
Yu-Gi-Oh!
GX

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Anime

A Jumpchain CYOA by WoL_Anon

Ver. 1.1

Welcome to the world of Yu-Gi-Oh!, Jumper. This world is dominated by the card game known as Duel Monsters – a card game backed by very real mystical forces. Duel Monsters is mainstream to the point that it can be a professional career, with major duelists having celebrity status. Prestigious schools exist to prepare students for such a career.

One of these students is Jaden Yuki, a slacker who duels for fun. Over the next few years, major events will revolve around this boy. A group called the Shadow Riders will attempt to claim the legendary Sacred Beast cards kept hidden at Duel Academy, Jaden's school. A powerful cosmic force known as the Light of Destruction will attempt to engineer the end of all life on Earth. Yubel, a twisted Duel Spirit with ties to Jaden's past, will drag Duel Academy in the world of Duel Spirits, and later try to merge the dimensions together. And if that wasn't enough, Nightshroud, a being of darkness, will very nearly succeed in sending every human into his World of Darkness, in order to strip them of their identities and keep them trapped for eternity.

What will your role be in these coming events? Will you try to resolve them alongside Jaden, or in his place? Do you have your own dark ambitions? Or maybe you just want to chill out with the crew at the school yard? That's up to you.

You arrive here the morning of the Duel Academy entrance exams. You will be staying here for the next ten years.

You have 1000 choice points (cp) to spend.

IMPORTANT NOTE: Unless you take a certain drawback, losing your soul will not cause chain failure. However, if your soul is destroyed, or if it is not returned/taken back by the time the jump comes to an end, you will fail your chain.

-Age and Gender-

You may choose any age you would like for free, as long as it makes sense and does not provide you with any additional advantages you have not purchased.

Your gender remains the same, but you can pay 50cp to change it if you wish.

-Species-

Choose one of the following options. Post-jump, any species you choose here will be considered an alt-form, which you can switch to and from at will.

[Free] Human

You are a human. Nothing more needs to be said.

[Free] Tiger

Requires the Shadow Charm item, taken as the Shadow Charm Gauntlet.

This is your true form, that of a powerful tiger. You'll still be able to speak in this form, but if you wish to duel you'll have to rely on your Shadow Charm, or some other means of assuming a human form.

As a special consideration, during this jump only, your tiger form will have enhanced longevity to ensure it is capable of surviving the jump's length.

[200cp] Vampire

Like Camula, you are a surviving member of the proud vampire race. Centuries ago, vampires were seen by humans as monsters, and hunted to near extinction.

As a vampire, you remain physically young and healthy, and will not pass away from old age. You can be identified as a vampire by your pointed ears and vampire fangs. As a vampire you do not need to eat, drink, or breathe to survive, and can hibernate for centuries should you so choose. Being staked in the heart will cause you to vanish, instantly killing you.

You also have various supernatural powers, including seeing through the eyes of bat familiars – your eyes glow red when doing this.

[200cp] Duel Spirit

Duel Monsters aren't just cards. They are real monsters, located in another dimension, and known as Duel Spirits. Sometimes, these monsters appear in the human world, as well. You are one of these Duel Spirits, tied to a specific card. See *Your Card* for more information.

Your form is decided by you on purchase of this species. It can be a monster already present within Duel Monsters, or something completely original that falls within the general power level present during this era. An original monster must remain within the scope of established monsters in terms of size, and that you fall into a type and attribute present in the Yu-Gi-Oh!/Duel Monsters card game (excluding Divine-Beast/DIVINE) even if that type may not be immediately apparent to others.

In the human world, unless manifested by some special ability or circumstance, you are an incorporeal being. Normally, only certain humans would be able to see and hear you in this state, but as a special consideration you can allow yourself to be seen and heard by any person you like (but you cannot hide from those normally able to see you). Naturally, as a Duel Spirit yourself, you'll be

able to see incorporeal Duel Spirits. While you do not need to eat, drink, or breathe to survive in this state, you must remain tethered to *Your Card*; should some force separate you, you will start to slowly suffocate until you can reconnect to it. Should *Your Card* be destroyed, you will die. Post-jump, your dependency on *Your Card* is removed.

In the Spirit World, or when otherwise manifested, you take on a corporeal form. You may get hungry in this state, but do not actually need to eat to survive. The power of a Duel Spirit roughly corresponds to the power of your card. As a general rule, a monster of higher level and greater Attack Points is likely to defeat their opponent, but they might still be overwhelmed by numbers or other circumstances. A monster with an effect may be able to use this as a rough equivalent to this effect when manifested; for example, Maiden of the Aqua can cast a spell to flood the area with water, mirroring her card effect to treat the field as Umi. A monster may also be able to activate the effects of one or two Spell Cards that are strongly associated with it as additional abilities; for example, a Harpie Lady might be able to equip itself with Cyber Shield, or use Elegant Egotist to call in her sisters. These effects are only roughly approximations; a fully manifested Exodia would merely be quite strong, rather than instantly winning against any foe. Effects that can't be translated to the real world are not available.

Your chosen form will not provide additional special abilities when manifested beyond the above or that you have not otherwise purchased. For example, you may choose to be Yubel, however you would not be able to see into the hearts of others without the *Darkness of the Heart* perk, nor would you be able to send others to other dimensions without the *Somewhere Over The Rainbow* perk or a similar ability.

Additionally, if you have or later acquire Yu-Gi-Oh! or Duel Monsters style monster forms, you may also use them as a Duel Spirit. When these forms are manifested they simply operate as they would were you to utilise these forms directly – they do not gain additional battle power, effect emulating, and Spell Card emulating abilities they do not already possess.

When a game piece representing you is used in a game that can sufficiently represent your form, such as via the Solid Vision technology used in Duel Disks or during Shadow Duels, you can take part in that game, appearing in place of that representation. This includes cards that represent an upgrade of your form, represent other forms you possess, certain 'retrains' of your card, and certain Fusion/Extra Deck forms related to you. You cannot act outside the rules of the game you are taking part in in this way. You can only appear in one game at a time in this way, within the context of a game you may appear as all copies of you in play. If you are acting in a player/duelist role, then you can choose whether you move to your game piece's position but still act in that role, or whether a copy of you appears as the game piece but you also remain where you were as a player/duelist.



[1300cp] Embodiment of Darkness

Duel Monsters is said to have existed in some form since the dawn of the universe. So, if the world could be compared to the face up side of a Duel Monsters card, then what you represent is the reversed side.

You are an embodiment of darkness. You are an ageless being that doesn't need to breathe, eat, or drink to survive, but destruction of your body will count as death for the purposes of chain failure. The specifics of your form are decided by you on purchase of this species, so long as it remains comparable to Nightshroud's true form. Your form can in some way be used as an organic Duel Disk; Nightshroud placed his cards on his wings, but you aren't obligated to use the same approach.

As an embodiment of darkness, you have a variety of special powers. First, you have the ability to send others to a special world where they are stripped of their identity and used to empower you; however, you can only send a person to this world if they are willing, or if you can defeat them in a duel or similar contest.

Next, when you observe a person imbue negative feelings into their cards, such as frustration or grief, you can imbue those cards with your darkness. This corruption can spread across nearby cards, like those kept in the same deck, though this process is not instantaneous. A duelist carrying a corrupted card may experience hallucinations, and sufficiently corrupted cards can render themselves incompatible with Solid Vision technology.

But that's not all this corruption can be used for. When enough corrupted cards are placed together, they can be used to create a nameless being (hereafter referred to as a Trueman for convenience), which is completely loyal to you and shares your goals. On purchase of this species, you can determine the personality and base appearance of your Truemen. Truemen are capable of shapechanging, utilising illusions, and even messing with the memories of others via hypnosis. Like you, they can send others to your special World of Darkness, as well as corrupt more cards and make more Truemen. All of your Truemen operate within a singular hivemind, that allows them to co-ordinate extremely effectively. Naturally, this can escalate very quickly if allowed to; should events proceed as expected, Nightshroud will send almost every human on Earth to his World of Darkness through the use of his Truemen. Defeating a Trueman in a duel with cause it to temporarily destabilise, but unless the corrupted cards it is born from can be purged, it will reform after a short time.

In other settings, you may be able to spread your corruption and create Truemen through other objects that possess a similar role and importance to that of Duel Monsters cards in this setting.

Should you ever be defeated in a duel, it will cause you to be destroyed, any Truemen you have made to be destroyed (purging the corruption that would allow them to reform), and all those who are trapped in your World of Darkness to be freed. As a special consideration, these effects will not occur if the duelist that defeats you would not want them to.

-Background-

You must choose one of the five Origins in this section. Each one qualifies you for different discounts. You may design a background in this world, based on your Origin and what you purchase here, provided it makes sense and does not provide you with advantages not granted by purchases you have made. Alternatively, you may choose to take your Origin as a Drop-In, with no memories or history in this world.

Those electing to be an existing Duel Academy student are free to choose their dorm; likewise those intending on being a new student going through entrance exams can have the necessary background to qualify them for an Obelisk Blue placement if they test well. Drop-Ins are still able to enter Duel Academy or other institutions via the usual means, but naturally won't have the requisite background for an initial Obelisk Blue placement.

Slacker

Exclusive to Non-Duel Spirits.

You're a relaxed, carefree sort. You're the kind of person that sleeps through class, and where others may duel for all kinds of reasons, you duel for fun above all else. Maybe you'd get along well with Jaden Yuki?

Supporter

Exclusive to Non-Duel Spirits.

You might not be the protagonist of this story, but this doesn't mean you can't play an important role. If you attend Duel Academy, you'll likely end up as part of Jaden Yuki's friend group – whether that means standing beside him as a comparable duelist or looking up to him as a "big brother" is up to you.

Rival

Exclusive to Non-Duel Spirits.

Duel Monsters is serious business, and you have serious ambitions. Perhaps you're a prodigal talent who stands out amongst your fellow students and is looking to go pro? Maybe you've gone pro already? Or, you might be responsible for training the next generation of duelists? In any case, you'll likely stand across from Jaden Yuki at some point – but this doesn't mean you have to be enemies forever.

Villain

Exclusive to Non-Duel Spirits.

Whatever your motives, you're a villainous type that would exploit and harm others for the sake of your own ambitions and goals. Perhaps you act in service of another? Or, maybe you wish to rule over all as a king?

Duel Spirit

Exclusive to Duel Spirits.

Some Duel Spirits live in the human world, acting as spirit partners for the humans who use them in their decks. Others live in the Spirit World, often acting as duelists in their own right. Whether you fall into either of these categories or fit somewhere between them is up to you.

-Location-

You are free to begin at any of the following locations.

Domino City

This city was the site of many legendary duels involving the likes of Yugi Muto and Seto Kaiba, and for that reason has developed a reputation amongst duelists of the modern era, who visit the locations of these duels as tourists.

Of note is the Kaiba Land theme park. Here Jaden Yuki and others will take the Duel Academy entrance exams.

Duel Academy

A focal point for the many of the major events to come, Duel Academy is a school dedicated to training duelists, so that they might one day enter the Pro League.

North Academy

The northern branch of Duel Academy, located in the arctic. Should events proceed as usual, Chazz Princeton will temporarily transfer here before returning to Duel Academy. Jesse Anderson also comes from this school.

East Academy

The eastern branch of Duel Academy. Adrian Gecko comes from this school.

West Academy

The western branch of Duel Academy. Theolonius Viper serves as one of its professors. Axel Brodie also comes from this school.

South Academy

The southern branch of Duel Academy. Jim Crocodile Cook comes from this school.

Duel Monsters Spirit World

A series of connected alternate dimensions, in which Duel Spirits reside. Between these dimensions lies the World of Darkness. Be warned that in some cases, duels played in the Spirit World are fatal, with a duelist's life points representing their actual life force.

You can choose to begin in any of these dimensions, so long as it does not provide you with any additional advantages you have not purchased.

-Perks-

Discounted perks are 50% off, with discounted 100cp perks being free.

Slacker Perks

[100cp, Free for Slackers] Get Your Game On!

In this world, people duel for all kinds of reasons. Fame. Wealth. The fate of the world. You, however, duel for one simple reason: because it is fun!

From now on, you'll be able to derive enjoyment out of even the most stressful or important of duels. When faced with powerful opponents, or put in tough spots, you'll manage to keep your composure and view the challenge as part of the experience rather than becoming overwhelmed.

By no means will this perk lead you to taking on additional risks or dangers via duels; it simply gives you a greater ability to mentally handle the risks and dangers you would otherwise find yourself facing.

[100cp, Free for Slackers] The Supreme Jumper

To truly succeed, one must learn to acknowledge and accept all aspects of oneself. Kindness alone isn't always enough to protect those you care about.

Thanks to this perk, you'll have an easier time doing just that; acknowledging the latent darkness within yourself, and making use of it, without becoming its slave. Being capable of great evil doesn't mean you actually have to act that way, after all.

[200cp, Discounted for Slackers] Drop-Out Boy

Classes sure are boring, huh? Wouldn't you rather skip them?

This perk will help you with just that. From now on, wearing a mask with a face drawn on, or drawing eyes on top of your eyelids will often be enough for you to sleep through class without getting noticed by your teacher.

And, should you get noticed, not to worry! Sleeping through class or skipping class altogether won't get you in the same amount of trouble as it used to. You can be assured that so long as you are meeting other requirements, like passing your tests, it won't prevent you from graduating, nor will it work against you should the school be choosing its best and brightest for special tasks, be it as simple as a class representative, or as serious as being chosen to guard one of Duel Academy's Spirit Keys.

Of course, this perk does nothing to help you pass your tests, so keep that in mind when cutting class for the umpteenth time.

[200cp, Discounted for Slackers] Gut-thinker

There's a theory that before humans thought with the cerebrum they once thought with the small intestine. Science aside, when it comes to dueling you have impressive instincts, and by trusting these gut feelings you'll often stumble into correct plays that you wouldn't otherwise be able to reason your way into. This solely applies to Duel Monsters initially, but you may develop similar instincts for other card games you spend a good deal of time playing.

You also tend to think a bit better on a full stomach. How curious.

[400cp, Discounted for Slackers] Nature of the Draw

In this world, drawing the card you want isn't just a matter of luck, or of properly calculating the ratios of your deck. No, drawing is a very real skill that can be trained and improved.

Of course, like most skills that can be trained, some people simply possess a greater natural talent than others. Thanks to this perk, you fall into this category, allowing you to draw the cards you need far more frequently than others.

But, you'll find that the ability to "draw" extends outside the realm of card games, too. For example, Duel Academy sells an item called drawbread – sandwiches with various ingredients, which aren't revealed until the purchaser chooses it from the bin and opens it up. With your talent, so long as nobody else gets to it first, you would be able to consistently select the single 'Golden Eggwich' that is made each day.

[400cp, Discounted for Slackers] Miracle Boy

Destiny can be a powerful force, and there are those that see it as absolute. But in your case, this is simply not so.

Concepts like 'fate' or 'destiny' never apply to you unless you would want them to, and then only when you would want them to. If you are facing opponents with the ability to fix results in the future, this same protection allows you to negate their use of this ability to guarantee good results for themselves during your contest just as it would allow you to prevent them fixing bad results for you. Of course, winning is still dependent on your own efforts; just because your opponent isn't

guaranteed to get a good result doesn't mean they can never get lucky, and just because you aren't guaranteed to get a bad result doesn't mean you can't get unlucky either.

Those with the ability to tell fortunes or divine information may be able to recognise that you are a special existence as a result of this ability, even if they won't always be able to determine why.

[600cp, Discounted for Slackers] The Gentle Darkness

A power of great darkness rests within you. Such power was meant to combat the invasive Light of Destruction; whether you use it for good or ill is up to you.

At first, this power 'merely' allows you to commune with Duel Spirits, allowing you to see and hear them when most could not.

