

Yu-Gi-Oh! Arc-V Tag Force Special Jumpchain



By Fanficwriter

Description:

Welcome Jumper, to the World of Yugioh, or all of them to be specific. This is the world of Yugioh Arc-V Tag Force Special, the seventh installation of the Tag Force series of video games for the PSP.

In this game you can participate in duels spanning the five series at the time, from Yugioh Duel Monsters (aka the Original series) all the way to Arc-V. In each era Tag Duels will take place involving the player and a partner chosen in the menu. For you, it will be a bit different. You will go through each series, two years per series from start to the time limit. You will be involved each time, though you will need to find bonds with them each time.

You will need these **1000 Card Points** if you wish to prevail.

Eras:

Duel Monsters:

The era of Yugi Muto, the age of barely any Ban List when there were about five effect monsters at the start, and Fusion with painfully specific materials for below average Fusion Monsters. The best summoning method that isn't a Normal Summon, is Ritual Summoning and turns that consist of summoning one monster and maybe playing one card face-down was the pinnacle of strategy.

Your time starts when Yugi Muto receives an invitation for the Duelist Kingdom tournament and you too will be invited with a dueling glove and two star chips. This portion of the jump starts two years later, or when Yugi Muto defeats the Pharaoh in their ritualistic duel, depending on whether you say it happened before two years were up.

GX:

The era of Jaden Yuki, or Yuki Judai, the age of Fusion Summoning when Archetypes began to be used more extensively such as Elemental HERO, Armed Dragon and Machine Angel. Archetype support for older cards like Red-Eyes and Dark Magician also started to appear. Mind you, players are still likely to start their duels painfully slowly.

Your time starts here at the time of the Duel Academy Entrance Exam, maybe you will be late like Jaden and face Crowler, maybe not, who knows? The end of this portion will be at the end of two years after your entrance into this portion, missing the third year shenanigans.

5Ds:

The era of Fudo Yusei, the age of Synchro Summoning and Card Games on Motorcycles. Over a dozen Special Summonings per turn is kinda starting to be normal and Hand Traps as well as floating and graveyard effects are popular. Also, a lot more Effect Monsters. There is also the whole issue with the Dark Signers and Yliaster to consider.

Your time here begins when Yusei tests his new Duel Runner and Riley brings a better chip for him to test. In other words, a few days before he goes to New Domino City. Your time ends two years later, a small while after the final destruction of the Ark Cradle.

Zexal:

The Dimensionally most confusing era, the age of Xyz Summoning and Tsukumo Yuma. Aside of the spazmic kid with the key necklace, the most notable thing is the war between the Barians and the Astral World and the scattering of the "Number" Cards, which are about as compatible as an archetype as oil and water. People search for these cards and those who find a blank one imprint on it, turning it into a card that fits them while being corrupted by it.

You land here just as Astral's mind is scattered all over Heartland City and shall leave two years after that point.

Arc-V:

The era of Pendulum Summoning, the age of Zakaki Yuya, the birth of Pendulum Summoning and Master Rule 3. Action Duels dominate the professional scene and Zakaki Yosho, once a master of the art, has disappeared ages ago. Meanwhile in other dimensions war is brewing. How exactly they do so with playing cards... yeah it wonky.

You land here just when the You Show Duel School's Real Solid Vision projector breaks down because Hiragi Yuzu spills on the controls and will exit two years from that point on, way past the end of the interdimensional war and the conversion of the Standard Dimension into the Pendulum Dimension.

Origins:

King of Games:

You're the King, or at least a skilled duelist. You have the luck and skill to win against horrible odds even using a Deck that has about as much synergy as... wait I brought that joke up before. Like Yugi, or Atem, yes.

Student:

You're a student, a enthusiast of dueling and a hero in the making. You have a knack for drawing the right materials for Fusion Summon or any other summoning method you care about. You may not be good at strategy or theory, but you sure know how to get your game on!

Technician:

You're a ace of strategy and coming up with winning strategies. Your uncanny ability to keep cards playable with which to turn the tide of battle, recycling cards in the Graveyard, making full use of every card you draw and then some, that is your greatest trick. You're also a daft hand at mechanics, and I'm not talking summoning mechanics.

