare (+200 CP, requires Duel Spirit): Oh. So, you don't have a single dedicated Summoner - you're just a run-of-the-mill Duel Monster. Sure, you have a bunch of super-awesome abilities, but for some reason, most people just don't know how to use you properly. Expect to be summoned a lot more often, by people of all skill levels, and usually be used in a less-than-ideal fashion. Hope you're okay with losing.

Jagshamesh! (+200/400 CP): So every so often, about once a plotline, you will find yourself in need of desperate advice to accomplish your current goal, when that happens, fate will see fit to cross your path with this well meaning, but extremely anti-semitic Spiritualist, who just so happens to be the only one who has the information you need. Should his abundant casual racism irritate you, I would encourage you to not kill him, as this will simply cause his spirit to constantly haunt you for the rest of the jump. If you happen to be Jewish, he will know and obviously not like you very much, and you will have to trick him into giving you the info you need (which will only reinforce his views on 'Tricky Jews' sadly) before he will leave you alone, in which case this Drawback is worth an extra 200 CP. Jumpers who are not Jewish may take this at the 400 level as well, which will convince him that you are a 'Filthy Jew Boy' for breaking the rules.

Pay to Win (+400 CP): If only you could. See, the rich people, the "in-crowd", has exclusive access to some really game-breaking shit. It's completely unfair, inaccessible to you for...reasons (probably something shady), and will make your boss fights that much harder. Their cards utilize obscure rules or define new mechanics *no one else* understands. It's like cheating, but legal, and that's just wrong! On the other hand, it makes for an interesting side quest - destroying the conspiracies and whatnot behind these totally-unfair embargos...Just expect a new one to show up once you finish off the old one.

Never Lucky (+400 CP): You might want to hold off on the combo Decks, because it's not gonna work out for you. Whenever you need a particular

Card to win a Duel, or prevent your opponent from winning, you will not draw that card unless it's literally the only card you could possibly draw.

King of Games (+600 CP): That would be you. Yes, you now hold the Illustrious title of "King Of Games". This comes with no benefits, no additional respect, and no real renown, but what it does come with is a super special awesome condition: if you forfeit, lose, or outright refuse any 3 formal challenges to a card game, you chainfail. This condition does not apply unless someone specifically challenges you as "King of Games", but anyone who wishes to duel you will become instantly aware of how to issue such a challenge and be filled with the belief that you won't refuse if they do so. Also, any sort of draw or getting your opponent to forfeit does not count as losing.

Ending

The Jump is over, your Drawbacks have been revoked, and this is your last turn before you leave, and you must make a choice from what is in your hand…







Super Special Awesome Notes:

- “I’m a Wizard!” largely ignores game mechanics - you don’t need to somehow grow your mana capacity to summon up Deathwing, you don’t need to worry about changing the environment around you with Land cards to create the right colors of mana for your Bant Ultimatum, or anything else like that...unless, of course, these are concerns you want to have for some reason. In which case, sure; go make bonds with locations to draw their mana, go find mana crystals to fuel your Hearthstone magic, or whatever other resource management your chosen system might ask you to do. Just remember: I gave you permission not to.
    - That being said, you also have permission to say that the residents of “Not Kansas” DO have to follow game mechanics.
- The “Accessories Clause” of Deck Box includes things like a Dueling Vehicle for the “City of Tomorrow, Today” and “Spaaaaacceee”, Duel Disks, Code Scanners and the like, and Textbooks for “Duel Academy”. Please Fanwank what’s “Necessary” for Dueling responsibly.
- “A Challenger Approaches” provides the power boost only for the next use of the ability - the next deflected spell, the next feat of speed or strength, the next conversation, et cetera. Constantly-active abilities will have a brief flare-up when reactivated, but will return to normal levels once the power’s had its effect.
- In case it’s not obvious, “Ancient Artifact” can have the effects of any of the Millenium Items from YuGiOh, or a Similar effect on the same level of potency.
- Post-Jump, with time, effort, and a quite a few hilarious screw ups, your use of the “Portal to the Alternate Dimension” can be trained up to the level of Rick Sanchez’s Portal Gun (as in, can activate it in an instant and use it for fast-traveling purposes).
- Your base form for “Duel Eyes Jump Dragon” is about on the level of the Blue Eyes White Dragon, or a 7-8 Mana Hearthstone Dragon, while a final form would be akin to the Dragon Master Knight from

YuGiOh, or if Deathwing from Hearthstone didn't discard your hand and destroy your minions.

- "The Big Three" - Just to clarify, these cards are *stupidly* overpowered compared to their fellow pieces of cardstock. Sure, some of them have heavy costs, but they can literally win you the game within a turn; others can be set down turn 1, and by turn 3 it's all over, man. If you buy these, and are losing more than half your games, ***what are you doing with your life***.
    - Examples: The Egyptian Gods or Sacred Beasts, the Power Nine, C'Thun
- If you use "Give Me the Abridged Version" in a world with a specific Abridged series, you may have it actually turn that setting into that specific series rather than just "Abridgifying" it.
- If you choose I'm a Wizard! and Saturated Market, you may use magic based on the cards belonging to any of the different decks that you have assigned your Deck Perks to.
- Special Thanks to Centipede, AsTheGlassMelts, xaldreca, and DataPacRat for Additional suggestions/proofing!
- If you have ideas for a Future Update, please leave them in the Google Doc here: https://docs.google.com/document/d/15QZ6zQ9b2h4ngbXmUbMyeJV6MP3ZVf1LXbn6CwN2EAs/edit

Version 1.1 (Post 4chan Release):

1. PPP has been nerfed a bit; no longer can duplicate items, requires some kind of mana/magical energy payment, user must have card in hand (originally implicit, now explicit), 100% theft-proof
2. What Game Are You Playing? Has been moved to the Deck section and had its cost reduced.
3. I'm a Wizard! Now requires magical energy payment or following game rules, whichever you prefer at the time of

casting; also provides enough mana to fuel an Eldrazi Titan for several minutes or a full day of spamming cheap spells

4. Game Emporium is no longer the awesome alternate-Warehouse I wanted it to be...sigh
5. Clarify that Race Card doesn’t let you, say, pick Platinum Angel and never be able to lose. Yeah…
6. Be My Valentine now lets you keep the body-hugging clothing part because apparently it didn’t before or...something. *Shrug*
7. Full 8-Companion port costs only 500 now
8. Judge moved to General, replaced in the Drop-In line with A Challenger Approaches