As you grow into your power, which might occur through moments of intense emotion, through gaining a greater understanding of yourself, or simply time and practice, you'll manage to harness the Gentle Darkness more directly. When used in this way, your eyes will glow yellow.

First, you can use the Gentle Darkness to put out an immense pressure. This pressure will make it difficult for others to confront you; in some cases, even trained mercenaries may choose to flee in fear rather than face you.

Next, you can draw upon the power of your Duel Monsters to connect with the hearts of others, a process not unlike the use of the Eye of Orichalcum. This is easiest to do in the middle of a duel, and in the case of possessed or mind controlled opponents, allow you to notice actions you can take within the duel to free them from their controller.

Last, when your control over this power is at its height, you'll even be able to fully manifest Duel Spirits in human world. Naturally, the longer you do this for, the more exhausting it is, and an ordinary human with this power is unlikely to sustain more than one Duel Spirit at a time in this way.

Supporter Perks

[100cp, Free for Supporters] Wake Up Your Heart

You're exactly the sort of friend others would want to have!

Thanks to this perk, you'll be more alert to changes in behaviour from those you care about. Perhaps these changes are a sign your friend is being brainwashed? Maybe they simply need some cheering up? In any case, knowing there is something amiss is the first step to helping them out.

Further, when reaching out to the heart of your dear friends, you'll have an easier time than usual. While this will by no means guarantee success, it may help should you ever need to bring a wayward friend back to his senses.

[100cp, Free for Supporters] Survival Training

Did you grow up in the Outback? Perhaps you were raised by a mercenary? Whatever the case, you've become adept at navigating jungles and similar wild terrain, noticing traps, and detecting when dangerous wild animals are near. If you weren't already, you are a competent swimmer.

If you are ever trapped in a certain underground lab, you'll have an easier time than others, and may be the difference between life and death for those who have come with you.

[200cp, Discounted for Supporters] Perfect Pair

The time may come where you stand beside another in a duel. Fortunately, you excel in such situations.

Thanks to this perk, you are well-suited to team formats like Tag Duels and Pair Duels, and even to free-for-all formats where you are actively choosing to work with an ally. You'll find it easier to coordinate with your partner, often without having to give direct instructions, allowing you to communicate that you are only pretending to turn on your partner silently, so as to not undermine the ruse. In duels like Pair Duels where you share a field with your partner, you'll have an easier time intuiting what your partner has left for you to make use of, and what they have other plans for.

[200cp, Discounted for Supporters] Card Designer

Like Chumley, you are a highly talented artist. You also have an extremely impressive sense for game design.

Should you pursue it, a future in card design for Industrial Illusions awaits you.

[400cp, Discounted for Supporters] Crystal Family

Duel Spirits are curious creatures. For some, they might be friends. For others, they might be prey. For you, 'family' might best describe your relationship with them.

If you weren't already able to do so, you are now able to see and hear Duel Spirits in their incorporeal form. But that's just the start; you are now able to better form deep and meaningful bonds with Duel Spirits and similar kinds of creatures.

Beyond the usual advantages friendship offers, the bonds you form with Duel Spirits can benefit you in a couple of ways. First, so long as the Duel Spirit remains nearby, then when others attempt to read your mind or examine your heart, they can appear in order to block the attempt. Multiple Duel Spirits can do this at once; the larger your Duel Spirit 'family', the greater the protection they can provide to you.

Additionally, by drawing on a deep bond you have formed with a Duel Spirit, you'll be able to summon it in a duel via its card, even when it would otherwise be prevented from appearing by some device or power. A Duel Spirit hunter trying to isolate your Duel Spirits from their cards, and from you, would be nothing in the face of your bonds.

[400cp, Discounted for Supporters] Friend to the End

There are some who are destined to save the world, to stop the villain. But perhaps that is not your role? Perhaps, your role is to be there for this person when it matters?

This perk provides you with a number of benefits. First, whenever a dear friend of yours is facing a great trial – a battle, a duel with major stakes, or something along those lines – then you'll have exceptional luck making it to the site of this trial.

Second, when your dear friend is engaged in such an affair, then so long as you remain nearby and do not directly assist them, you will not be targeted until your friend is dealt with. Giving moral or emotional support, or providing your friend information unrelated to the matter at hand is protected by this effect, but telling them about their opponent's abilities, tactics, or deck (in the case of duels) is not.

This above protection would even apply if a great evil was eliminating massive amounts of people, whether systemically or randomly, even if they had not yet targeted your dear friend (but mean to). However, if multiple effects of this nature would prevent your foe from selecting a target to attack or otherwise engage with, this effect is broken.

Lastly, if a dear friend of yours turns to evil, so long as you do not engage them directly, them they won't make efforts to deal with you, even if you continue to observe them from afar, or make efforts to line up others to either bring your friend to justice, or to steer them back to a righteous path.

You may toggle each of these three effects on and off as you like.

[600cp, Discounted for Supporters] Dinosaur DNA

After an accident, one of your bones was replaced with that of a dinosaur. As a result of this, your body and spirit have been permanently altered.

The physiology of your body has been changed thanks to this Dinosaur DNA, providing you with enhanced strength, and preventing some things that only work on ordinary humans from affecting you. When your emotions are heightened, your eyes may temporarily become reptilian slits, a side effect of this change.

Your modified spirit now completely wards off any unwanted corruptive effects, and many (but not all) kinds of brainwashing; for example, the Light of Destruction cannot influence your mind or latch onto your body or spirit unless you would want it to. Those highly attuned to the fighting spirit others give off would be able to notice that you are different from others in this regard.

With especially intense emotions, or after time and practice, you will be able to astrally project as a giant dinosaur spirit – an entity not too distant from Duel Spirits. Normally this astral projection is incorporeal, but were it to be manifested it would be able to smash though powerful satellite weapons fairly easily. At first, you may not completely remember your time astrally projected, but with time and practice you will learn to.

In this jump, you always count as a dinosaur or reptile, and as a result may be influenced by things that would influence them, such as electromagnetic waves. Post-jump, assuming you aren't otherwise in a dinosaur or reptile form, you only count as a dinosaur or reptile when you would want to.

Rival Perks

[100cp, Free for Rivals] Bound for Blue

There's more to Duel Academy than practical examination. Fortunately for you, you have a comprehensive grasp of duel theory, you find it easier to study for extended periods of time without your focus drifting, and you test well.

Everything you need to succeed at Duel Academy – everything except practical dueling talent, that is!

[100cp, Free for Rivals] Going Pro

There's a lot more to being a Pro Duelist than simply showing up and dueling. Meet and greets. Interviews. Contract negotiations. Duel practice. You get the idea.

Thanks to this perk, you've been blessed with a tremendous work ethic, better positioning you to succeed as a Pro Duelist, a Pro Duelist's assistant, or whatever else you put your mind to.

[200cp, Discounted for Rivals] Aster Athlete

You're an accomplished extreme sports athlete, excelling at activities such as skiing, skydiving, skysurfing, and surfing.

In addition, you're able to pull off extremely impressive stunts, such as diving out of a helicopter, through a window, and landing in a roll, completely unscathed.

[200cp, Discounted for Rivals] Hell Kaiser

Whether you've put yourself through the hell of underworld dueling already, or simply have an unnatural tolerance, you are now extremely resistant to pain.

As a result of this resistance, you are able to shrug off effects like being shocked each time you lose life points in a duel, and even fight through to the completion of a duel as you experience serious heart problems.

Unfortunately, all this perk does is allow you to put up with pain; it does nothing to protect you from actual health complications that pain may cause, or be a result of.

[400cp, Discounted for Rivals] Chazz It Up!

Popularity is a major component of going pro; if people don't care to see you duel, you simply aren't going to get the same opportunities to show your talent that others will.

Fortunately, thanks to this perk, you'll find it easier to build up a dedicated fanbase from those that spectate your given field; while in this world that might be dueling, in others it might equally apply to a sports or idol career, for example.

Catchphrases you use stick in the minds of your audience, who'll quickly come to like saying them along with you. Silly gimmicks like dressing up like Ojama Yellow come across as comedic rather than

embarrassing or cringeworthy. And should you decide to abandon some of these in pursuit of being more yourself, you'll be praised for being authentic instead of criticised for discarding those aspects the audience already liked. Even in school, this talent will help build you up as a minor celebrity of sorts.

While this perk is great for amassing a fanbase, it does nothing to help you build true friendships and deeper relationships.

[400cp, Discounted for Rivals] Jumper Thunder

Bad duelists blame their cards for their failures. Whether you've always thought this way, or cribbed the idea from a rival duelist, you've taken this to heart.

Thanks to this perk, you'll find that you can get more out of cards that would be considered "weak". What constitutes weak varies both by card game and by the current format and meta. Merely possessing low Attack Points may not qualify if a card is otherwise valuable. A good example of a weak card is Ojama Yellow, which is functionally useless on its own. You'll always know what is considered a weak card for the purposes of this perk.

Now, you'll be able to construct decks around these weak cards, whether this means using them as your main win conditions, or as a means to enable more traditionally powerful cards. You'll also have more success using them than others would, the specifics of which obviously vary by card and by card game.

Lastly, if you weren't already able to do so, you are now able to see and hear Duel Spirits in their incorporeal form. You have to hear what your new ace has to say, after all!

[600cp, Discounted for Rivals] Ultimate Shine

Even for those without a future, immortality is possible for the creation of one glorious moment in time that will stick with others forever. This perk will help you with just that.

From now on, when you sacrifice yourself for the sake of one grand moment, things will go exceedingly well for you. This doesn't mean you are assured to succeed, but even if you lose you'll be able to do so on your own terms, fighting a battle that even your enemies can't help but respect. And if you do lose, you'll find that you'll win in other ways; for example, you might not stop the villain, but you'll free the hero from his self-doubt and inspire him to finish what you started.

But, just because you've created one eternal moment, doesn't mean it has to be your last. Once per jump, you'll miraculously survive when you would otherwise perish, be it from an opponent's attack, your own poor health, or some other cause. Naturally, how exactly this plays out depends on the specifics of the situation. Post-chain, you'll benefit from such a miracle on a ten-year cooldown.

Villain Perks

[100cp, Free for Villains] Two Face

You might be a villain, but that doesn't mean you have to be obvious about it.

Thanks to this perk, you'll find it easy to affect a kind persona, allowing you to better hide your true intentions until you are ready to reveal yourself. You've also learned how to cry from one side of your face on command.

[100cp, Free for Villains] True Face

Sometimes though, you *want* to be obvious about your motivations. After all, where's the fun in villainy if you can't do it with style?

Thanks to this perk, you are able to take on a creepy, intimidating look where your face contorts into a wicked, scary expression and you hair stands on end. You have even developed a maniacal cackle fit for a true villain.

[200cp, Discounted for Villains] Shadow Recruiter

Why get your hands dirty, when you can get someone to do that for you?

Thanks to this perk, you'll have greater luck encountering those that might be manipulated towards your own ends. You'll also be able to better identify individuals that can be talked into villainy.

Actually, persuading these individuals, as well lining up the proper incentives, will still be up to you.

[200cp, Discounted for Villains] Spy

From a young age, you have been trained as a spy. Thanks to this training, you have developed impressive hand-to-combat skills, and a physique to match.

You have also become well-versed in infiltration and espionage, helping you break into secure facilities, and notice traps, tripwires, and laser grids before you set them off.

[400cp, Discounted for Villains] Wheel of Fortune

You were born with the ability to read fortunes, primarily through the use of tarot cards. Your fortune-telling is extremely accurate, but it is not absolute. Those with the ability to defy destiny can overcome or subvert these readings. Reading your own destiny is possible, but unreliable as your own will and desires naturally interfere with your ability to interpret the result. Should you have some power like the Light of Destruction, you can give others visions of their future.

But, there's more to this than simply seeing destiny, you can influence it as well. Thanks to this perk, you can force coin tosses you are involved with to always give your preferred outcome. In card games, this also allows you to force results from mechanics that function in a similar way – in Duel Monsters for instance, this would allow you to determine whether Arcana Force cards end up upright

or inverted. This power can be negated by those with the ability to defy destiny, particularly in more crucial moments.

[400cp, Discounted for Villains] Building Bio-Bands

You have a comprehensive understanding of the principles and technologies that go into Bio-Bands.

These wrist-mounted devices, which can be set up to make manual removal all but impossible, collect data from duelists that duel with them on, somehow measuring fighting spirit, concentration and decision-making. This information is then sent to a central location set up in advance.

That's not all these devices can do, however. They can also be used to steal Duel Energy from a duelist who finishes a duel with the device on. The amount of stolen energy can be adjusted from the central terminal, ranging from small amount to barely be noticed, to fatal. A duelist that has had significant amounts of energy from them may also be susceptible to malevolent Duel Spirits; for example, Yubel was able to make use of this vulnerability to turn student into 'Duel Ghouls' who lost their free will and dueled endlessly to make more like them. Different duelists are able to produce different amounts of Duel Energy, and the quality of the duel may also impact the amount of energy produced as well.

With sufficient resources, producing Bio-Bands of your own is a simple matter. With time and effort, who knows what else you can use this knowledge to create?

[600cp, Discounted for Villains] Vessel of Light

You are host to a powerful celestial entity of light. Unlike the Light of Destruction, it does not control your actions; perhaps it is a portion of the Light of Destruction that split off from the rest and favours you, or maybe it is a completely different light entity that happens to function in a similar way.

This light entity provides many benefits, foremost of which is brainwashing. When you defeat an opponent in a duel, you can brainwash them. Normally the victim retains their overall personality which is then bent towards your goals and ideals, but you can later force the effect more strongly, should you wish to reinforce their loyalty at the expense of their original personality. Crucially, you can also push your power into the decks of others, allowing those who duel on your behalf to brainwash others for you, even if they don't know they would cause such an effect on their victory. This can snowball quickly, allowing you to build a society of devoted followers.

Brainwashing caused by this power is powerful, but not unbreakable. The means of undoing the brainwashing varies by individual, but in worlds like this one usually involve a dueling component.

Your light entity can also be used more directly, such as freezing ordinary humans in place with a glare, or reaching out and grabbing objects at a distance.

Duel Spirit Perks

[100cp, Free for Duel Spirits] Comforting Presence

Your presence works to comfort and reassure your friends. Normally, this effect is relatively mild. However, should you be near a friend that is playing a card game, then if they draw *Your Card*, or a

card that represents you in some way, then they will experience a greater version of this effect, helping to calm them down during the heights of stressful duels and act with clarity.

Your friend can only benefit from this heightened effect once per game.

[100cp, Free for Duel Spirits] Spirit Dueling

You have learned two special tricks, which may be of use if you ever wish to duel.

The first is the ability to alter your form in order to produce an organic Duel Disk. This Duel Disk provides no benefits over a standard issue Duel Disk, but generally matches the aesthetic of your current form. Generally the organic Duel Disk appears on your arm like a typical Duel Disk, but for more unusual forms can appear in a variety of places, such as on your wings.

The second is the ability to forgo a need for a Duel Disk entirely, just as Jinzo is able to. In this case your hand appears as large floating cards that are obscured from your opponent. Should you be a Duel Spirit that is taking the place of your card in a duel, this hand position doesn't move, but you'll still somehow know what your hand is despite being in front of it.

In neither case are you genuinely manifesting cards to apply out of game effects, but were you otherwise able to do so either method could be used in this way.

[200cp, Discounted for Duel Spirits] Freed's Sacrifice

When you are near an ally who is currently participating in a duel (or similar card game), you can use this special power to place *Your Card* (or a card that represents you) on top of their deck.

If the duelist already has your card in their deck, this simply re-arranges the order of their deck. If they don't, it can move an appropriate card to the top of their deck from outside the game. If you don't have an appropriate card on hand, but your current form has a card game counterpart that is appropriate to the game being played, you can even temporarily create this card to be placed on top of their deck (cards created in this way do not persist past the end of the game, and have no special out of game properties). If none of the above apply, you cannot use this power.