Cheerful Kid:

There is nothing that can take away your spank, huh Jumper? Your go-getter attitude shines brighter than a thousand suns! No matter your opposition you can find the spirit to fight and may even learn new things from your opponents in the middle of battle. This shining spirit also will allow you to unlock powers that should not be possible in this energy deprived world.

Entertainer:

To please the crowd, to bring smiles and draw strength from your wish to fight off the despair of others. This is you. You are incredibly athletic and have a bond with your cards that goes beyond just being comrades in battle or master and servant. When your monsters fight, they do so with an intelligence that defies logic, moving in ways so as to allow them to strike faster or avoid obstacles more effectively.

Decks:

You can purchase as many Decks as you want but only the first Starter or Structure Deck is free and the first two Archetype and Custom Decks are discounted. All cards gained here are protected and will return to you after 4 hours if stolen, lost or destroyed

Starter Deck Yugi (-100):

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

Starter Deck Kaiba (-100):

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

Starter Deck Jaden (-100):

The first Starter Deck of Yugioh GX, contains many Elemental HERO monster and even Fusion Monster. Contains Elemental HERO Bladedge.

Starter Deck Yusei (-100):

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

Starter Deck Yuma (-100):

The First Starter Deck of Zexal based around summoning Level 4 monster and Xyz Summoning on a basic level with three Xyz Monsters. Contains Number 39: Utopia.

Starter Deck Yuya (-100):

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

Structure Deck Yugi Muto (-200):

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

HERO Strike Structure Deck (-200):

Structure Deck built around Elemental HERO and Masked HERO monsters. It includes cards such as Mask Change and Form Change alongside various Elemental HERO and Masked HERO monsters. It's main feature is Contrast HERO Chaos.

Synchron Extreme Structure Deck (-200):

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

Pendulum Domination Structure Deck (-200):

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

40/15/15 Card Archetype Deck (-400):

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

Custom Archetype Deck (-600):

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

Perks:

All perks are 50% off for their Origin and 100 CP perks are for free when discounted. Additionally, all Origins have 1 floating discount applicable to any 100, 200 or 400 CP perk.

Undiscounted:

Know the Game (Free):

You wouldn't be much of a duelist if you didn't know the rules of the game, am I right? This gives you a basic understanding and skill at the Yugioh Trading Card Game, or Duel Monsters, as it is called here, as well as the skill and knowledge to competently use your Deck.

Seems Legit (Free):

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

Dark Magic Protection (-100):

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

Duel Points System (-100):

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

Anime Cards (-200) (Capstone Booster):

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

Card Shop (-200):

This isn't a physical shop, rather this perk allows you to purchase booster packs from a catalogue of sorts only you can access. You can pay in normal currency or with DP. It also offers Starter and Structure Decks though the cards here aren't fiat backed to return to you. If capstone Boosted this will include Booster Packs and Structure Decks made from custom cards made on Deviantart or which were made for YGOPro or Dueling Book. Does not include anything Vrains or beyond.

Let's Duel! (-400):

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

King of Games:

Ancient Wisdom (-100):

Whether by virtue of an ancient spirit or a grandpa with a past in Archeology, you are far more knowledgeable in things pertaining to the past and the history of what you're interested in, such as knowing the history of Duel Monsters to a painful degree. In future jumps this knowledge will expand to knowledge of ancient civilizations, even those lost to history.

Ritual Summon! (-100):

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

Attack The Moon! (-200):

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

The Answer is Neither (-200):

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

Penalty Game (-400):

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

Mind Crush (-400):

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

I'm Holding him back but I can't go on for much longer! (-600):

Your mental defenses are impressive, Jumper. You could lock your mind from mind readers for quite a while, even some of the strongest would struggle. This won't be absolute, but even a few minutes and some distraction would be enough, I am sure.

Capstone Boosted: Now we're talking, rather than you alone holding back the tide, the more bonds you have the more powerful this becomes. Even one friend will double the power and if four or more are at your side? Good luck to your enemy, now they are the one being read!

Cards of Greed (-600):

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

Capstone Boosted: Now that is greedy. This is already a jump dealing with custom cards, so why not? Instead of Pot of Greed or Cards of Sanctity you may change one card in your hand into "Pot of Abundance", a special card that allows you to draw six cards regardless of how many you're already holding in your hand.

