

DRAW PHASE:

THE WORLD

So, you're a demi-god by now. I think it's best to change the game a bit with a children's card game.

Welcome to the world of Monster Card Duelling. In this world people all around the globe play a certain kind of card game, you might know of it, it's called Yu-Gi-Oh.

You could be a professional duellist, a teacher or anyone else who enhances the experience of duelling. Basically, many jobs circle around this card game.

This is a pit stop from your physical straining adventures. You're going to be a duellist, drawing cards like there's no tomorrow.

Oh, but before that, you're empty handed.

*Have some choice points: **+1000CP***

And in case you didn't catch the name, it's...



You are going to be teleported into a well known place where one of the main protagonists of the show lives or has lived. The time and place is unknown. It isn't known if it's 100 years into the future or is it the 1990's, you also don't know if it's Japan or America but who cares.

What is known is that events are going to happen surrounding the main character of your (destiny) picked place. If you like, you could help, get in the way or just be in the background for him.

This is just one huge sand-box for you, but in no way is death free. Two words: Shadow Realm. Hope you know what that means.

STANDBY PHASE: LOCATION

ROLL 1D8 TO DETERMINE WHICH
PLACE YOU'LL BE STAYING.
OR PAY TO CHOOSE.
100CP



1. DOMINO CITY

Where it all began. It's home to one **Yugi Mutou**. A 15-year-old school student that has a liking to Duel Monsters and old millennium puzzles. Incidentally he shares his body with an Egyptian ruler that also like Duelling Monsters. Fun. Domino City has no special liking to monster cards, if it did, it would be **Ritual Monsters**.



2. DUEL ACADEMY

Welcome to a remote island, owned by Seto Kaiba, whose purpose is to teach you how to duel. This is where duelling champions are born. You'll be spending 4 years of your life on this island, after that you can enter the Pro League or continue living here as a teacher. Main story follows **Jaden Yuki** a normal fun-loving and talented Duellist. This place doesn't really specialize but it uses a lot of **Fusion Monsters**. No discrimination for your age.



3. NEW DOMINO CITY

New Domino City is suppose to be a utopia. It definitely feels like it's perfect. Luxury life awaits in such a city with high speed duelling (on motorcycles). You'll live in the same city with a cold-hearted and arrogant **Jack Atlas** who has an Australian accent. NDC specializes in motorcycle duelling and uses **Synchro Monsters**.



4. SATELLITE

A garbage dump or so it seems. It's actually the Old Domino City, it suffers from extensive urban decay and it's used as a recycling plant. NDC residents will look down upon you but that's the more reason to prove you're not trash (or that they're worse than trash). It's hard to acquire cards in this place since it has no duelling market. It's home to **Yusei Fudo** the main antagonist to Jack Atlas, he's very noble and heroic. You might want to escape Satellite together.



5. HEARTLAND CITY

It's a wacky version of NDC. It's like a giant festival with colourful lights at night, Ferris wheels and heart-shaped air balloons. Local area to **Yuma Tsukumo** a duellist who's just bad at duelling except he has an alien friend named Astral that helps him. Heartland City specialty is Duel Gazers, makes it look like monsters interact with buildings around (mostly breaking them). XYZ.



6. MIAMI CITY

It's a city set on the coast. Less wacky as Heartland City but still is fairly weird. Home to **Sakaki Yuya** a born-entertainer who's an Entertainment Duellist. Miami City is special for it's Entertainment/Action Duelling which requires running, agility and knowing where every action card is laid down. Discover the world of **Pendulum Monsters**.



7. ANCIENT EGYPT (REDUX)

You're in old Egypt. Mostly deserted. You know how ancient Egypt looks. Duel Monsters is considered the game of kings. You'll appear 2 years before the rule of **Pharaoh Atem**. Not a fun place, hope you know how to survive for 10 years. No one will question your appearance. For your sake, everyone uses cards instead of slabs.



8. FREE PICK

Lucky. Pick 1 to 6, err, I mean 1 to 7.

*These locations are years appart, some more than 10 years. Domino City is Satellite, the difference is the time setting.

TRADING CARD GAME

MAIN PHASE 1: ORIGIN

ROLL 1D8+13 TO DETERMINE YOUR AGE,
YOU'LL KEEP YOUR CURRENT GENDER. OR
PAY TO CHOOSE YOUR AGE FROM 12 TO 30
AND GENDER YOURSELF.

100CP

CHOOSE AN ORIGIN:

IMPORTANT!

IF YOU'RE IN ANCIENT EGYPT, YOU
CAN ONLY PICK DROP-IN OR
TRADER

DROP-IN:

- +No memory altering
- No additional knowledge, hope you know how to play the game
- No acquaintances

You wake up at your little abandoned brick house outside of town about 2km from city border. This is your new "oasis". Your items are near you. You get a map of the nearest city and a big X of your location.

Duel Academy: You have to duel Lyman Banner to stay as a Slifer Red. If you lose you'll be dropped to Domino City, without a place to stay.

Satellite: You're homeless; live on the streets.

FREE

NORMAL:

- +You know basic duelling techniques and know famous duellists
- +Friends
- /+Easily susceptible by evil, to evil

You have a house and live with your parents in the designated city. Nothing special, only you have a place here: family, friends. You have to go to school but since you already know basic stuff it won't be a hassle.

Duel Academy: Slifer, you don't have to go to school since you're in an academy, a duel academy.

Satellite: You live in a shack with your parents, at least no school.

50CP

TECHNICIAN:

- +You know everything there is to know about duelling, you won't make clumsy duelling mistakes.
- +You have a job as a card tester
- /+Parents get the money if under 18

Workaholic parents rubbed off of you. You seem to like probabilities and you are very good at predicting your opponents moves. It has become a habit to you to doubt stuff instead of being certain of the future, you'll never guarantee anything, people misunderstand when you say you don't want to keep promises. Nothing seems to surprise you.

