

**Generic Trading Card Game Jump**
**v1.0**
**by LJGV/Sin-God**

Welcome to a stunningly ordinary world, at least with nothing more than a superficial glance. The differences between this world and a thousand mundane worlds may only reveal themselves to you if you are perceptive or if you take the right perks and drawbacks. The primary theme of this world is trading card games, in this often surprisingly normal place those who create these cards hold a profound level of influence. By coming here you signal your intent to at least appreciate the power of trading card games.

Take **1000 Card Points** to fund your adventures.

**Author's Note:** The games this jump is inspired by are games like Yu-Gi-Oh, the collectible, battle-able, Pokemon Trading Card Game, and Duel Masters. With that context in mind, there are many different types of trading card games, such as Disney Lorcana, multiple Dragon Ball games, Elementeo, and at least one attempt by Fantasy Flight Games to publish a game based on Game of Thrones. The list is surprisingly extensive.

## Starting Location

*Your origin determines your starting location.*

**A Gaming Store**
Players begin this jump in a gaming store that sells trading cards.

**The Office Of A Trading Card Game Company**

Designers begin this jump in the office of a trading card company.

**Inside A Card**
Card Capturers begin this jump inside of a trading card of their choice. They can step out of it freely, and if they have the right perks they could even leave it accompanied by a new friend or in possession of a new item.

# Age and Gender
You determine your age and gender freely for the sake of this jump.

# Origins

**Player [Free]**
You're an ordinary, albeit skilled, player of trading card games. This is, for many, a hobby, but for you, it's potentially a career.

**Designer [Free]**
You are a designer of trading cards. You work, in some meaningful creative capacity, for a trading card company.

**Card Capturer [200 CP]**
Ah, the *Odd* origin. With this origin, you can enter trading cards, and with the right perks you can bring friends with you or take friends out of the cards you enter. Card Capturers are incredibly rare, and in all likelihood, barring drawbacks, you'll be the only one you encounter if you select this origin or otherwise take the perks here.

# Perks
*Origins get their 100cp perks for free and the rest are discounted to 50%.*

## Player

**Rules Lawyer [100 CP | Free for Player]**
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.

**Skilled Strategist [200 CP | Discounted for Player]**
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.

**Champion [400 CP | Discounted for Player]**

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.

**Heart of the Cards [600 CP | Discounted for Player]**
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.

## Designer

**Creative Eye [100 CP | Free for Designer]**
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.

**Mechanical Maestro [200 CP | Discounted for Designer]**
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.

**Popularity [400 CP | Discounted for Designer]**
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.

**Creator [600 CP | Discounted for Designer]**
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.

## Card Capturer

**Card Exploration [100 CP | Free for Card Capturer]**
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.

**Card Charming [200 CP | Discounted for Card Capturer]**
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.

**Card Compass [400 CP | Discounted for Card Capturer]**
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.

**Changing Card [600 CP | Discounted for Card Capturer]**
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.

# Items

*Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.*

*Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.*

*All origins get their 100cp perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.*

*Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.*

## Player

**Card Pack [100 CP | Free for Player]**
Every week you get a small pack of cards from a collectible card game series of your choice. This pack will only have 10 cards but you are a guaranteed to rare and decently powerful cards.

**Challenger Finder [200 CP | Discounted for Player]**
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.

**Card Champion [400 CP | Discounted for Player]**
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.

## Designer

**Artist's Dream [100 CP | Free for Designer]**
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.

**Play Testers [200 CP | Discounted for Designer]**
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.

**Card Company [400 CP | Discounted for Designer]**

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 successfully, earning more than enough to hire and field multiple teams of artists and designers at the same time while awarding you a decent profit.

### Card Capturer

**Card Cloth [100 CP | Free for Card Capturer]**
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.

**Distinct Deck [200 CP | Discounted for Card Capturer]**
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.

**Capture Card [400 CP | Discounted for Card Capturer]**
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.

## Companions

**Companion Import/Companion Creation [50-200]**
With this you can spend CP to import companions into this jump, giving them 600 CP and the ability to pick and choose origins, perks, and items of their own. You can also create a companion using this, whose origins, perks, and items will be picked by you, who will exist in the setting and join you along this journey. You spend 50 CP per person you do this for, or you can spend 200 CP and create or import 8 such individuals.

**New Friend [50]**
This is the option to recruit someone you met here. By taking this you get a token that if you give it to someone allows them to instantly understand what a chain is and what it

means to be a companion and who is given the chance to come with you. If they say no you get the token back, it is recharged and you can give it to someone else. Each investment of 50 CP here gives you a new token. Each unspent token is refunded at the end of the jump.

# Drawbacks

**Another Universe [+0 CP]**
This is a supplement toggle. With this you can attach this jump to another one and fuse the two settings into one to whatever extent you wish.

**Extended Stay [+100 CP]**
For each purchase of this your time here is extended 10 years. You can take this up to three times for points, but after that all it does is extend the length of your stay in this setting.

**Judgmental [+100]**
Plenty of folks here are a bit judgmental about people's hobbies and interests. Expect a lot of annoying remarks.

**Loss of Understanding [+200]**
People will, from here on out, be much more ignorant as to how card games work. There will be many annoying remarks, particularly about card games you like, where people reveal how dense they are.

**Least Favorite Type [+200]**
Whatever type of card game you like the least experiences a gigantic uptick in popularity as you enter this jump. For the duration of your stay people will be far more likely to recommend card games you just don't like, and such games will experience surges of popularity.

**Fandom Wars [+400]**
Oh, people are REALLY intense about fandoms. This will regularly result in mild violence, and occasionally result in fairly intense violence. Events will unfold in such a way that you are regularly dragged into these conflicts.

**Everybody's A Critic [+400]**
Card game critics are much harsher in this world. Their reviews are scathing and they actually impact how well a series does. This may sound like a boon, but enough bad reviews can shutter a card game and get it discontinued, not to mention harm the mental health of designers.

**Endless Debates [+400]**
Oh no, people are really annoying about this now. The entire time you're here discourse about games will be happening. Expect endless debates about the secret political meanings of card games whenever you look at the comments section of anything involving card games.

**Card Reality [+600]**
This world has gotten much, much weirder. Card characters now bleed through into reality, and popular enough card game series can find their characters coming to life in the real world spontaneously. Things and people from card worlds operate on rules similar to when card characters are brought out of games, but without being capped at your power level or tied to you. Characters from cards will have their own senses of morality and their powers, and thus this world will certainly be very different. Unfortunately, this only begins to happen when you enter the world, perhaps as a consequence of this world being opened to the grander multiverse.

**Card Wars [+600]**
Card Capturers, as per the origin, now exist in much greater numbers. They have their own copies of the abilities here, and while many are helpful and kind, some are not and like to use their powers selfishly, creating regions they rule over using their powers from an assortment of trading card characters to get rich or to live hedonistically.

**Lockdown [+600]**
You have no **Out-of-context** items, powers, or warehouse. This can be reduced in intensity, making you lose access to your other perks, items, or warehouse, but not all three, in exchange for dropping how many points this gives you. If you only lose access to one of the three you only get 200 points, if you lose access to two out of the three you get 400 points, and if you lose access to all three options you get the full 600 CP.

# Decisions
*You have three choices …*

**Go to next Jump**
Continue onto the NEXT GREAT ADVENTURE!!!!!!

**Stay**
Stay and enjoy your current life.

**Go back**
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.