Student:

Get Your Game On! (-100):

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

Fusion Summon! (-100):

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

Slacker's Pride (-200):

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

Friend of Spirits (-200):

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

I activate Skyscraper! (-400):

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

A Hero Appears! (-400):

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

Supreme King (-600):

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

Capstone Boosted: Now you go a bit beyond that aren't you Jumper? With this perk you can now draw literal strength from the spirits you call on, imbuing you with a fragment of their power by imbuing them into you, gaining a sort of armor in the process.

Super Polymerization! (-600):

Sometimes, having only one monster can be a problem when you have a strategy revolving around Fusion Summoning. This perk helps with that. You may summon 1 Fusion monster related card to your hand per turn OR initiate the effect of Super Polymerization without the card or cost, fusing monsters on either side of the field. After this jump you can use this perk to mix and match perks and items as you desire, even combine different follower items and/or rewards together.

Capstone Boosted: No longer will the flesh limit you. Once a day you can fuse yourself with a willing participant to gain all of their powers, effectively becoming an amalgamation of you two. You will be the dominant personality but will have all the knowledge and experience of those you're fused with. You have no limit on how many you can be fused with at a time, and you can defuse at any moment, however you will also count as a member of their species and have their weaknesses unless something else negates them.

Technician:

Scrap Iron Racing Bike (-100):

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

Synchro Summon! (-100):

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

Racing King (-200):

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

Clustering Hopes Form a New Star (-200):

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

Roar of the King (-400):

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

Mark of the Dragon (-400):

A Signer is you! This is the mark of the Dragon's Body, one of seven marks of the Crimson Dragon, though it should be five but who can count around here? They use calculators for their Life Points after all. Unlike one that you may or may not obtain in this jump if you're proving yourself worthy, this mark will not fade by the end and allows you to call upon the Crimson Dragon for aid. After this jump this perk will also make deities, primordial or otherwise, be much more inclined to favor you and once per jump you can call in a favor of aid from such deities by lifting your arm into the air, mark exposed.

Clear Mind! (-600):

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

Capstone Boosted: It is a bother when darkness encroaches on you and/or your friends. With a mind so clear as yours, this is no longer an issue. Any force trying to control the minds of you or those close to you will find itself blocked, if remotely controlling, or trapped within, becoming a source of power, if possessed. Furthermore the normal effects of Clear Mind will be available to your companions.

Gathering Wishes (-600):

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

Capstone Boosted: Now this borders on cheating, wouldn't you say? Once per duel you can summon 5 Synchro Monster, including one Synchro-Tuner, and change their levels to equal 12. After this jump you can now extend the effects of this perk to all of your allies at the same time, allowing them to regain their strength in a dire situation.

Cheerful Kid:

Katobingu da Ore! (-100):

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

Xyz Summon! (-100):

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

Level Modification (-200):

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

Double Summon (-200):

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

Rank-Up-Magic! (-400):

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

Astral Aid (-400):

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

Shining Draw! (-600):

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

Capstone Boosted: Forget just handheld items, you can now summon to you any item from the size of a two story house down to anywhere within 20 meters of you, no that doesn't mean you can summon them to land on your foe.

ZEXAL! (-600):

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

Capstone Boosted: No, you don't get something else, however now you reach Zexal 3, the most powerful form of this ability. When merged you not only share the above, but also perks, ownership of items and powers. Furthermore you can combine alt-forms in one way or another to gain their benefits, but also receive their drawbacks.

Entertainer:

Duel Acrobatics (-100):

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

Pendulum Summon (-100):

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

Crowd Pleaser (-200):

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

Adaptable (-200):

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

Finding the Cards (-400):

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

My Cards are Changing! (-400):

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

Zarc's Plan (-600):

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

Capstone Boosted: With this, any attempt to possess you will not just fail, but trap the one trying to do so inside of yourself, granting you the same benefits as if you had absorbed them.

Natural Energy (-600):

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

Capstone Boosted: Well, having this power is nice, but now you are also immune to any attempts to block or steal your own powers that aren't related to Drawbacks and even then, it will only fail against those who explicitly block your powers.