Use of this power is always considered legal in the card game in which it is used; this doesn't mean your ally's opponents will necessarily approve of such a tactic.

As strong as this power can be, it is not without cost. Normally, use of this power would cause you to die at the end of the duel, regardless of the result. However, as a special consideration, the first time you use this power each jump, you do not have to suffer this downside. Post-chain, you can safely use this power once every ten years.

[200cp, Discounted for Duel Spirits] Dis-Honest Disguise

Perhaps you'd like to take a more active role in the human world? In such a case, not only do you need a corporeal body, but a decidedly less monstrous form in order to act freely without interference.

Thanks to this perk, you can now take on a human form whenever you like. This human form is corporeal, but doesn't allow you to make proper use of any powers you would possess as a manifested Duel Spirits (other perks and powers you have can still be used freely).

On purchase, you may decide the specifics of your human form, so long as they do not provide additional advantages you have not purchased. Aesthetic elements like the wacky hairstyles of this setting are fine. Once per jump, you can change the details of your chosen human form. In addition, should you strongly bond with a human, such as your master, you'll also be able to pass yourself off as them.

[400cp, Discounted for Duel Spirits] Nine-Tenths of the Law

You have gained the ability to possess the bodies corporeal, non-Duel Spirit beings, such as humans.

When you attempt to possess your target, you can choose to lock their spirit in some dark recess of their own mind, or trap them within a Duel Monsters card they have a strong bond with; in the case of the latter, the card must be kept on or around your person at all times.

While possessing your target you'll be able to use your perks and powers through their body. For example, if you had the ability to create an organic Duel Disk, you could do so in this new body, perhaps by transforming their arm into a more monstrous form. Transformations you make to your target's body in such a way will not persist after the possession has ended.

It will be difficult for the target in your own possession to free themselves under their own power (unless they had some special ability to do so), but if someone is able to connect with their heart by some special means, they may become able to do so. You can only possess one person at a time.

During the chain, your possessions will automatically end at the end of each jump unless the possessed body would otherwise be able to follow you across jumps, such as by being a companion.

[400cp, Discounted for Duel Spirits] Darkness of the Heart

You are now able to detect darkness in the heart of others, and will be able to tell when a person with a large amount of darkness in their heart is nearby. You are also able to look into the hearts/minds of others in order to assess this darkness; this may allow you to learn a fair amount about your target, but likely won't allow you to assess their moment to moment thinking and surface thoughts – it isn't a tool that will easily assist you in duels, for example.

What is darkness of the heart? Essentially, it is strong negative emotions that have taken root in the mind of another. This doesn't make the person evil; it is entirely possible for a perfectly kind and good person to become overcome by feelings of loneliness and grief, filling their hearts with darkness. Likewise, some villains may be entirely free from darkness by remaining pure In purpose, killing others because they believe it is necessary for a greater good without attaching negative feelings towards the act.

Beyond just detecting and assessing this darkness, you are able to utilise it to sustain yourself and recover lost stamina. In order to do so, you simply need to have this person direct their negative emotions towards you – attacking you with murderous intent, for example. This perk does nothing to prevent others harming you, so if you mean to bait others into trying to kill you in order to recover your energy, you best make sure you can actually survive their efforts.

[600cp, Discounted for Duel Spirits] Somewhere Over The Rainbow

Like Yubel, or Rainbow Dragon, you have the power to transport yourself and others across dimensions. Larger uses of this power are more exhausting. Using this power to its greatest extent, with a large amount of energy in reserve, you could move a location the size of Duel Academy in one go.

In this setting, this will allow you to move between any of the twelve known dimensions. You could use this to save humans to find themselves trapped in the Duel Monsters Spirit World. Or, if you were feeling more malicious, you could use it to trap those humans in the Spirit World in the first place.

In other settings, this power will allow you to move between connected dimensions. However, it will never allow you to travel between jumps.

Used intelligently, this can even allow you to save those who would die after losing a duel in certain dimensions, by shunting them to a different dimension at the last possible moment.

General Perks

[Free] Dueling Basics

You are familiar with the rules of Duel Monsters, as they are presented here. You are somehow familiar with the attack names of any cards you come across, but this perk does not give you any other knowledge of any individual cards. You know how to shuffle cards.

Additionally, you are familiar with the operation of standard Duel Disk models, as well as Duel Coats. You find it comfortable to duel using them, as well as wear them around. If you purchased *Custom Duel Disk,* and chose an unusual model, you know how to assemble, disassemble, and maintain your unusual Duel Disk.

[Free] Crazy Hair

Many notable individuals in this setting possess truly ridiculous hair. Now, you can join them!

On purchase of this perk, you can design a hair style along the lines of the styles present here. At the start of each jump (including this one), you can choose for your hair to adopt this style. You must actually have hair to use this effect. Post-chain, you have this opportunity once every ten years.

Additionally, whether or not you have made this choice, you find it much easier to maintain both this style, and the quality of your hair generally.

[100cp] Duel Academy Darling

Wow, you look great!

On purchase, you must decide whether you receive a boost in feminine beauty, allowing you to rival Alexis Rhodes, or an equivalent boost in masculine handsomeness to rival her brother Atticus. Alternatively, you may choose to receive a boost in cute, mascot-like, charm, which allows you to compete with the likes of Winged Kuriboh. You may purchase this perk up to 3 times, but each time you must choose a different option. How these options interact with each other is up to you.

An appearance like yours is likely to lead to a surge in popularity, for better or worse.

[100cp] Duel Spirit Sense

You possess the rare talent of communing with Duel Spirits.

Thanks to this perk, you can see and hear incorporeal Duel Spirits. In some cases, you may even be able to touch them in limited circumstances, just as Chazz does when he swats Ojama Yellow away.

In other settings, this may help you see and hear other kinds of spirits, but only in cases where they are just generally not visible to people, rather than them intentionally becoming invisible.

[200cp] Honest Hypnosis

Like Honest, you have the ability to hypnotise others.

Using this ability requires you to retain eye contact with your target, and your eyes will glow an unusual colour (like red) during your use of it.

Your hypnosis will work on most humans, but doesn't work on Duel Spirits, and on some other kinds of unusual entities – including humans who have permanently fused their soul with a Duel Spirit. The hypnosis is not permanent; unless you make efforts to re-apply it, it will eventually wear off.

[300cp] Alchemist

Like Lyman Banner, you are a skilled alchemist. With your understanding of alchemy, you could create floating, glowing sigils which can either be turned into small explosives, or used to lure someone to a location. With time and effort, you could create homunculus bodies that could house a human soul for some time before eventually deteriorating and falling apart. With time and effort, you may even be able to create special, powerful Duel Monsters cards that can only be used a handful of times before vanishing completely.

Perhaps most importantly, you can use this knowledge to separate your soul from your body. In this state you appear as a small glowing orb, which can occasionally project your prior appearance as a spirit around it. You cannot survive in this state for long, as you will pass on to the afterlife if this state persists (which counts as death for the purposes of chain failure), but this fate can be avoided by moving your soul into a suitable body, be it a homunculus, or an ordinary housecat. Destruction of your soul outside your body also counts as death for the purposes of chain failure.

[300cp] Shrine Maiden

You have gained access to a vast array of mystical powers.

First, you have various mirror-based powers. You can scry vast distances by conjuring mirrors that you can both see and communicate through. You can seal others into mirrors, which then take the form of (unusable) Duel Monsters cards. You can even create a mirror copy of yourself; this copy thinks and acts like you, but is loyal to you and follows your lead.

You also have access to special elemental powers. You cannot use these yourself; instead, you can give them to and take them back from others. The beneficiary can wreath themselves in one of four elements (Fire, Earth, Thunder, Ice) in order to teleport freely across a city. Only one person can be given each elemental power at a time. At the end of each jump, if someone who cannot follow you between jumps has been granted one of these powers, it will automatically be stripped from them so you'll be able to share it in the next jump.

Finally, should you ever be trapped in a realm like the World of Darkness, you may be able to project your spirit out of that world for a short time, in order to call for help or provide assistance to an ally.

-Items-

You may choose 2 50cp or 100cp items, 2 200cp items, 2 400cp items, and 1 600cp item to be discounted. Discounted 50cp or 100cp items are free, and all other discounts are 50% off. You may purchase items multiple times, but any discount only applies to the first purchase. Free items are the exception to this; you may only get 1 of each. Discounts do not stack.

Should you already possess any similar items to the ones you purchase here, you may import these items, giving them any advantages the purchases they are imported into offer, unless the item in question states otherwise.

[Free] Genex Medallion

A medal with 'GX' prominently displayed. This medallion is necessary to participate in Duel Academy's Genex Tournament, a Duel Monsters tournament, and serves as an invitation. Despite being hosted by Duel Academy, students from other schools and even pros and semi-pros from around the world will be invited to attend.

During the Genex Tournament, duelists are required to duel at least once each day, and cannot refuse a challenge until they have duelled that day. Duelists are also required to wager all Genex Medallions they have collect in each duel, and are knocked out when they lose their medallions.

You receive your Genex Medallion before the tournament, giving you plenty of time to prepare and make your way to Duel Academy. You are not required to take this item. If the Genex Tournament is somehow prevented from occurring, you receive your Genex Medallion at the end of this jump.

Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. However, it will not do so during the Genex Tournament itself.

[Free] Duel Academy Duel Disk

This item provides you with a standard issue Duel Academy style Duel Disk – a device worn on the arm that allows duelists to engage in Solid Vision supported duels anytime.

You may choose to receive the typical silver Duel Disk, or you can instead choose a Duel Disk which utilises a red, yellow, or blue colour trim that reflects one of the three Duel Academy dorms. These

variants would normally be introduced later in your stay, but apart from the colour change offer no practical difference.

Should your Duel Disk be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Custom Duel Disk

Perhaps you'd prefer a Duel Disk that better reflects you? With this option, you'll receive a Duel Disk of your own preferred design. If you like, it might even be a Duel Coat or, like Axel Brodie's Duel Disk, be able to fire out cards from a gun-like form and have a built-in camera.

Should your Duel Disk be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[Free & Exclusive with Embodiment of Darkness] World of Darkness

This is your special world, that sits between dimensions. It will persist across jumps.

This aptly named World of Darkness is a featureless black void. When someone is trapped inside, they are forced to experience failure again and again, tailored to their own insecurities and anxieties. Should they surrender to this failure, they will be stripped of their identity until such as time that they are freed.

Should a significant portion of a given world be trapped within the World of Darkness, it will begin to block out the sun (or equivalent). By the time nearly everyone on the planet is captured, a permanent eclipse-like phenomenon will be present on the planet.

During the chain, if someone is trapped in this world when a jump ends, they become unable to escape it under their own power or otherwise influence the outside world until the chain ends. Should they be freed, then unless they are normally able to move across jumps (such as by being a follower or companion), they will immediately be returned to their original jump – this process cannot be interfered with by any means.

If your World of Darkness is destroyed, all those trapped within are immediately and safely freed from it. In such a case, it will reappear at the start of the next jump (post-chain, after ten years).

[50cp, First free with Wheel of Fortune] Tarot Deck

A standard deck of tarot cards. These are ordinary cards with no special properties, not Duel Monsters cards.

Should your tarot cards be lost or destroyed, replacements will appear in your Warehouse after 24 hours.

[50cp] Series and Film

A copy of the Yu-Gi-Oh! GX anime series, as well as Yu-Gi-Oh! 3D Bonds Beyond Time, on your preferred form of physical media. Where possible, you will receive both the original Japanese as well as the English Dub version.

Should any of this be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Cyber-Design Interface

An unusual apparatus. It superficially resembles a Duel Disk, with monster zones that are instead blocks of different colours, and a special headset and glove that is attached to the device.

This apparatus allows you to draw inside of a virtual simulator. Pegasus uses such a device when designing the Rainbow Dragon card at the site of its ancient lithograph.

Should your cyber-design interface be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Fishing Rod

A high-quality, but mundane fishing rod. Perfect for those looking to relax between duels.

Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Golden Eggwich

Once per day, you may summon a freshly made Golden Eggwich, a delicious egg sandwich that is highly desired by the students of Duel Academy.

Whether you eat them yourself or use them to make friends is up to you.

[50cp] Pet Cat

An adorable pet cat. It is surprisingly intelligent and resourceful, and completely loyal to you.

Should something unfortunate happen to this cat, it will be back the next day, good as new.

[50cp] PDA

A handheld device commonly used by those attending Duel Academy. The device is operated with a stylus, can access the internet, and can make video calls. It can be used as a transmitter – very helpful if you are suddenly trapped in a strange new world. It also happens to include a full list of Duel Academy rules and other information useful to students.

Should the device be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp/100cp] Pair Duel Tables

When discounted, either tier may be taken for Free.

A pair of tables, which are outfitted as Solid Vision technology. They can be moved as needed, but take time to set up. They can be used separately from or in combination with Duel Disks.

Why use them, you may be asking? Well, the main function of these tables is to facilitate Pair Duels, a specialised type of tag duel where teams use their own decks and hands, but share the same field.

For 50cp, you get a single pair of these tables. For 100cp, you instead get a larger supply of these tables, allowing you to host small Pair Duel tournaments if you so choose.

Should any of these tables be lost or destroyed, a replacement will appear at a location controlled by you after 24 hours.

[100cp, First free for Vampires] Bat Familiars

A swarm of bats, which are loyal to you.

For most, these bats are simply pets. A vampire however would be able to use them as familiars, giving them more complex commands, and seeing through their eyes, making them an excellent tool for spying on upcoming opponents.

Should something unfortunate happen to one of your bats, it will be back the next day, good as new.

[100cp] Custom Attire

There's quite a few fancy getups in this world. Perhaps you'd like one of your own?

This option grants you a custom outfit of your own design. It may even serve as practical but unremarkable armour – very helpful if you mean to rule the Spirit World.

Your custom attire is self-cleaning and self-repairing. Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Duel Academy Uniforms

A set of five Duel Academy uniforms. The first three correspond to the three dorms to which students are assigned: Slifer Red, Ra Yellow, and Obelisk Blue. The forth is a black uniform, perhaps serving as a sign of independence, or maybe just a desperate attempt to not wear the Slifer Red colours. The fifth is a white uniform. Surely there isn't a need for you to wear this one?

Each of the uniforms are perfectly tailored to you, and are self-cleaning and self-repairing, ensuring you can wear them every day. Should any of them be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Duel Monster Cosplays

A collection of Duel Monster cosplays, including Dark Magician Girl, the Harpie Lady Sisters, XYZ-Dragon Cannon, and more.

As these are mere cosplay, none of the outfits offer any kind of special protection. The outfits will adjust to fit the wearer, and are self-cleaning and self-repairing. If you wanted to dress like Dark Magician Girl every day, you could.

Should any of this be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Grappling Hooks

A pair of multi-purpose grappling hooks, like the ones used by Axe Brodie, as well as an additional control device.

These stick-like devices have a spike on the end, which can be fired out as a grappling hook, or used as a makeshift pick. Once the rope is fired, the control device can be used to remotely activate a mechanism with the stick that cuts through the rope, either quickly or slowly.

Should any of this be lost, destroyed, or used up, a replacement will appear in your Warehouse after 24 hours.

[100cp] Mobile Life Support

A mobile life support tube. Should events proceed as usual, Kagemaru will make use of such a device prior to summoning the Sacred Beasts.

The life support tube is attached to a large mechanism that moves around on four legs. It also possesses two “arms” that can be mentally controlled by the person inside the tube with sufficient dexterity and fine control that allows them to duel and operate a Duel Disk.

Should the mobile life support be lost or destroyed, a replacement will appear at a location controlled by you after 24 hours.