Items:

Note: All Origins have their 100 CP items for free and get a discount on all other items in their line. They also get two floating discounts to be applied to any item other than those of their own Origin and cannot be used on the same item together.

Undiscounted:

Duel Disk (Free):

This is a Duel Disk of your own choice in terms of design. It can be any Duel Disk style found in the eras of Duel Monsters to Arc-V and may include Yliaster style Duel Disks and those used in Dark Sides of Dimensions. This Duel Disk will store any and all cards you own and can be used to access a Deck Builder to select cards for your Deck or to call a card from your Deck/Extra Deck to your hand. It also includes a card holder if you don't have a hand free.

Yu-Gi-Oh! Arc-V: Jumper Edition (-50):

This is a collection of Yugioh DVD, games and manga based around your own adventures, Jumper! The games in particular take on the style of the Tag Force series of games and are playable on the Playstation Portable. All needed hardware will be provided.

Epic BGM (-50):

Hey Jumper, know how many series have some truly epic soundtracks? Like Clear Mind for example? Well, now you too enjoy this benefit! At any point you can have any Yugioh related soundtrack playing, audible for either just yourself or everyone. Which one is up to you, obviously.

King of Games

Capeable Uniform (-100):

A simple, Japanese School Uniform, either male or female which includes a jacket that can be grabbed on one side, pulled to take it off in one motion, before swinging around to wrap one's shoulders as a cape.

Duel Arena (-200):

A traditional dueling arena, as in one of these huge machines that can rise out of the ground in Duelist Kingdom. You can summon this giant device at any time to yourself and it will be perfectly personalized to allow any sort of card game imaginable. It's field is compatible with Pendulum Summoning but lacks Extra Monster Zones for Master Rule 4.

Millenium Item (-400):

Millenium Items are dark magical artifacts introduced in the original Yugioh Manga with Yugi Muto's Millenium Puzzle. Normally seven you may either choose a pre-existing one, in which case if it isn't the Millenium Scales you have to win the thing off the holder, Shadi is not exactly attached to the thing anyway, or a eighth item, the Millenium Wings, which is a pendant in the shape of a bird with folded wings.

Students:

Shadow Pendant (-100):

This is an item that can be best described as an off-brand Millenium Item, weaker but able to create Shadow Games and some other powers, which generally aren't well understood or even shown. You too have one of these items, a copy of the pendant Jaden would hold and which could stop Camula's Gate of Souls from taking somebody hostage against him. Your own version, however, will work against any form of dark magic, so good on you I guess?

Badass Armor (-200):

This is a copy of the dark armor worn by Haou (Supreme King) Jaden during his tenure as a Sith Lord, I mean, after his fall to darkness. It is extremely spiky, looks rad as fuck, gives you an aura of pure coolness, and comes with what is maybe the most badass Duel Disk around.

Duel Academy (-400):

Now look at this, isn't that neat? This is an academic institution that offers Highschool level education along with training and education in professional card games. This will manifest as a Warehouse attachment while not inserted into a world and comes with the full island, including the huge sealing thingy under the school that can hold literal deities at bay. Students of this school will learn any subject you care to have them taught 10 times faster than normal too.

Technician:

D-Runner (-100):

This is quite a machine you've got there. This advanced racing motorcycle is a fully functioning D-Wheel or D-Runner, a cross between a motorcycle and a Duel Disk. Not only is it able to be used for Turbo Duels but it is also a powerful racing machine. In its current state it can reach up to 280 km/h and will upgrade itself with any available technology to improve performance. The style of the device is up to you.

Dueling Tether (-200):

This is quite a little device. This is a long cable connecting two rings that can open to enclose around a Duel Disk's field. Once locked it will force a Duel and the loser's Duel Disk is destroyed afterward.

Satellite (-400):

This is odd, this is a replica of old Domino City, later known as Satellite. While largely in ruins this floating piece of land is fairly large and with some work can be restored to living conditions. It also has an Ener-D Reactor and while this one is currently inoperable, you get the blueprints to rebuild and improve it with this item.