[100cp] Shock-Amplifying Devices

A case that contains two sets of Shock-Amplifying Devices. These devices, worn on the neck and wrists, cause the wearer to experience a painful shock whenever they lose life points, and are commonly employed in Underworld Duels.

Should any of this be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Spare Homunculus

A homunculus body. So long as the body is human, and provides no special advantages beyond that, you have free reign over its appearance.

A loose soul could inhabit this homunculus for a significant amount of time (the exact time limit is unclear, but likely measures in years at least). Eventually, the homunculus will begin to wear down and fall apart, becoming unusable.

If your homunculus body is damaged, destroyed, or lost, it will be repaired or replaced at the start of the next jump. Post-chain, this will occur every ten years.

[200cp] Custom Dorm

Your own custom dormitory, on par with the Obelisk Blue dorm after its renovation into the Society of Light's dorm. It has plenty of space, luxury accommodations, and even a large duel ring which fits your own personal themes.

The dorm can either be located close to your starting location, on Duel Academy island (if you aren't starting there), or connected to your Warehouse by a special gateway. If you are placing it on Duel Academy island, you can elect for it to become an official fourth dorm, with you deciding who is allowed to join. A student can choose to belong to this dorm, ignoring what they might otherwise qualify for. A teacher can choose to be the official teacher in charge of the dorm. You don't have to make this decision right away, and until you do it will simply be considered private property that others aren't allowed on.

In future worlds, you may choose for it to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location. It will automatically be hooked in to any public utilities, though you may opt out of this if you like.

Should the dorm be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse.

[200cp] Doll Spirit

This cute young girl, wearing gothic Lolita clothing, insists on caring for you and your friends. She has the talent to be an excellent maid, excelling at both cooking and cleaning.

In truth, this girl is the spirit of a doll, and can transform from her human-like state back into a doll, either to rest, or to be stored or displayed conveniently. On purchase, you can decide whether this helpful nature is her true personality, or merely a façade she maintains over her true desire to inflict despair on those that upset her. In either case, she is loyal to you.

Your doll spirit counts as a follower, but may be imported as a companion in future jumps. Should something unfortunate happen to her, she will be back the next day, good as new. Once imported as a companion, this is disregarded in favour of typical companion rules.

Your doll spirit is also equipped with a standard Duel Academy Duel Disk, and a doll themed deck. She also comes with a display case to store her doll form. Should any of this be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp] Duelist Monkey

A monkey that has undergo experimental processes to enhance its intelligence. It knows how to play Duel Monsters, and can understand (but not speak) human language. It is loyal to you, and quite good at scavenging food and materials from jungle environments – very helpful if you happen to get lost on Duel Academy island. Should something unfortunate happen to it, it will be back the next day, good as new.

The monkey comes with specialised gear that allows it to "speak" by thinking. It has a standard Duel Academy Duel Disk, and a monkey themed deck. Should any of this be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp] Pet Crocodile

A pet crocodile, not unlike the one Jim Crocodile Cook keeps with him. It is well-trained, and loyal to you. Should something unfortunate happen to it, it will be back the next day, good as new.

The crocodile comes with a special backpack, allowing you to carry it around with you. Should the backpack be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[400cp] Celestial Yacht

A massive golden boat, like the one utilised by Abidos the Third.

This glorious vessel is capable of flying through the air via some mystical means. Should you have some means of travelling to and from the afterlife, this vessel is capable of following you on these trips.

Accompanying the celestial yacht is a small force of mummies. They are capable of operating the yacht, and following basic commands. These mummies are considered followers, and are intensely loyal to you. Should any be destroyed beyond their ability to function, they will reappear good as new at the start of the next jump (post-chain, after ten years).

When not in use, your yacht can be stored in a special subspace for your convenience. Your mummies may be present on the yacht when doing so, but other beings cannot.

Should your celestial yacht be lost or destroyed, a replacement will appear in the subspace after 24 hours.

[400cp] Eye of Orichalcum

An artificial eye, created tens of thousands of years ago, when humans communed with spirits more frequently. It can come pre-installed if you like.

The Eye of Orichalcum carries great power within it. Using it as an eye, you'll be able to see into the hearts of others. Often, this will allow you to communicate directly with their hearts, though in cases where a malignant influence or dark personality has taken hold of the person, it may block your attempts to reach them. If you are able to defeat the person, such as in a duel, you'll be able to use the power of the Eye of Orichalcum (even when not replacing your eye) in order to purge this

influence or personality from the individual. Cases of mutual defeat, like a tied duel, will also allow you to use this effect.

The Eye of Orichalcum is tied to your spirit. Should someone else keep the eye, then you'll be able to speak to them and appear before them as a spirit, even across dimensions. While they hold the eye, you can show them glimpses into hearts you have seen before.

Should your Eye of Orichalcum be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[400cp] Luxury Liner

A luxury ship, fit for a world champion duelist. It could serve as suitably climatic location of a high-stakes duel.

Optionally, the ship may come with a skeleton crew of loyal human followers, who can operate it for you. Should any perish, replacements will appear at the start of the following jump (post-chain, after ten years).

When not in use, your ship can be stored in a special subspace for your convenience. Your skeleton crew may be present in the ship when doing so, but other beings cannot.

Should your ship be lost or destroyed, a replacement will appear in the subspace after 24 hours.

[400cp] Spirit-Hunting Gear

A varied set of equipment, designed for use on Duel Spirits.

First, is a special whip. It is somehow able to harm unmanifested Duel Spirits in the human world.

Next, is a replenishing supply of spirit imprisoning capsules. These large devices are somehow able to capture unmanifested Duel Spirits in the human world. When trapped in one of these capsule, the Duel Spirit is isolated from their card. As a result, they will slowly suffocate, and eventually perish. Additionally, it will become incredibly difficult for one to use their card in a duel; however, a duelist with an impressive bond with the spirit will be able successfully summon them regardless, causing the Duel Spirit to immediate break out of the capsule.

Lastly, in order to use the capsules effectively, you have a buggy modified to fire them from the rear of the vehicle. It never seems to run out of fuel, and general upkeep is not necessary, allowing you to drive it around just about anywhere.

Your whip and capsule will function similarly in other settings, allow you to harm and catch other kinds of spirits. Whether being caught is perilous to the spirit depends on the specifics of that setting.

Should the whip or vehicle be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[400cp] Submarine

Your own submarine! Very helpful if you mean to travel to or spy on Duel Academy or North Academy.

Optionally, the submarine may come with a skeleton crew of loyal human followers, who can operate it for you. Should any perish, replacements will appear at the start of the following jump (post-chain, after ten years).

When not in use, your submarine can be stored in a special subspace for your convenience. Your skeleton crew may be present in the submarine when doing so, but other beings cannot.

Should your submarine be lost or destroyed, a replacement will appear in the subspace after 24 hours.

[400cp] Underground Lab

A research facility, largely constructed underground.

Dominating most of the space within the facility is an artificially maintained jungle, complete will all manner of dangerous wildlife, such as tigers and deadly spiders. Various traps are also present throughout; in combination, these elements will work to slow the progress of intruders, or dispose of them entirely.

From the command centre, you will be able to check the cameras installed throughout. You'll also be able to project yourself and/or this footage as holograms across the facility, which could be used to threaten intruders, or simply to communicate with staff.

In addition to the artificial jungle, the facility also contains large lab environments for those planning on conducting research and development. In addition to the primary, discreet entrance, a large lift allows you to immediately head from the command centre to the surface, rising high into the air in order to act as a platform you could easily be helicoptered from, or simply to serve as a climatic duel location.

In future worlds, you may choose for your underground lab to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location. It will automatically be hooked in to any public utilities, though you may opt out of this if you like.

Should the facility be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse.

[400cp] Vampire's Castle

This large castle, fit for a noble vampire, is now yours.

The castle is currently run-down, but retains upgrades if you want to put into the effort to restore it. The castle is tied to you; when you would like for it to remain hidden, a dense fog will appear around it, shrouding it.

Once per jump, you can either attach the castle to your Warehouse, or move it to any empty space you would like. This includes being able to place it over water; if relatively close to the shore, it can even extend and retract a long “red carpet” that can support the weight of humans, allowing them to move to and from the castle. Post-chain, you can move the castle once every ten years.

As a consequence of being tied to you, the castle will crumble and fall apart should you ever be killed or lose your soul. If you are revived or recover your soul, it will immediately repair itself to its prior state. If the castle is destroyed directly, a replacement will appear in the same location after 24 hours. In either case if it was placed out in the world, and that location is no longer viable, the castle will be attached to your Warehouse.

[600cp] Jumper Academy

Your very own Duel Monsters Academy, located on a large island. You can decide whether the island is an arctic tundra like that which surrounds North Academy, or a more temperate environment like Duel Academy.

Your academy features state of the art facilities, including classrooms, Duel Rings, tennis courts, cafeteria, and even hot springs. It also include a few different dormitories; on purchase, you can structure these how you like so long as they are within the scope of the Duel Academy dorms. If you have purchased *Custom Dorm* or *Underground Lab*, you can combine these with this item, placing them somewhere on the island.

Your academy teaches a variety of standard academic courses, a single unusual course like alchemy (though this course is unlikely to actually produce or cultivate these talents), and most importantly a game of your choice – defaulting to Duel Monsters. When placed out in the world, your school will be considered a prestigious high school (or equivalent), and if allowed to function for an extended period of time your chosen game will eventually ascend to extreme levels of popularity akin to Duel Monsters is in this world, though it won’t dictate the fate of the world to the same degree. You can change your chosen unusual subject and/or game courses whenever you like, but the new game will have to build up popularity from the beginning, and as it does so the popularity of the previous game caused by this item will diminish.

Your academy comes with sufficient human staff to operate, maintain, and teach at your academy. They are considered followers, and are loyal to you. Much of this staff will be duelists with their own decks; the talent of these duelists and power of their decks is approximate to the staff of Duel Academy, with none surpassing Vellian Crowler. Should any perish, replacements will appear at the start of the following jump (post-chain, after ten years).

In future worlds, you may choose for your academy to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location where possible.

Should the island be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse.

[600cp] Jumper Group

You now have the backing of this powerful group, which has strong pull in the political and financial worlds.

Should you ask for their assistance, this group is willing to support you should you pursue a career in professional dueling. This includes helping you get opportunities to participate in important duels, televising your duels, building up a brand image around you and promoting you, and providing you with a manager to help keep you on track. In other worlds, this group will help you succeed in similar professions, such as idols or sports stars. For the less ambitious, this group can get you a basic job amongst the companies they control.

Once per jump, you can ask this group to invest significant resources in order to develop a brand new card for your deck. See the *Group Project* option in the Deck Builder section for more information.

The backing of this group is not unconditional. Embarrassing them by consistently underperforming in the field they are promoting you for, by losing the special card they have made for you, or by favouring a rival group ahead of them will cause them to withdraw their support until you can repair the relationship.

In future worlds, you will enjoy the backing of a similar group of approximate influence, where it makes sense for such a group to exist. The specifics of this will obviously vary by setting.

Due to this nature of this item, you cannot import into it.

[600cp] Jumper Mask

A mask, which comes in a design of your choosing.

When someone other than you wears the mask, you are able to temporarily grant them access to any supernatural powers you possess. At the same time, you are able to exert control over the wearer, resulting in an emergence of a new personality which better matches yours and your goals. This personality is considered a separate entity; were the person to lose their soul in a Shadow Duel while wearing the mask, it is the mask and that personality that would be lost, rather than the soul of its wearer.

The mask can only maintain influence of one person at a time; starting the process of controlling a new wearer undoes your progress on the previous wearer. The wearer of the mask can never make use of powers that you would not want them to have access to.

Should the mask be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. However, if your mask is intentionally sealed away, you will not regain access to it until it is unsealed or the start of the next jump (post-chain, after ten years have passed), whichever comes first.

[600cp] Jumper's Spirit World

Your very own slice of the Duel Monsters Spirit World.

On purchase of this option, you must determine the aesthetics of your Spirit World. If you like, it can be dominated by a large headquarters, equivalent to the castle of the Supreme King.

Within your Spirit World, Duel Spirits are fully corporeal. Optionally, your Spirit World may come with a small population of Duel Spirits to inhabit it. None of these Duel Spirits will be notably powerful. A few may be duelists if you like, but will not carry particularly impressive decks, nor will they possess notable dueling talent.

On purchase of this option, you must also determine how your slice of the Spirit World is attached to the setting at large. It may be attached to your Warehouse by a special gateway, or placed out in the world. If placed out in the world, it may be connected to an existing Spirit World dimension, or standalone. If standalone, you can choose the extent to which it is connected to the human world; it might always be open to humans that wander in, or have specific requirements or conditions for entry and exit such as only being open at certain times, or requiring a Duel Spirit to open and close the entrance. Even with the most restrictive requirements, if the Spirit World is placed out in the world, those with the ability to travel between dimensions will still be able to access it.

At the start of each jump, you may change the placement and conditions of your Spirit World, including making it a part of dimensions that are similar in nature to the Duel Monsters Spirit World. Post-chain, you can change its placement and/or entrance conditions once every ten years.

Should your Spirit World be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse.

[600cp] Shadow Charm

Shadow Charms are a series of talismans that grant their wearers access to the dark magic of Shadow Duels. Each takes a different form, though common across each is the appearance of the Eye of Anubis somewhere on them. Each Shadow Charm has its own quirks and benefits, and while these items are generally less powerful than the fabled Millenium Items, they are nonetheless potent tools in the hands of the Shadow Riders, or those who possess similar inclinations.

With this option, you may choose to receive a copy of one of the existing Shadow Charms. Alternatively, you may use this option to create a custom Shadow Charm of your own design, which must fall within the scope of power demonstrated by the canonical Shadow Charms. See the Notes section for more information.

Should your Shadow Charm be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[800cp] Satellite Weapon

This is a satellite equipped with a powerful laser cannon, comparable to the SORA satellite.

The satellite is operated by a computer disguised as a briefcase. Two keys are required to operate it, which can be separated to minimise the risk of enemy subversion. It’s a good thing too; used as a weapon, the satellite is supposedly capable of wiping out all life on Earth. It can also be used to reflect and amplify certain kinds of corruptive energies; if you had the right powers, it may enable you to mass brainwash the planet.

When not in use, your satellite can be stored in a special subspace for your convenience. Retrieving the satellite will cause it to be placed in the orbit of the planet you are currently on (or the closest equivalent).

If the computer or keys are lost or destroyed, a replacement will appear in your Warehouse after 24 hours. If your satellite is lost or destroyed, a replacement will appear in its subspace after 24 hours.

-Deck Builder-

In order to participate in Duel Monsters, the game that dominates this setting, you will require a deck of your own. This section will allow you to design your own deck, as well as give it various special properties.

All cards provided via this section have a strange durability to them. Though they might be deliberately ripped or marked, incidental damage as a result of play doesn't occur, and environmental damage and water damage are largely protected against as well. All cards provided will be considered completely legal in any Yu-Gi-Oh! setting, as well as settings where the Yu-Gi-Oh! Trading Card Game is played. They will have card data that allows them to work with Solid Vision technology, and appear in virtual worlds.

Should any card acquired via this section be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

You receive 800 deck points (dp), to spend in this section only. Created companions or companions imported via the *Standard Companion Import* option receive 300dp to spend instead. Jumper only may convert cp to dp at a 1:1 ratio.

Starter Deck

You begin with 60 cards, allowing you some room to customise your deck between duels. Some of these can be Fusion cards, but you must allow yourself at least a 40 card Main Deck.

Your cards may be split between existing cards, and original cards. Existing cards must comply with the Card Availability rules (see the Notes section). Your cards also must comply with the *Initial Power Level* you purchase in this section.

Deck Theme

Those looking for additional guidance can use these options when crafting their deck, but this is completely optional.

- **Character Deck:** Your deck is a copy of an existing character's deck. Some changes may be required to account for ineligible cards, to account for an incorrect Initial Power Level, or to add cards for a deck that was not fully revealed.

- **Existing Series:** Your deck builds upon some already existing cards, potentially creating original cards to 'fill-in-the-blanks', or add additional power and depth to the deck.
- **Jumper and Friends:** Your deck revolves around the various forms and powers of Jumper and/or their companions.
- **Jumpchain Deck:** Rather than focusing on Jumper directly, your deck is built around key events that have occurred during the chain. For example, Monsters might be powerful foes you overcame in the past, whilst Spells and Traps might reflect the tactics you or they used when you clashed.
- **Original Theme:** Your deck is an entirely original archetype or group of cards, based on something you like or ideas you already had for them.
- **Mix and Match:** You can even combine some or all of the above options if you like.

Initial Power Level

You *must* choose one (and only one) of the following options:

- **[Free] Slifer Red:** Your deck might be fairly described as the bare minimum. Did you scavenge the cards from the inhospitable arctic? Maybe you made it by buying the minimum amount of booster packs and smashing them together? For what it is, the deck is surprisingly coherent in terms of theme or gameplan, but it lacks consistency and is stuffed with weak cards. It will take tremendous skill, luck, or both, to succeed with this.
- **[100dp] Ra Yellow:** Your deck may be as powerful as Jaden Yuki's or Bastion Misawa's at the start of the series. It is the deck of a promising student, one that would test very well in practical examinations.
- **[200dp] Obelisk Blue:** Your deck may be as powerful as Zane Truesdale's at the start of the series. As a Duel Academy student, you would be in contention for the strongest in school in terms of raw deck power at this point in time.
- **[300dp] Full Power:** Existing cards are no longer limited by power level, giving you free reign to choose what you like so long as they comply with the Card Availability rules. Original cards will allow you to create you a deck as powerful as Jaden Yuki's anime deck at its peak, minus any out of game effects his cards may possess.

Additional Cards

These options provide additional cards, which you can use to strengthen your deck. While some of these options may depend on your Initial Power Level, these options are not figured in to the calculation of your deck's power level.

[Free & Exclusive to Duel Spirits] Your Card

This is your card, the one that needs to be played in order for you to appear within a game (see the Duel Spirit species for more information).

As a Duel Spirit, you'll be able to hide within this card, whether or not you are corporeal. During this jump only, destruction of this card will result in your death, as outline in the species option.

Should you possess or acquire additional Yu-Gi-Oh! or Duel Monsters style monster forms, the card can switch between which of these it is representing at any time outside of a game.

If you have also purchased *Continued Support*, then any time you obtain a new retrain of *Your Card*, including retrains of other forms represented by this card you've picked up from other jumps, this specific card gains that retrain as a new form it can be changed into anytime outside of a game. The first time this occurs, you receive the original form this card took as a mundane card, ensuring you can still make use of it in your deck even as this card is advanced to a more competitive state.

Additionally, if you already have a card or cards you are connected to in a similar way, you can import it/them into this option. This causes the card to gain a new form or forms that the card can be switched between anytime outside of a game.

Regardless of how the card itself may change, it won't alter your power as a Duel Spirit. Similarly, the card itself will not grant additional out of game powers you do not otherwise possess, even if the existing card would have that ability; for example, if your card is Rainbow Dragon, you wouldn't be able to transport people across dimensions unless you also had the *Somewhere Over The Rainbow* perk or a similar ability.

A card representing an original monster is considered to have *Exclusivity*, as described in that option.

[Varies] Import Cards

Do you already have some cards you are fond of?

In order to be a valid choice for import, the original card must either be a useable Duel Monsters card that you acquired from a Yu-Gi-Oh! or Duel Monsters setting, or an official and legal Yu-Gi-Oh! trading card (legal in this case does not refer to a banlist, but rather whether or not the card is useable at all). Imported cards are adjusted to be appropriate to Duel Monsters if necessary, and receive the same benefits that other cards you acquire from this section would generally receive. They are backed by the same Duel Monsters spirits that cards from this setting benefit from, however when importing particularly special cards such as the Sacred Beasts, unless you are importing the real deal connected to the appropriate Duel Spirit, the result will 'merely' be a powerful card instead of anything unique. Finally, importing a card ensures it is compatible with the Solid Vision technology present here.

Should an imported card gain a new appearance in order to become compatible with Duel Monsters, you will be able to toggle the card between its pre-import and post-import appearances any time outside of a duel, ensuring you can still use these cards for their former purpose.

For 200dp, you can import a maximum of 60 cards. However, you may instead do this for Free, provided all imported cards comply with the Card Availability rules, you can make a legal deck out of them, and you forgo the initial 60 cards this section would normally provide you.

For 300dp (even if you were able to take the previous tier for Free), you can import as many cards as you like, and can even continue to alter cards in this way during and after the jump. In order to adjust cards during and after the jump, they must either be your property or you must physically contact them (contacting a card sleeve, binder, or deck box they are located in is sufficient).

[200dp] Six Decks

Like Bastion Misawa, you don't wield just one deck – you wield six!

Purchasing this option will give you five additional Starter Decks, as described above. Each deck is determined separately, is considered to have the same Initial Power Level you have already paid for, and must comply with the Card Availability rules. If you refused an initial starter deck via the *Import Cards* option, your five additional Starter Decks have the Slifer Red Initial Power Level.

You are free to decide whether your additional Starter Decks are completely different from the original and/or each other, or overlap in ways that would allow them to be combined together as a more powerful 'seventh' deck.

[200dp] Continued Support

Purchasing this option will ensure that you will find new cards appropriate to your deck. You may find these extra cards when purchasing card packs, when going about the world, or sometimes even have them randomly show up amongst your collection.

Should your deck be behind the general power curve, these cards will work to improve the strength of your deck in order to keep it fairly relevant. This applies both to settings where Duel Monsters or the Yu-Gi-Oh! TCG is played. This power curve ignores extreme outliers; in Duel Monsters settings this would cover things like the Egyptian Gods, while in more mundane settings it would apply to "Tier 0" decks that crop up in a given format.

Should your deck match or exceed this power curve, then new cards will not help strengthen your deck directly, rather they will facilitate alternate methods of using it. For example, they might allow you to lean on a particular sub-archetype more heavily, or provide retrains of some of your weaker monsters to let you use them seriously again.

In many cases these new cards will be entirely original, although you may also find existing cards where it would make sense. You will never find existing cards that don't comply with the Card Availability rules.

[100dp] Fusion Support

You receive a set of ten or so cards, tailored towards your archetype and/or playstyle, and appropriate to the *Initial Power Level* you have purchased here. These cards will help to make your uses of Fusion monsters more viable; they might include new Fusion monsters that require your own monsters, Fusion monsters that combine materials from both you and your allies' decks – helpful should you ever borrow their cards or duel alongside them – and even unique Fusion spells applicable to your archetype or dueling style.

If you have also purchased *Continued Support*, then the total amount of new cards your receive from that option will increase a bit, with these extra cards all being related to the Fusion mechanic. These extra cards are at the same level of power as the ones Continued Support is otherwise providing.

In many cases these new cards will be entirely original, although you may also find existing cards where it would make sense. You will never find existing cards that don't comply with the Card Availability rules.

[100dp] Ritual Support

You receive a set of ten or so cards, tailored towards your archetype and/or playstyle, and appropriate to the *Initial Power Level* you have purchased here. These cards will help to make your uses of Ritual Monsters more viable; they might include strong Ritual monsters that can serve as aces or 'outs' to certain problems, and Ritual Spell cards that can bring out multiple Ritual Monster targets within your archetype or dueling style.

If you have also purchased *Continued Support*, then the total amount of new cards you receive from that option will increase a bit, with these extra cards all being related to the Ritual mechanic. These extra cards are at the same level of power as the ones Continued Support is otherwise providing.

In many cases these new cards will be entirely original, although you may also find existing cards where it would make sense. You will never find existing cards that don't comply with the Card Availability rules.

[100dp] Tag Support

You receive a set of ten or so cards, intended for use in Tag Duels and/or Pair Duels. These cards will either work to bridge the gap between your deck and that of a close ally, or are more generic cards exclusive to one or both of these formats.

If you have also purchased *Continued Support*, then the total amount of new cards your receive from that option will increase a bit, with these extra cards all being the kinds of cards described above. These extra cards are at the same level of power as the ones Continued Support is otherwise providing.

In many cases these new cards will be entirely original, although you may also find existing cards where it would make sense. You will never find existing cards that don't comply with the Card Availability rules.

[100cp] Jumper Reverse Art

You receive a set of ten or so cards. These cards reflect your existing archetype and/or playstyle, but take it in a new direction.

Thematically, these cards represent a significant departure from the existing theme of your deck. For example, a deck that makes use of righteous heroes might gain new cards that are twisted villainous versions of these heroes.

If you have also purchased *Continued Support*, then the total amount of new cards your receive from that option will increase a bit, with these extra cards all being related to this 'reverse' archetype or theme. As your deck grows in power level, these cards will better synergize with your proper archetype, giving you both the option of focusing specifically on either theme, or bringing them together into a singular deck.

In many cases these new cards will be entirely original, although you may also find existing cards where it would make sense. You will never find existing cards that don't comply with the Card Availability rules.

[50dp] Buy Singles!

Each purchase of this option provides you with three copies of any existing card that complies with the Card Availability rules. See the Notes section for more information.

[Free] Group Project

Requires the Jumper Group item.

Once per jump, you can have the group backing you as a result of the *Jumper Group* item develop a new card for your deck. You will receive three copies of this new card, and your benefactors will go to extreme lengths to deliver them to you should you have an urgent need for them. Post-chain, you can have a new card developed once every ten years.

Developing this card always costs your group considerable expense relative to the setting. So long as you actually are able to be backed by such a group in a given setting, they'll always manage to pull it off, even if it would normally be outside the scope of their capabilities.

New cards provided by this option do not possess any special out of game abilities. In most cases they will be wholly original cards, but where they are existing cards they will always comply with the Card Availability rules. Generally, each new card will be some enhanced version of or additional way to use one of your ace monsters; for example, it might be a Fusion monster that fuses your ace with another key monster in your deck.

Should your deck be behind the general power curve, ignoring extreme outliers, then the new card will work to improve the power of your deck. Should your deck match or exceed the general power curve, then the new card will instead be a 'side grade' or alternative that may give you more options but won't actively push the power of your deck forward.

Any original cards gained via this option are considered to have *Exclusivity*, as described in that option.

[50cp] Toon Kingdom

Toons are a special kind of monster used exclusively by the creator of Duel Monsters, Maximillion Pegasus.

Normally, special monsters require the use of the Continuous Spell card, Toon World. Purchasing this option provides with three copies of 'Toon Kingdom', which would otherwise be unavailable from this section.

Toon Kingdom is a brand new spin on Toon World. In addition to being treated as Toon World while it is on the field, it allows you to banish the top card of your deck to prevent your Toon monster being destroyed by battle.

[100dp] Light Barrier

A Field Spell card that is associated with the Arcana Force archetype. Like all Arcana Force cards its effect changes depending on whether it is upright or reversed. Its position is determined during each of your Standby Phases.

When upright, Light Barrier negates the effects of all non-Arcana Force monsters on the field. Further, when one monster destroys another in battle, its controller gains Life Points equal to the destroyed monster's original Attack Points. When reversed, it does nothing.

If this were all the card is capable of, this wouldn't need to be its own option. What sets this card apart is that the effect negation of this card extends beyond the game, creating a barrier that prevents Duel Spirits – even fully corporeal ones – from entering, and driving out those already inside the zone. This doesn't apply to an opposing duelist who happens to be a Duel Spirit, nor does it apply if the Duel Spirit's card is currently on the field. It is also dependant both on it being used in a duel, and the card remaining in its upright position. Even so, there are certainly circumstances where the use of this card's anti-Duel Spirit barrier will bring you tremendous advantages.

This option provides you with three copies of 'Light Barrier', which otherwise cannot be obtained via this builder.

[100cp] The Ultimate Forbidden Lord

An option for those who wish to harness the power of Exodia, no matter the price.

This option provides a single copy of 'Ritual of the Ultimate Forbidden Lord', and 'Exodius the Ultimate Forbidden Lord', which cannot otherwise be acquired via this section.

Normally, in order to successfully use Ritual of the Ultimate Forbidden Lord for the first time, a duelist must offer up a person dear to them as a sacrifice. Thankfully, you can always choose to avoid this cost.

Should you choose to pay the cost anyway, the sacrifice will persist as a spirit that is attached to Exodius the Ultimate Forbidden Lord. While they become a Duel Spirit of sorts, their spirit form still takes their prior appearance. During the chain only, if Jumper or a companion is sacrificed in this way, it does not count as death for the purposes of chain failure, and the Duel Spirit form will be treated as an alt-form that they can enter and exit starting from the end of the current jump. If someone else is sacrificed, they become a follower from that point.

Each purchase of this option can only ever apply its benefits to one sacrifice, and the sacrifice must be genuinely dear to the duelist using Ritual of the Ultimate Forbidden Lord for the effect to apply.

[100dp] Underworld Deck

A series of cards that were hidden away by practitioners of the Cyber Art, which are said to run counter to the principles of respect that underpin the Cyber Art dueling style.

Included in this set of cards are three copies of 'Cyberdark Edge', 'Cyberdark Horn', and 'Cyberdark Keel', as well as a single copy of 'Cyberdark Dragon'. These cards can only be acquired via this option in the builder.

These cards thirst for constant battle and improvement, and as a consequence slowly damage the duelist who makes use of them, resulting in health complications like heart trauma. Those with strong will may be able to draw upon these cards for longer periods of time. The true solution is for the duelist to come to truly respect these cards, at which point they will no longer cause the duelist harm. Fortunately for you, purchasing this option ensures you'll always be able to wield these cards, and any other Cyberdark cards you may come across, safely.

[200dp] Grim Reaper

A North Academy legend. The Grim Reaper is a weak, Normal Monster. However, it is host to a powerful and dangerous Duel Spirit. This option gives you one copy of this card, which cannot be obtained via other options in this builder.

One can enter into a contract with the Grim Reaper, offering it their soul in exchange for miraculous drawing power. This contract is symbolised by a skull mark that appears on your dominant drawing hand.

In order to use this draw power, simply draw with your marked hand whilst the Grim Reaper is on your person (it does not need to be in your deck). If the Grim Reaper is taken from you, you can draw on the power left in your hand to have the Duel Spirit possess someone nearby in order to return the card to you.

You are free to choose when you enter into this contract. Once you have done so, using the Grim Reaper's power will gradually exhaust you, causing you to pass out between duels and similar issues, before it claims your soul completely. You could probably manage to make your way through a few weeks of use, before eventually succumbing. At any time during this period, you can renege on the deal by throwing the Grim Reaper away and refusing to draw with your marked hand until the mark disappears. This will allow you to make some use of this power, and still protect your soul. Obviously, this will upset the Grim Reaper, who will refuse to work with you again.

As a special consideration, should you choose to betray the Grim Reaper, at the start of the next jump your card will 'reset', becoming attached to a brand new Grim Reaper Duel Spirit who is willing to work with you. It may also be possible for you to find means of substituting your owed soul with another, though this option does not provide such a means by itself.

[200dp] The Philosopher's Stone

This special card will find its true value in the hands of the ultimate alchemist, who can think creatively and imaginatively.

Three times per duel, you can pay half your life points to swap this card in your hand with any card in your deck. Simply imagine the card you would prefer to have, and the swap will happen. As if that wasn't already an extremely valuable ability, after the third use the card will reveal its true power. The effect becomes: *This turn, Select 1 face-up monster on the field, and multiply its ATK by the number of monsters your opponent controls.*

Using the true power of this card will cause it to dissipate. Fortunately, as a special consideration, you'll find that the card reappears the following day, ready to be used again.