Cheerful Kid:

D-Gazer (-100):

This is a peculiar device used in Zexal. With Dueling being moved to Altered Reality this is a crucial item to participate in, but also serves as a PDA screen if you so wish. Finally it is also an upgrade to your Duel Disk, allowing the two of them to connect to the Internet of any world you've visited, or their equivalent. It is only in observation modus, but still.

Key Pendant (-200):

This is a strange, key-like pendant similar to the one Yuma carries. It has two abilities, the first is that it serves as a Skeleton Key, meaning it can open any lock without effort. Secondly one of your companions can, at will, enter the key to grant you their perks and ownership of their items. They can also leave it again if you so wish.

Numeron Code (-400):

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

Entertainer:

Action Skates (-100):

This is a pair of devices attached to your shoes which generate holographic wheels of solid light next to your ankles. These wheels can let you move at high speeds and are ideal for Action Duels or other forms of acrobatics. Due to their nature it is also perfectly possible to traverse difficult terrain, such as the rigging of a Galleon, using these rollerblades.

Crossover Accel! (-200):

More of an upgrade than a item, this is a fully functioning, portable Action Field Generator that can be used to perform Action Duels or fight using holographic projections. It is installed on your Duel Disk and will operate using the “Crossover” Action Field while active.

Leo Corp (-400):

Leo Corporation is the distributor and developer of all Duel Monster Cards and related hardware in the Standard Dimension during Arc-V. Founded by Akaba Leo, this corporation can be called a Megacorp with it's huge reach and influence, able to install a citywide system for Action Duels in relative secrecy. You now own this corporation, or at least one like it. It will always have the latest technology and equivalent monetary and influence based power as the original in future worlds and it's R&D can churn out advanced pieces of technology at an astounding rate.

Companions

Tag Partner (Free):

You may import or create 1 companion for free who will accompany you through this entire jump. They have 800 CP and gain CP equal to all Drawbacks you take that do not affect only you personally. You can also use this to designate a duelist of one of the five eras as your companion but they won't join you until their era comes up. They also, naturally, all get a Origin for free.

Spirit Partner (-50):

Remember Yami Yugi, Winged Kuriboh and Astral? Now you have a companion like this as well. This companion has the same benefits as the one above but will share their perks with you unless they import with a new alt-form.

Bonds of Friendship (-100):

With this option you can import and/or create up to 8 companions to join you here. Yes they too gain 800 base CP and gain CP for every drawback that targets people other than you.

Drawbacks:

Extension (+0):

You may want to stay here for longer, that is fine with me. Now your stay in each “Level” will be extended to 4 years, meaning you stay for a total of 20 years in this jump.

No Filler! (+0):

Well Jumper, while I don't agree with the assessment here, specifically because Manga and Anime diverge so much they are completely separate anyway, you may toggle this to pick and choose between the Anime and Manga versions of each era. Be warned that the Manga tends to be darker and edgier with lots more violence and death than the Anime. Bandit Keith is shot in the head, for an example.

Fem!Protag (+0):

You know how there aren't any girls of actual importance as duelists in this series? How there are too many guys playing the big game? Well, now you can change that. You can make any characters the opposite sex at will in this jump before entering each era. Girl Jaden? Sure. Guy Tea? No problem.

You can also use this on yourself, by the way.

Plot Bound (+100):

Oh? You thought you can just skip out on the action? Just defend yourself from attack and leave everything to the heroes? No longer, sorry pal. For the duration of this jump you will be closely linked to the main character of each era and have to fight alongside them or else your chain will end.

The Bracelet Jumper (+100):

You may not have to contest with Academia until Arc-V, but until then you will still be hounded by every badguy around. You also may not be a part of Akaba Rei, but that doesn't affect this. During each era you will be hounded by relevant villain groups, such as Duel Terminators, Rare Hunters, Orichalcos followers, desert bandits, the Shadow Riders, you get the idea.

Hairy Catastrophe (+100):

Either your hair looks like a bird's nest, a Kuriboh or you're bald. It's your choice jumper.

Field Advantage (+100):

Remember the Field Power Bonus from Duelist Kingdom? That completely asinine concept? Well, now you have to deal with it. Your opponents will always have a 30% increase to their monster's stats while facing you in an area that can be construed as being to their advantage. And they will try to make sure that's the case.