If you like, you may choose to specifically receive Sabatiel - The Philosopher's Stone, which can only be acquired through this option. When a Winged Kuriboh is destroyed, you can add Sabatiel to your hand from your deck, allowing you to more reliably get access to it. Alternatively, you can choose to receive a custom Philosopher's Stone card that instead triggers off the destruction of a key card of your deck, decided by you on purchase of this option. Regardless of your choice, you only gain one copy of your chosen card.

An original Philosopher's Stone card is considered to have *Exclusivity*, as described in that option.

[200dp] The Winged Dragon of Ra (Fake)

The Winged Dragon of Ra is one of the three Egyptian God Cards, a powerful set of cards that were once were fought over for, and determined the very fate of the world.

This is not the *real* Ra, merely a fake created by Industrial Illusions for research purposes. It bears the various effects of the anime version of the Winged Dragon of Ra, but lacks the real world powers of the real thing. This option gives you one copy of this fake, which cannot be acquired through this builder in other ways.

Summoning the Winged Dragon of Ra requires you to recite a chant – fortunately, purchasing this option ensure you always remember it. What it doesn't do is make you a duelist worthy of commanding this god. While you won't be struck by lightning for playing this card, it will simply fail to follow your commands, unless you have become worthy via some means not present in this builder, or use some additional means of control. One such means is Mount of the Bound Creator, a Field Spell card, which this option gives you three copies of. Mount of the Bound Creator is *not* exclusive to this option.

[300dp] Deck of Darkness

According to Nightshroud, Duel Monsters existed at the creation at the universe. You've obtained a series of cards that could possibly date back to that time.

This option provides you with three copies of each of the following cards: 'Darkness Bramble', 'Darkness Destroyer', 'Darkness Eye', 'Darkness Necroslime', 'Darkness Neosphere', 'Darkness Outsider', 'Darkness Raincrow', 'Darkness Seed', 'Darkness Slime', 'Darkness', 'Darkness 1', 'Darkness 2', 'Darkness 3', 'Zero', and 'Infinity'. These cards are otherwise unavailable from this section.

[300dp] Illusion Gate

An exceedingly powerful, but dangerous card. You gain one copy of it, which cannot be obtained by other means in this section.

In order to use this spell card, you must offer up a soul to the Sacred Beasts. You do *not* require the Sacred Beast cards to do this, and you'll be able to so do even in future worlds. This then not only destroys all monsters your opponents controls, but allows you to Special Summon one monster your opponent has used this duel, ignoring its usual summoning conditions. Such an effect can completely turn a duel on its head.

Payment of the offered soul is only due if you lose the duel after playing the card. This means that so long as you keep winning, you can offer your soul again and again without consequence. Further, the soul does not strictly need to be yours, so if you had some means of offering another soul instead, you could actually use this card as the ultimate threat, forcing your opponent to surrender or else they sacrifice one of their friends to the Sacred Beasts. How wicked!

[300dp] Neos Space

The Neo-Spacians, and Elemental HERO Neos, are cards that were originally designed by Jaden Yuki as a child, and made real via exposure to space waves. This option will provide you with your own copy of these cards.

This option provides a large selection of cards, which can be broadly broken up into three categories. The first category are Main Deck monsters. You get three of each of the following cards, which cannot otherwise be obtained via this section: 'Chrysalis Chicky', 'Chrysalis Dolphin', 'Chrysalis Larva', 'Chrysalis Mole', 'Chrysalis Pantail', 'Chrysalis Pinny', 'Neo-Spacian Air Hummingbird', 'Neo-Spacian Aqua Dolphin', 'Neo-Spacian Dark Panther', 'Neo-Spacian Flare Scarab', 'Neo-Spacian Glow Moss', 'Neo-Spacian Grand Mole', , 'Elemental HERO Neos', and 'Dandylion'.

Of these, one of each of the six Neo-Spacians (Air Hummingbird, Aqua Dolphin, Dark Panther, Flare Scarab, Glow Moss, Grand Mole) and Elemental HERO Neos have a Duel Spirit attached to them. The Elemental HERO Neos Duel Spirit is particularly notable; somehow he is able to become corporeal in the human world under his own power, and also use his power to manifest one other spirit during these times (which can include the dinosaur spirit of someone with Dinosaur DNA). He can only do this on rare occasions. You are not obligated to receive any of these Duel Spirits if you do not want them.

The second category are Fusion monsters. You get one of each of the following cards: 'Neo-Spacian Marine Dolphin', 'Neo-Spacian Twinkle Moss', 'Elemental HERO Air Neos', 'Elemental HERO Aqua Neos', 'Elemental Hero Chaos Neos', 'Elemental HERO Dark Neos', 'Elemental Hero Divine Neos', 'Elemental HERO Flare Neos', 'Elemental HERO Glow Neos', 'Elemental HERO Grand Neos', 'Elemental Hero Magma Neos', 'Elemental HERO Neos Knight', and 'Elemental HERO Storm Neos'. While these cards are not exclusive to this option, without their components you are unlikely to find much use for them.

The final category are bonus cards, which are only provided if you purchased another option. If you purchased the *Ultimate Crystal God* option, you will receive one copy of 'Rainbow Neos'. If you purchased the *Loving Defender Forever* option (choosing Yubel), you will receive one copy of 'Neos Wiseman'. Again, these cards are not exclusive to this option, but without their components they are unlikely to provide much value.

[300dp] The Ultimate D

Destiny HERO – Plasma. A one-of-kind card that others would kill for – literally.

Only one copy of this card existed in this world before you purchased this option. That copy was used by the Light of Destruction as a vehicle to corrupt others and bend them to its will. Now, there is a second copy, free from the influence of the Light of Destruction, but retaining the supernatural

powers of the origin. Perhaps it is best that you keep it hidden from Aster Phoenix, lest he believe you are responsible for his father's death.

Not only is this a powerful card, in and out of Destiny HERO decks, but when it inflicts damage on an opponent, it can cause real pain even outside Shadow Duels. When it is used to defeat an opponent, not only can you use it to produce powerful explosive attacks that can cause significant real-world damage, but it can steal the soul of your opponent, sealing them within the card. When present as a hologram (or otherwise manifested in the real world), sealed individual can be shown trapped within its wings, allowing others to speak with them. Should Destiny HERO – Plasma be destroyed, any souls currently sealed within it will pass on to the afterlife; this may serve as a last resort blackmail to prevent your opponents disposing of it. Destiny HERO – Plasma will only use its supernatural, real-world effects when you would want it to.

During the chain only, souls trapped within Destiny HERO – Plasma will automatically be released at the end of each jump. As a special consideration, should you have a means of ferrying trapped souls across jumps, souls within Plasma can be shunted to one of these systems at these times.

In addition to your one copy of Destiny HERO – Plasma, you receive some additional cards that support it. First, you receive three copies of D – Force, an unusual card that boosts the power of Plasma by remaining face-up on top of your deck and skipping your Draw Phase draws. Second, you receive a single copy of Destiny End Dragoon, a powerful Fusion monster that makes use of Plasma. This card would not otherwise exist yet – and if things proceed as usual, only a single copy will be made, at great expense. Last, you receive three copies of Destiny HERO Dogma, the other material required for Destiny End Dragoon.

Of the cards provided by this option, only Destiny HERO – Plasma, and Destiny End Dragoon, are exclusive to this option.

[300dp] Ultimate Crystal God

At the height of the Roman Empire, Julius Caesar requested that seven rare gems from around the world be brought to Rome, as a display of his dominance over the world. Unfortunately for him, those gems never made it to Rome, as the ship bringing them sunk. In the modern day, seven Duel Monsters cards were made out of these gems, creating an ultra-valuable series of monsters known as the Crystal Beasts. And their true power has yet to be revealed – the ultimate gem god that is the Rainbow Dragon may yet be created from a lithograph belonging to Caesar.

This option provides you with one copy of each of the following cards: 'Crystal Beast Ruby Carbuncle', 'Crystal Beast Amber Mammoth', 'Crystal Beast Topaz Tiger', 'Crystal Beast Emerald Tortoise', 'Crystal Beast Cobalt Eagle', 'Crystal Beast Sapphire Pegasus', 'Crystal Beast Amethyst Cat', and 'Rainbow Dragon'. Each of these cards can only be acquired via this option. Each of your Crystal Beasts has a Duel Spirit attached to it (though you may forgo this if you wish). Rainbow Dragon also has a Duel Spirit attached, but is more than just a strong card. By using it in a duel and building up its Attack Points, it will build up sufficient power to transport itself and others across dimensions, capping out at moving an area the size of Duel Academy. In addition, you receive three copies of 'Ancient City – Rainbow Ruins'; this card is not exclusive to this option, but will be a useful addition to a Crystal Beast deck.

But, perhaps you are someone of a darker bent. If so, you can forgo all the above cards to receive one copy of each of the following cards: 'Advanced Crystal Beast Ruby Carbuncle', 'Advanced Crystal

Beast Amber Mammoth', 'Advanced Crystal Beast Topaz Tiger', 'Advanced Crystal Beast Emerald Tortoise', 'Advanced Crystal Beast Cobalt Eagle', 'Advanced Crystal Beast Sapphire Pegasus', 'Advanced Crystal Beast Amethyst Cat', and 'Rainbow Dark Dragon'. These cards are also exclusive to this option, and have the same Duel Spirits and special properties as their regular counterparts. In addition, you receive three copies of 'Advanced Dark', which is not exclusive to this option, but necessary to make proper use of these cards.

If you purchased *Jumper Reverse Art*, then you can choose to receive the cards from the set you did not choose with this option, instead of the initial cards *Jumper Reverse Art* normally provides. However, these additional cards do not have the Duel Spirits or other special properties of your chosen set.

[300dp] Wicked Canon and Runes

This option provides you with a single copy of the following cards: 'Wicked Canon', 'Wicked Rune – Anger', 'Wicked Rune – Anguish', 'Wicked Rune – Doubt', 'Wicked Rune – Hatred', 'Wicked Rune – Sadness'. These cards can only be acquired via this builder through this option.

Wicked Canon is a continuous spell card. Each time you take battle damage, you can send one Wicked Rune spell card from your hand or deck to the Graveyard. You can banish Wicked Canon, and all Wicked Rune cards in your Graveyard to Special Summon 1 Fusion Material Monster, from your Deck, that is listed on a Fusion Monster in your Fusion/Extra Deck that can only be Special Summoned with Super Polymerization, and whose Level is equal to or less than the number of Wicked Rune Spell Cards removed x 2.

Within a duel, the Wicked Rune cards themselves are functionally useless. However, each Rune corresponds to a negative emotions – Anger, Anguish, Doubt, Hatred, and Sadness. They can be used to create strange floating orbs that attach themselves to a human and amplify that emotion, indicated by the appearance of the rune somewhere on their body. Only one rune can be applied to each person at a time, and you can only have one orb in play for each of your Wicked Rune cards. With sufficient willpower, a person may be able to overpower the effect of the orb, driving it out of their body and destroying it.

When a person that is influenced by an orb is nearby, and you use the effect of Wicked Canon to send the corresponding Wicked Rune card to the graveyard, the afflicted person will be sacrificed, and the negative emotion they were cultivating will empower Wicked Canon. If you are able to sacrifice five humans in a single duel in this way, then when you activate the effect of Wicked Canon, it will be able to create a brand new copy of 'Super Polymerization'. Super Polymerization cards created in this way only function as game pieces with no out of game effects; however, if you also purchased the dedicated *Super Polymerization* option, then during duels where you use these additional copies in the same deck as the Super Polymerization provided by the dedicated option, the additional copies will function identically to the 'true' copy of the card as described in that option. You'll always be able to tell which of your Super Polymerization cards is the true copy in this case.

[300dp] The Loving Defender Forever

A set of three cards, one copy of each. By default, these are 'Yubel', 'Yubel – Terror Incarnate', and 'Yubel – The Ultimate Nightmare', which can only be acquired via this section. If you prefer, they may a set of original cards of roughly equal power. In either case, one card is a monster card that comes with a Duel Spirit attached, and the other two cards work with this Duel Spirit, be it acting as enhanced forms, or as some other kind of support.

In the past, perhaps even in a past life, you and this Duel Spirit shared a deep bond. By some strange twist of fate you've reunited, and now your bond is closer than ever.

You have gained the ability to fuse this Duel Spirit into your soul; while there is no time limit on this fusion, either party may undo this fusion at any time. Having the Duel Spirit fused with your soul provides you with a couple of benefits. First, it protects you from many kinds of brainwashing or mind-affecting techniques. Second, it can serve as a power boost to supernatural abilities you may possess, such as The Gentle Darkness. Drawing upon the power of the Duel Spirit may result in a minor aesthetic effect related to the Duel Spirit; in the case of Yubel, your eyes would take on heterochromia matching Yubel's eyes. Fusing with the Duel Spirit in this way has no effect on your personality.

Original cards provided by this option are considered to have *Exclusivity*, as described in that option.

[500dp] The Sacred Beasts

Uria, Lord of Searing Flame. Hamon, Lord of Striking Thunder. Raviel, Lord of Phantasms. A series of powerful Duel Spirits, sealed away due to the dangers they present. They have been compared to the Egyptian God cards.

The Sacred Beast cards are not dangerous simply for being powerful cards; what makes them such is their ability to feed on the life essence of Duel Spirits. In order to use this ability, the cards must either be manifested by some means, or brought into play during a Shadow Duel. The more of them active, the stronger the effect. As the Sacred Beasts take in the life essence of Duel Spirits, their counterpart cards will change, the images either going blank, or the monster depicting withering away and becoming bones. If you are dueling someone, their cards are protected from this effect during the duel, whether or not you would want them protected.

If you had some means of doing so, such as by wearing the Shadow Charm Ring, the life essence taken by the Sacred Beasts could then by supplied to you; at the cost of ending Duel Monsters as a game, and causing countless Duel Spirits to cease to exist, the Sacred Beasts would be able to sustain you with eternal life in a strong, healthy body. However, it should be noted that if you or the Sacred Beasts are defeated in a duel, or if the manifested Sacred Beasts are defeated in battle, then anything they had taken during this event will be returned – restoring the Duel Spirits, and returning your body to its former health and age. In future worlds, the Sacred Beasts may be able to steal the life of other kinds of spirits, the specifics of which vary by setting.

Normally, the Sacred Beasts require a duelist with a strong power over spirits to properly control them, or they will run amok. By purchasing this option, you'll always be able to control them, regardless of whether or not you would normally have such capability.

This option provides one copy of each of three Sacred Beasts. Each may either be the copy already present within the setting – which would normally be sealed on Duel Academy island – or a separate

version just for you. In addition, you'll receive a copy of Chaos Phantasm Armityle – a fusion of the three Sacred Beasts – and three copies of Dimension Fusion Destruction, the requisite card to bring this fusion out. All but Dimension Fusion Destruction can only be acquired in this builder via this option.

[600dp] Super Polymerization

The ultimate fusion card. This option provides you with a single copy of 'Super Polymerization'. This 'true' version of this card can only be acquired by this option in this builder.

By discarding one card, you can perform a Fusion Summon using monsters on either player's field as materials. This allows you to simultaneously summon a powerful monster while clearing away threats. Even better, neither player can activate cards both in response to this card, and to the Special Summon of the monster it calls forth, making it extremely difficult for your opponent to handle.

What's more, while Super Polymerization can Fusion Summon monsters from your Extra Deck as normal, it can also create brand new Fusion Monsters which did not previously exist, be it in your Extra Deck, or even at all. If Fusion Summoning from outside your Extra Deck, the card makes what it makes based on the material used, and you don't get further input.