It Allows me To Draw Two Cards (+200):

While I know this is a minor drawback all things considered, it can be grating. Every effect that has been used so commonly it's probably as well known as Yugi's hairstyle will be explained to you in excruciating detail for the entire duration of this jump. And not just you, but your companions as well, and your companions get in on the fun as well!

Aren't you a bit young? (+200):

For attending Domino Highschool, Duel Academy or riding a D-Runner? Yes, Yes you are. Your maximum age for this jump has been set to no greater than 10 years old and your D-Runner will be converted, if you have one, into a Duel Board. People won't exclude you from normal activities exactly, but you will get comments all the time, and be looked down upon. Literally.

Little Kuriboh! (+200):

You may be a fan of the Abridged Series, but can you live through it, for years on end, IRL? I hope you because now everything is as portrayed in the Abridged Series of the Yugioh franchise. Duels will still take place as per normal, just don't expect your sanity to survive.

Criminal Mark (+200):

Remember that tattoo Yusei got early in 5Ds? And all those Crow got too? Yeah, those aren't normal tattoos, they are criminal markers containing tracking devices. While you aren't wanted exactly you will be recognized as someone who has been to jail in some capacity and that will color the opinions of many.

Card Wars (+300):

Oh this isn't good Jumper. Normally this would just be about the Yugioh franchise, but now you're dealing with more than that. For every purchase another TCG franchise will be part of this world and they will engage in actual conflict with anyone playing another game and vice versa. There will be literal wars on a city-wide scale every other year!

Not Again! (+300):

Yet Again! At least once per story arc one of your companions, imported or not, will be brainwashed, given an uber broken Deck, and you will be forced to fight them! If you don't have a companion, it will be a friend of the main character or yourself, it could even be someone from your original world! On the upside, if it's the latter you can take them as a companion if they don't die in the duel.

Skill Drain (+300):

Remember all those Perks you got over the many jumps you've been to? Now they're gone. For the duration of this jump you will be locked out of your outside-Jump powers, limited to what you purchase here in other words.

The Jumpchain Puzzle (+300):

You thought you can take people down with items from elsewhere? Forget it! Unless they are from a Yugioh jump any and all items and your warehouse are locked tighter than the Friendzone!

Red-Hat Jumper (+1000):

Excessive amount of CP? Sure looks like it. However now you can't escape at all. With this drawback you become the pivotal cornerstone of this world's survival, win or lose, this world will end if you can't accomplish what the Protagonists have been doing for years in each world. If they are still around they will be supporting characters to you, Jumper.

The End

So Jumper, you've made it through this jump after all, congratulations! For obvious reasons you keep everything you've gotten here as well as these Promo Cards:

Dark Magician, Dark Magician Girl, Dark Magician of Chaos, Black Luster Soldier, Envoy of the Beginning, Blue-Eyes White Dragon x3, Blue-Eyes Ultimate Dragon.

Elemental HERO Neos, Elemental HERO Flame Wingman, Elemental HERO Shining Flare Wingman, Elemental HERO Avian, Burstinatrix and Sparkman.

Stardust Dragon, Shooting Star Dragon, Shooting Quasar Dragon, Shooting Riser Dragon, Formula Synchron, Junk Synchron, Stardust Warrior.

Number 39: Utopia, Number C39 Utopia Beyond, Number 99: Utopic Dragon, Number 68: Galaxy-Eyes Prime Photon Dragon, Baby Tiragon.

Odd-Eyes Pendulum Dragon, Dark Rebellion Xyz Dragon, Clear Wing Synchro Dragon, Starving Venom Fusion Dragon, Supreme King Dragon Zarc, Odd-Eyes Raging Dragon.

Now, what is next?

Duel of Destiny:

It's over, the final duel has been completed and you wish to return home. You keep everything you have and may even integrate the dueling tech of this world into your home universe. Dueling was never this exciting I bet.

It's Time to Duel!:

Don't want to leave? Feel like this has been too much fun? Well, okay then. You can stay here and travel freely between the five eras at will in the forms you took in each of them.

The Show Must Go On!:

Moving on, are you? Alright then, keep everything you got here with you, you've earned it.

Changelog:

v1.0: Jump ready for use.