If you have also purchased *Continued Support*, then any time you are able to summon from outside your Extra Deck, then at the end of that duel you will receive a single copy of that new Fusion monster. This must be a legitimate duel in which participants are playing properly (you can't have someone play against you with the deliberate intent of them feeding you opportunities to create new Fusion monsters). Original cards created via this method always fall within the general power level of your deck. The first time you Fusion Summon outside your Extra Deck with given materials, that result is set in stone and you'll always get the same result using those materials going forward. You cannot receive more than three copies of the same card via the method, and these cards will never have special out of game abilities, even if the 'normal' version of that card would.

But Super Polymerization does more than Fusion Summon. Using Super Polymerization, you can permanently fuse souls together. In the cause of a Duel Spirit and a human, the human body would remain, and the human would have primary control, but would be forever connected to the Duel Spirit, and may gain unusual powers. Super Polymerization can also be used to fuse dimensions together. This must be done via a legitimate duel in which participants are playing properly (i.e. not allowing you to just do this), and will require complex interactions to pull off that may vary based on a given setting and how related dimensions are arranged within it.

Special Deck Qualities

These options provide special qualities to individual cards, to your deck as a whole, or to your complete collection of cards that have gone through this section.

[Free/50dp] Alternate Art & Rarity

Want to bling up your deck with special art and foiling? Then use this option.

By default, you are free to determine which existing card art any card you receive comes with, and have a 'card rarity' (the kind of foiling applied to the card, if any, not how many of the cards exist in the world) appropriate to them.

For Free, you may designate three individual cards, (not card names) you acquire via this section to receive a new alternate art, and three individual cards that you can freely change the foiling of at any time outside of a duel. You are not limited to existing card rarities present in the TCG/OCG, but you cannot 'mark' the card in a way that renders it illegal to play. Effects like Overframes or utilising a manga style require you to choose the same card for both an alternate art and foiling change.

For 50dp, you can apply either or both of these effects to any cards acquired via this section.

At either tier, you may defer your use of this if you like, allowing you to choose cards received later on in this section (this includes using the import option to add cards to this builder), or simply giving you more time to think about it.

When applying an alternate art, you can decide whether the card's art is permanently changed, or whether the card can switch between its 'normal' art and the art you are granting it here any time between duels. A change in card art beyond simple posing will be reflected when the card appears as a hologram, and will also affect a card's Duel Spirit if it has one. When applying a foiling change, you can optionally have a card's hologram take on a rainbow shine.

[Free/100dp] Corruption Protection

As a special consideration, for the duration of the jump your cards cannot be corrupted by Nightshroud's darkness unless you would want them to. This means that you don't need to worry about your frustration over losing a duel tainting your deck, or your deck's proximity to other corrupted cards infecting it.

For 100dp, your cards can never be corrupted by any kind of power or energy unless you would want them to be, and at any time you can instantly purge these kinds corruption from any of your cards.

[50dp] Deck Search

When not participating in a duel, or a wager where the order of you deck matters, you are able to guarantee drawing any card present in your deck.

A handy trick should you find yourself in the Duel Monsters Spirit World, or just want to examine specific cards quickly.

[50dp] Exclusivity

Thanks to this option, any original cards provided by this section will not make their way into the hands of others, unless directly stolen from or given by you. The specifics of this are up to you; for example, cards you receive initially might not be released to the general public, and additional cards granted by Continued Support that you found in card packs might be extremely rare. You can even choose something wacky like your cards being designed by you as a child, and becoming real through

exposure to space waves, so long as the strange circumstances aren't providing you extra advantages.

If a card is imported in order to receive the benefits of this exclusivity, other copies of that card that have already made their way to others will not suddenly disappear, but at least more copies won't spread.

Original cards from some additional card options will already come with *Exclusivity*; this is clearly stated in those options.

[50dp] Famous Deck

Your deck is famous. Perhaps it once belonged to a world champion duelist? Maybe the cards themselves have a reputation?

You can decide whether this benefit is applied at the start of each jump, even in settings without Yu-Gi-Oh!/Duel Monsters. Thanks to this reputation, you'd easily manage to get your deck put on display at iconic museums and the like (in worlds without Yu-Gi-Oh!/Duel Monsters, it would be treated as some curio without greater context of how the cards are actually supposed to be used). In worlds where Yu-Gi-Oh!/Duel Monsters is well established, replicas of your deck sans exclusive cards may also be put on display, or offered as prizes for major events. Simply possessing your deck provides you with a boost in reputation and celebrity appeal.

There are obvious downsides to having a famous deck. In world where Yu-Gi-Oh!/Duel Monsters are established, opposing duelists will often have foreknowledge of your deck and how it works. In some cases, less upstanding types may wish to steal your deck as well.

Post-chain, you can decide whether this effect applies every ten years, but turning the effect off won't undo any recognition your deck has already built up.

[50dp] Idol Card

With this special option, you can choose one card that you find appealing to act as an Idol Card – that is, a card present in your deck solely *because* it appeals to you, even if it has no real place in the deck otherwise. It isn't unheard of for Duel Academy boys to keep a female card in their deck solely as a morale boost; for example, Syrus does so with Thunder Nyan-Nyan, and Chumley does so with Dian Keto the Cure Master.

During duels, having one copy of this card present in your duel will never hurt your consistency; you'll find that you will only draw into it or mill it at times where you would be comfortable doing so. This does not increase the odds of doing either beyond the norm if you would want to; it simply means keeping the card in your deck won't hurt you the way it really ought to.

You can change which card you are treating as an Idol Card at any time outside of a duel.

[50dp] Markable

Thanks to this option, you are able to write on your cards, and so long as the writing is only on the front of the cards, and isn't intentionally obscuring rules text excessively, it will never impact the legality of your cards.

You'll also be able to clean writing off your cards quickly and easily, without permanently damaging your cards.

An excellent option for the logic-obsessed who wish to jot down duel formulas on their cards, or those who want to mess with particularly obnoxious Duel Spirits they have to put up with.

[50dp/200dp] New Spirit Partner

Duel Monsters aren't just cards. They are real monsters, located in another world. In the human world, they are often referred to as Duel Spirits.

For each 50dp purchase, one of these Duel Spirits have strongly bonded with you, acting as a partner of sorts. You must designate one of your cards received via this section to receive a Duel Spirit for. If a given card (not card name) already has a Duel Spirit or equivalent, it cannot be given another one. You may defer acquisition of Duel Spirits until you receive a card you would want one for from this section (this includes using the import option to add cards to this builder). Your new Spirits are considered followers. Should one perish, they will reappear at the start of the next jump (post-chain, after ten years). For 200dp, you can provide any of your cards acquired via this section with Duel Spirits; be careful not to go overboard with this, else you find yourself in an overcrowded dorm room with no sleep.

When a game piece representing a Duel Spirt is used in a game that can sufficiently represent their form, such as via the Solid Vision technology or in Shadow Duels, the Duel Spirit can take part in the game. If a Duel Spirit has multiple forms, such as cards with an 'upgraded' form, certain Fusion/Extra Deck forms, or as a special consideration certain 'retrains', they may also appear as any of them as required. Multiple Duel Spirits *can* exist for the same monster; if you happen to have multiple Duels Spirits that could work for a specific game piece, then they can decide amongst themselves which takes part (with it being randomly determined if they can't agree). Within the context of a single Duel Monsters/Yu-Gi-Oh! TCG duel only, when multiple appropriate cards/forms are played, a single Duel Spirit may act as all of them.

Duel Spirits cannot act outside the rules of the game, but in certain circumstances may act on their own accord to do something that is a legal action for this. They can also communicate with their master in various ways, such as indicating they wish to be played. Duel Spirits are generally likely to get upset if their master treats them poorly – this typically means acts like ruthlessly sacrificing them. Fortunately, any Duel Spirits you pick up via this option will have personalities that mesh well with yours and are absolutely loyal to you.

Unless otherwise stated, Duel Spirits provided by this or other options are incorporeal, but as a special consideration will always be able to appear before you even if you can't normally see Duel Spirits.

Cards from some additional card options will already come with Duel Spirits; this is clearly stated in those options.

[100dp] Mr. T Special

Thanks to this option, whenever you use a power to duplicate yourself, each of your copies will gain access to its own copy of your deck. Additionally, if you are able to create Truemen (see the *Embodiment of Darkness* species option), they can be provided a copy of your deck.

These decks only persist while that copy or Trueman exists. Attempts to give the extra cards out, or combine them together to create more powerful decks than usual invariably fail.

[100dp] Sub-Commander

With each purchase of this option, designate one new Duel Spirit you have acquired via this section. You can defer this decision until you are ready.

Whenever the chosen Duel Spirit is able to manifest, they are now able to do so along with a Duel Disk and a weak deck full of thematically appropriate monster cards that they can in turn can manifest via their Duel Disk. The deck provided by this option can only ever be used by that Duel Spirit, and only when it is manifested.

While you can purchase this option multiple times, you can only ever manifest one of your chosen Duel Spirits as a Sub-Commander at a time.

[100dp] The Power of Self-Delusion

You can see Duel Spirits, you swear!

Well, even if you can't, this option provides you with the next best thing – the ability to imagine you can! Thanks to this ability, you can self-delude whenever you project your cards as Solid Vision holograms, allowing you imagine that they appear and act however you like. For example, you could imagine that your Frog deck are actually a bunch of handsome princes that fawn over you whenever you summon them.

Additionally, if you consistently employ the same kind of self-delusion to your cards, it will eventually result in the creation of a special Duel Spirit that is not bound to any one card, but to you and your deck. The nature of this spirit is determined by the manner of self-delusion you are employing; in the above example, the spirit may take the form of a princely frog. Once created, the Duel Spirit will persist even if you cease pretending your cards are something they are not. Choosing to then employ a different kind of self-delusion to your cards would gradually shift the Duel Spirit to reflect that new approach.

The only real limits to this ability are that as mere imagination, this doesn't allow you to mechanically change how your cards work, and that if you had genuine Duel Spirits, this ability would not change them in the slightest – in the case of the mentioned frog prince, you couldn't stop him looking like a frog via this ability.

[200dp] Demotivating, okay?

Like Belowski, you passively cause an effect that saps at the motivation of those around you when you duel, eventually causing them to go to sleep.

The effect is gradual, and may work on others at different rates, but it applies just as much to spectators as it does your opponent.

The effect is also not absolute; those who possess a notable excitement and passion for dueling, such as Jaden Yuki, can resist this outright. Specialised suits exist which can dampen and even provide immunity to this power. Unusual or inhuman beings may also be able to resist this power.

You will only apply this power when you mean to.

[200dp] Jaden's Bottomless Fusion Deck

Jaden Yuki sure has a lot of Fusion monsters, huh? Nearly all of his HEROs seem to have a combination with each other, and that's before he added the various Neos Fusion monsters to his deck. This option will allow you to make use of similar tactics.

Purchasing this option means that you no longer have to comply with maximum card limits on your Fusion/Extra Deck. Others won't even think to question this either.

Used intelligently, this is a huge advantage that cannot be understated.

Add-Ons

These are additional items that relate directly to your cards, but are not cards themselves. Where appropriate, you may import any similar items you possess into any you are acquiring from this sub-section, giving them any advantages the options they are imported into offer.

[Free] Deck Box

A deck box for storing your deck. If you like it can come attached to a belt, allowing you to easily carry it on your person.

Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50dp, First free with Six Decks] Deck Box Vest

A vest, which could be comfortably worn under a Duel Academy school uniform. Six deck boxes are also included, which can be attached and detached from the vest as you like, making the vest an excellent tool for those who like to carry multiple decks with them.

Should any of this be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[Free] Card Storage

You have acquired some method of storing your cards. It might be a binder, a box, or some other method, so long as it does not provide notable special advantages.

Your storage will be able to accommodate any number of cards, expanding internally as needed without becoming heavier. Despite this, you will always be able to find the card you are looking for,

and can also automatically sort them as you please. Cards kept in this storage will not degrade so long as they remain inside, even if your storage method would cause them to bounce around.

Should the storage method be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. Cards kept in this storage will be replaced at this time, overriding their usual rules. When a card outside this storage would be replaced in such a way, you can choose for them to appear directly into this storage at that time (or as soon as the storage becomes available if it is not at that time), overriding the replacement rules of those cards as necessary.

[100dp] Warehouse Storage

An option for those wanting a space to thoroughly examine their cards, or to store unneeded bulk.

This is a warehouse space which can either be attached to your Warehouse proper, or to another property you possess. Once per jump, you may move the space to another suitable location. Post-chain, you may do so once every ten years.

The warehouse space features lighting, a couch to crash on, a few tables, and shelving space to store bulk cards in boxes. The room will expand internally as require to store any number of cards via this shelving, as well as related paraphernalia (deck boxes, Duel Disks, etc.), but will not expand to accommodate any other kinds of items.

Items stored in this space can be automatically sorted in any manner of your preference, and no matter how large the space it becomes you'll find it easy to navigate to what you have stored.

Should the warehouse space be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse. Cards and appropriate items kept in this storage will be replaced at this time, overriding their usual rules. When a card outside this storage would be replaced in such a way, you can choose for them to appear directly into this storage at that time (or as soon as the storage becomes available if it is not at that time), overriding the replacement rules of those cards as necessary.

-Companions-

[50cp per.] Standard Companion Import

Already have some companions with you? For 50cp each, you may import these companions into this world, providing them an Origin, as well as 600cp to spend on perks and items and their species, as well as 300dp to spend in the Deck Builder section. They may not purchase companions.

[50cp per.] Spirit Partner Import

Maybe you'd like your companion to be a part of your deck? For 50cp, you can import companions with this special option, providing them with the Duel Spirit species and related Origin for free, as well as 600cp to spend on perks and items. They cannot purchase companions.

A companion imported in this way does not have access to the Deck Builder section; instead their copy of *Your Card* is considered to be part of your own use of the Deck Builder section. They may spend 300cp in order to combine their copy of *Your Card* with a purchase of *The Loving Defender Forever* (again treated as part of your own use of the Deck Builder section), in which case their card is the key card in that set, and they are able to fuse with you as described in that option while they are in a Duel Spirit form.

A single companion cannot be imported through this cannot also be imported through the *Standard Companion Import* option.

[50cp per.] Create

Alternatively, for the cost of 50cp each, you may create new companions to follow you on your journey. They receive an Origin, and 600cp to spend on perks and items, as well as 300dp to spend in the Deck Builder section. They may not purchase companions. Their appearance, personality, and history are up to you, provided you do not grant them anything not reflected in their purchases. By default, they are absolutely loyal to you, but you may forgo this if you wish.

[50cp per.] Recruit

For 50cp each, you may take any named character appearing in the Yu-Gi-Oh! GX anime along on your journey as a companion. In order to successfully recruit them, they must agree to this. If for some reason you are turned down, worry not! Each purchase of this represents a 'slot', so you can ask around and find another character to journey with if you would like.

-Drawbacks-

You may gain up to **600cp** in drawbacks, but may take as many drawbacks as you like.

[0cp] Jumper History

Have you visited the world of Yu-Gi-Oh! before? Well with this toggle, you can import the events of any previous Yu-Gi-Oh! or Duel Monsters jumps you would like to, smoothing out any inconsistencies between them in a manner of your preference. Attempts to use this toggle to interact with prior versions of either yourself or companions will fail however.

[0cp] Dub vs. Sub

Various changes were made to this setting in the process of localising it. With this toggle, you may decide for some or all of these changes to be present in the version of this setting you are visiting.

[0cp] A True Graduation Duel

Normally, after Jaden's final victory over Nightshroud, he would be given a special opportunity to duel Yugi Muto in his prime. This toggle can be used to guarantee that you'll be swept up in these events.

At about the same time Jaden would normally be sent back in time, you'll also be approached by present day Yugi Muto, providing you a similar opportunity. Depends on how things play out, he may approach you separately, or together with Jaden Yuki. If you are of a villainous bent, Yugi may be doing this in order to correct you, rather than help you out. If Yugi no longer exists in this world, then while he can no longer approach either you or Jaden, some alternate circumstances will arise that grants you (and only you) this same opportunity.

If you are taking *Jumper History*, then a special exception will allow you to 'redo' these events from the perspective of this era if you have already tackled it from another – with any version of you that had done it before not taking part this time somehow.

[0cp] Bonds Beyond Time

Using this toggle, you can determine whether the events of Yu-Gi-Oh! 3D Bonds Beyond Time occur naturally within this setting's timeline.

Should events proceed as normal, Paradox, a man from the far future, will travel to various eras in order to steal powerful monsters, then travel to Yugi's era in order to kill Pegasus and change the course of history. It will be up to Yugi Muto, Jaden Yuki, and Yusei Fudo to band together to stop him. From Jaden's perspective, this event likely occurs sometime after his final victory over Nightshroud, and after his true graduation duel with Yugi.

This toggle can also be used to guarantee that you will be swept up in these events, allowing you to face Paradox either in place of Jaden Yuki, or as an addition to the team. If you are taking *Jumper History*, then a special exception will allow you to 'redo' these events from the perspective of this era if you have already tackled it from another – with any version of you that had done it before not taking part this time somehow.

[+100cp] Banlist

Your deck must comply with the September 2008 Forbidden and Limited Lists for the TCG, which you can find here:

https://yugioh.fandom.com/wiki/September_2008_Lists_(TCG)

You are unable to use counterfeit cards in your deck as well, even in cases where you would normally get away with it. Breaking these rules will result in an automatic loss even before others can discover they are broken. Only you and those dueling directly on your behalf are subject to this drawback.

Original legitimate cards are still fine to use. This drawback solely relates to the use of cards and does not impede your acquisition of them.

If you are a Duel Spirit residing in a duelist's deck, then this drawback will also apply to that duelist, but not if you would want it to; i.e. you can't be slipped into an enemy's deck to handicap them.

[+100cp] Duel Monsters Beginner

By taking this drawback, you forfeit all knowledge of the game of Duel Monsters, as well as the Yu-Gi-Oh! OCG/TCG. You still retain the benefits of the *Dueling Basics* perk if you chose to acquire it here. This drawback does not impact any innate dueling talent, intuition, or luck you happen to possess.

It is possible for you to relearn any lost knowledge, and what you don't will be returned to you at the end of the jump.

[+100cp] Mamma Mia!

You talk like a comically exaggerated stereotype, which is semi-randomly determined when taking this drawback to be something you would find annoying.

For example, were you to be an Italian stereotype, you would automatically throw in random Italian words or phrases into your speech such as pasta, tiramisu, or mamma mia, even in situations where they wouldn't make sense to say.

[+100cp] Jumper's Here Too

For whatever reason, others tend to overlook you and not take you seriously – sometimes even to the point of forgetting you are in the room with them.

This never occurs when it would benefit you. In fact, others may pick up on this bothering you if it does so, and exploit this in order to cause you to undermine yourself.

[+200cp] Bad Friends

You may be used to the power of bonds, and speeches about friendship. Well, you can forget about them during your time here.

Friend groups you are a part of become hopelessly negligent. They won't notice changes in behaviour of their friends until it is far too late, and in time of crisis, such as being locked together in an underground lab or trapped in another world, are all too willing to allow friends to wander off on their own – even when those friends are very clearly in a state of distress.

It will take great efforts on your part to keep tragedy befalling your friends, let alone maintaining your friendships. Maybe you'd be better off alone?

[+200cp] Edge of a Cliff

Duel Monsters may just be a game to others, but you take it incredibly seriously. Too seriously, as a single loss can send you on a downward spiral, causing you to either lose all confidence in yourself or even see your cards as nothing more than blank white squares until you are able to recover from this breakdown through a period of self-examination.

If you are a Duel Spirit residing in a duelist's deck, then this drawback will also apply to you should that duelist lose while you are present in their deck.

[+200cp] Underworld Dueling

During each duel you participate in, Shock-Amplifying Devices will appear on your wrists and neck (or equivalent if you have an unusual form), which deliver painful shocks whenever you lose life points. You'll never be able to get used to this pain, and long-term exposure may result in serious health complications. Your opponents are not influenced by this drawback – they aren't forced to wear anything, and won't go any easier on you than normal.

If you are a Duel Spirit residing in a duelist's deck, then this drawback will also apply to that duelist, but not if you would want it to; i.e. you can't be slipped into an enemy's deck to handicap them.

[+200cp] Cursed by the Goddess of Luck

Put simply, you are very unlucky. While this will show up to some extent throughout your day-to-day life, it is most on display during duels and other games, making them much more difficult for you. You'll rarely draw the specific card you are hoping to draw; if you were hoping to employ a luck-heavy FTK deck, you should probably give up.

If you are a Duel Spirit residing in a duelist's deck, then this bad luck will also apply to that duelist when they duel, but not if you would want it to; i.e. you can't be slipped into an enemy's deck to handicap them.

[+300cp] Soul Concern

Normally, losing your soul will not immediately result in chain failure (see the IMPORTANT NOTE at the start of the jump). Taking this drawback will change that.

Now, losing your soul by any means will immediately cause you to fail your chain. Additionally, attempts to take your soul that occur immediately after either you or someone dueling on your behalf loses a duel are guaranteed to succeed, overcoming any special protections you might have.

Are you sure you want to take this?

[+300cp] Enlightened

Like Sartorius, the Light of Destruction has made you into its vessel.

The Light of Destruction has a deep hold on you, resulting in the emergence of a split personality that controls your behaviour the vast majority of the time. Only in extreme cases may you exhibit some resistance to this; for example, if the Light of Destruction was on the verge of destroying the world, you might be able to surface long enough to stall this effort.

The only way you can be freed from this control is for you to be defeated in a serious duel with genuine stakes. The Light of Destruction is unlikely to enter such a duel frivolously, but will do so if it is in service of completing its goals. Once during the jump, if you are placed in such a duel, your true self may appear as a spirit in order to provide guidance or explain the situation to the opposing duelist.

[+300cp] The Ultimate Nightmare

Exclusive to non-Duel Spirits.

In your childhood, a Duel Spirit you had a strong bond but was obsessively attached to you was launched into space in the hope of calming it down. Unfortunately, this has only exposed to the Light of Destruction, twisting its love for you further.

Now back on Earth, the Duel Spirit believes the pain and despair it suffered was actually a form of love you have shared with it, and wants to return the favour. The Duel Spirit is intelligent and manipulative; it will exploit others to suits its goals, discarding them when they have outlived their usefulness. It knows all about you, and how to best cause you suffering and get under your skin.

While the Duel Spirit won't actively seek your death at first, trying to fight back against its goals may cause it to resort to it – if it can't have you, no one can!

If you can survive to the end of the jump without it truly breaking you for good, the Duel Spirit will calm down, and you may choose to fuse with it – at which point it is treated as a free purchase of *The Loving Defender Forever* in the Deck Builder section. You may also receive this early if you are somehow able to achieve the herculean task of talking sense into it, and then fusing it permanently with you in some way, such as through the use of Super Polymerization.

[+300cp] Devil's Hand

Exclusive to Duel Spirits.

Perhaps as a result of atmospheric entry and crashing into a planet, the vast majority of your body has been destroyed, leaving you only as a hand or similar appendage.

Miraculously, you have survived this destruction, and even as this appendage are able to telepathically communicate with those nearby. However, you are unable to change your form by any means, and have been stripped of your perks and powers.

Should you be fed excessive amounts of Duel Energy, or an equivalent thereof, you may slowly reconstitute yourself. Methods of reconstitution or healing other than being fed this energy will fail to help you.

As you are reconstituted with this energy, your perks and powers will slowly return; by the time you have completely reconstituted you'll have access to all of your perks and powers, and regain the ability to change forms and be healed by other means.

-Ending-

You have reached the end of your stay here. All of your drawbacks are hereby revoked. Any background memories you have acquired no longer have any influence over your behaviour.

Choose one of the following three options:

Keep Dueling: You choose to remain in this world. Your chain ends here.

Keep Jumping: You choose to continue your chain. Proceed to the next jump.

Go Home: You choose to return to your original world. Your chain ends here.

-Notes-

Thank you to everyone who assisted in making this jump.

Card Availability Rules:

In terms of existing cards, you can acquire any card present in the TCG up to and including the release of the Light of Destruction booster pack (March 13, 2008). You can also acquire any card present in the Yu-Gi-Oh! GX anime.

Should a card possess an anime version that functions differently to its TCG counterpart, you are limited to acquiring the anime version here (though in many cases that version of the card is more powerful). If you are importing cards or bringing them in from outside this jump, you may end up possessing both an anime version and TCG version of the same card. For the purposes of deck-building, anime versions of cards follow the Name Condition of the Maximum of Three Rule. For example, if you owned three TCG copies of 'Card of Sanctity', and three anime copies of 'Card of Sanctity', you would still be limited to playing three copies of 'Card of Sanctity', split between whichever versions of the card you like.

In some cases, the rules of cards change between anime appearances. Generally you can consider this to be errata that is respected by the duelists of the world. Should you acquire such a card, you are free to change the card between any of its anime appearance rulesets (including ones that match the TCG) anytime outside of a duel, even if it means you duel others who are currently using that card in a different way.

In addition to this general availability, the following cards are banned, and can only be acquired if specific purchases allow it:

- Blue-Eyes Shining Dragon
- Toon World, Toon Kingdom
- The Egyptian God Cards (Obelisk the Tormentor, Slifer the Sky Dragon, The Winged Dragon of Ra)
- Pyramid of Light, Andro Sphinx, Sphinx Teleia, Theinen the Great Sphinx
- The Legendary Dragons (The Eye of Timaeus, The Fang of Critias, The Claw of Hermos), their fusions (Amulet Dragon, Blue-Eyes Tyrant Dragon, Dark Magician Girl the Dragon Knight, Doom Virus Dragon, Goddess Bow, Mirror Force Dragon, Rocket Hermos Cannon, Time Magic Hammer, Tyrant Burst Dragon), their knight forms (Legendary Knight Critias, Legendary Knight Hermos, Legendary Knight Timaeus, Timaeus the Knight of Destiny), Legend of Heart
- The Seal of Orichalcos, Orichalcos Deuteros, Orichalcos Tritos, Orichalcos Mirror, Mirror Knight Calling, Orichalcos Kyutora, Orichalcos Shunoros, Orichalcos Aristeros, Orichalcos Dexia, Orichalcos Gigas, Orichalcos Malevolence, Divine Serpent Geh
- Illusion Gate
- The Sacred Beasts (Uria, Lord of Searing Flames, Raviel, Lord of Phantasms, Hamon, Lord of Striking Thunder), as well as Armityle the Chaos Phantasm/Chaos Phantasm Armityle
- Sabatiel - The Philosopher's Stone
- Chrysalis Chicky, Chrysalis Dolphin, Chrysalis Larva, Chrysalis Mole, Chrysalis Pantail, Chrysalis Pinny, Neo-Spacian Air Hummingbird, Neo-Spacian Aqua Dolphin, Neo-Spacian Flare Scarab, Neo-Spacian Grand Mole, Neo-Spacian Dark Panther, Neo-Spacian Glow Moss, Elemental HERO Neos

- Dandylion
- Cyberdark Edge, Cyberdark Horn, Cyberdark Keel, Cyberdark Dragon
- Grim Reaper
- Destiny HERO – Plasma, Destiny End Dragoon
- Light Barrier
- Crystal Beast Ruby Carbuncle, Crystal Beast Amber Mammoth, Crystal Beast Topaz Tiger, Crystal Beast Emerald Tortoise, Crystal Beast Cobalt Eagle, Crystal Beast Sapphire Pegasus, Crystal Beast Amethyst Cat, Rainbow Dragon
- Advanced Crystal Beast Ruby Carbuncle, Advanced Crystal Beast Amber Mammoth, Advanced Crystal Beast Topaz Tiger, Advanced Crystal Beast Emerald Tortoise, Advanced Crystal Beast Cobalt Eagle, Advanced Crystal Beast Sapphire Pegasus, Advanced Crystal Beast Amethyst Cat, Rainbow Dark Dragon
- Wicked Canon, Wicked Rune – Anger, Wicked Rune – Anguish, Wicked Rune – Doubt, Wicked Rune – Hatred, Wicked Rune – Sadness
- Super Polymerization
- Ritual of the Ultimate Forbidden Lord, Exodius the Ultimate Forbidden Lord
- Yubel, Yubel - Terror Incarnate, Yubel - The Ultimate Nightmare
- Nightshroud's Darkness Deck (Darkness Bramble, Darkness Destroyer, Darkness Eye, Darkness Necroslime, Darkness Neosphere, Darkness Outsider, Darkness Raincrow, Darkness Seed, Darkness Slime, Darkness, Darkness 1, Darkness 2, Darkness 3, Zero, Infinity)
- 5Ds-era cards present in Yu-Gi-Oh! 3D Bonds Beyond Time
- Malefic cards (Malefic World, Malefic Blue-Eyes White Dragon, Malefic Cyber End Dragon, Malefic Rainbow Dragon, Malefic Red-Eyes Black Dragon, Malefic Stardust Dragon, Malefic Truth Dragon, Malefic Parallel Gear, Malefic Paradox Dragon, Malefic Divide, Malefic Claw Stream, Malefic Selector, Malefic Force, Malefic Paradigm Shift, Malefic Tune)

Also, the following cards are available, under certain conditions:

- Labyrinth Wall: You may acquire this card via the builder, but it cannot establish Labyrinth Duels.

On The Gentle Darkness and Dinosaur DNA:

Your projected dinosaur spirit can be manifested in all of the same situations that a Duel Spirit could be.

If you possess both The Gentle Darkness and Dinosaur DNA perks, you can eventually become able to manifest your dinosaur spirit when you want.

On Shadow Charms:

Here are the unique abilities of each Shadow Charm:

- Shadow Charm Pendant: Creates a Shadow Duel where the loser's soul is sealed inside a card. Protects its wearer and their allies from the dark magic of other Shadow Charms. Forms energy bubbles to trap/protect others, and energy platforms to stand or duel on. Allows the teleportation of yourself and others, within the range of the same island.

- Shadow Charm Choker: Creates a Shadow Duel that allows you to take the soul of one who loses to you and place them in a Voodoo doll. Allows you to wager other souls during Shadow Duels; for example, Camula used this in combination with the Illusion Gate card to offer up the souls of participants outside the duel to use with that card instead of her own.
- Shadow Charm Gauntlet: The gauntlet permanently grants human-level intelligence to an animal, and grants them a powerful human body while they continue to wear the gauntlet.
- Shadow Charm Eyepatch: Allows Duel Spirits to take a physical form in the human world. Losing forces the Duel Spirits back into spirit form.
- Shadow Charm Circlet: Allows someone to return from the afterlife and retain physical form so long as they continue to wear it. May also allow the wearer to revive their deceased subjects as mummies, who will disappear when the wearer does.
- Shadow Charm Mask: Allows the wearer to escape from the World of Darkness if sent there, but if they lose the mask they will be pulled back into it. Allows the wearer to hypnotise others, and create dark portals (nothing demonstrated beyond island range).
- Shadow Charm Emerald Tablet: Allows the user to trap those that lose to them in a Shadow Duel within the book, which alchemists may be able to make use of for other purposes.
- Shadow Charm Ring: Allows the wearer to channel energy taken by their use of the Sacred Beasts (and possibly other sources) into themselves, in order to regain youth and enhance their body. Allows the wearer to take the souls of those they defeat in Shadow Duels in order to gain their spiritual traits; for example, Kagemaru intended to gain Jaden's control of spirits in order to properly control the Sacred Beasts.

-Changelog-

0.1
Created the jump.

1.0
(i) Fixed species intro; no mechanical change. (ii) Minor typo fixes.

1.1
(i) Rewrote **Alternate Art & Rarity** in the Deck Builder section.