Duel Academy: Mid-tier Ra.

Satellite: You work as a recycler instead of a card tester.

100CP

COLLECTOR:

- +You know almost every card and card effect
- +You start with 3 sets of the same card deck
- You have an itch that can only be scratched if you collect cards

You live in a prestigious house hold, your parents are rich people, snarky and pun driven. Most of the time you have nothing to do and thus have a lot of free time. You have some friends but you don't converse with them much.

Duel Academy: Obelisk, hope you like boy/girl separated dorm rooms.

CANNOT BE PICKED IF ON SATELLITE

100CP

TRADER:

- +Trading skills
- +Know what people want
- Don't know what you want
- Duelling experience zero

You were never interested in the game itself, what interested you is the trading aspect of it. When you got your first card you instantly saw an opportunity to profit. Used a very simple but effective trading strategy on your peers, that made you an expert merchant you are today. You've been called a scammer many times leaving you with a mild mistrust issue. You have friends and they know where to go if they're looking for a deal, except they only care about you when they're looking for a deal.

Duel Academy: You were chosen to Obelisk, but having no experience the director wants you in Slifer. The choice was left to you: lowly but homey Slifer, Jack-of-All-Trades-but-Master-of-None Ra or high-end high-class high-demand high-responsibility Obelisk...

Satellite: Instead of mistrust people see you as a ray of hope. You're popular with Satellite inhabitants, the kids love you.

200CP

BATTLE PHASE: STARTER DECK

REAL STARTER DECK

It's Yugi Mutou or Seto Kaiba starter deck. Meaning it's full of normal monsters and forbidden cards that can't be used in official tournaments.

Number of Cards: 50

(FREE)



MONSTER ORIENTED DECK

Any deck that is specifically made out of certain monsters.

(Six Samurai, E.HERO, Madolche, etc.)

Number of Cards: 40

(100CP)(TRADER:50CP)



ORIGINAL DECK

You get your own deck suited your own style with your own unique monsters, spells and traps. No one in existence has these 40 unusual (and 4th dimension breaking) cards but you. Choose the other 10 for free.

Number of Unique Cards: 40

Number of Existing Cards: 10

Total: 50

(200CP)

Choose a starting deck:



STARTER DECK

Any other starter deck.

Number of Cards: 50

(50CP)(TRADER:FREE)



WINNING ORIENTED DECK

Any deck made for winning in a certain way that isn't attack damage based.

(Milling, Exodia, Final Countdown, etc.)

Number of Cards: 40 **(150CP)(TRADER:100CP)**



MAIN PHASE 2: SKILLS, ABILITIES AND MODIFICATIONS

BUT BEFORE THAT, LET'S TALK ABOUT YOUR HAIR. IT'S...

FOR DROP-IN, NORMAL:

NORMAL

Single coloured hair. Can have a new colour. Limitation is normal hair colour. People tend to underestimate people with normal hair.

50CP
TO SWAP

FOR TECHNICIAN, COLLECTOR, TRADER:

CRAZY

You get your hair coloured from 2 to 7 colours. Extreme spikes included. Colour palette limited to human colour comprehension. It's your natural hair now. Hair crazyness is a respectable trait.

NOW THEN, SKILLS:

DISCOUNTS ARE 50% OFF

1.CARD TRICK

YOU MASTERED THE ARTS OF YU-GI-OH CARD THROWING. CARDS CAN BE USED AS NINJA STARS. AS AN ADDED BONUS, YOU WILL NEVER GET PAPER CUTS.

(100CP)(FREE:DROP-IN)

2.BLEND IN

YOU ARE RELATIVELY UNNOTICEABLE. IT IS RELATIVELY SAFE TO WALK DURING NIGHT TIME FOR YOU. IF TEAM DUELLING, LESS LIKELY ATTACKED BY OPPONENT, RELATIVELY.

(100CP)(FREE:NORMAL)

3.IT'S A TRAP

YOU KNOW WHEN YOUR OPPONENT LAYS A TRAP. BLUFFING WITH SPELLS AND USELESS TRAPS ISN'T GOING TO FOOL YOU. YOU ALSO RECEIVE A HEIGHTENED ABILITY WHEN IT COMES TO DISTINGUISHING SEXES: ALIEN, ANDROGYNY OR OTHERWISE.

(100CP)(FREE:TECHNICIAN)

4.OUTSIDE BATTLE LUCK

PEOPLE ARE STUPID OR YOU'RE JUST LUCKY. YOU FIND CARDS ON THE GROUND THAT NO ONE LOOKS FOR. THEY'RE MORE OFTEN FOUND THAN COINS ON THE GROUND. OH, ALSO YOU FIND 5 DOLLARS WORTH OF CURRENCY EVERY MONTH.

(100CP)(FREE:COLLECTOR)

5.DUEL SPIRIT

YOU DON'T EASILY GIVE IN WHEN IT COMES TO SPECIAL LIVE-OR-DIE DUELS. YOU WILL SEE THESE KINDS OF DUELS TILL ONE OF YOU LOSES, NO BULLSHIT FAINTING. THIS ISN'T LIMITED TO THE CARD GAME, INCLUDES ONE-ON-ONE PHYSICAL DUELLING.

(300CP)(DISCOUNT:DROP-IN)

6.MISTY PRESENTS

YOU EITHER TRAVEL WITH THE MIST OR THE MIST TRAVELS WITH YOU. YOU'RE ABLE TO CREATE AN 8 CUBIC METRE MIST. COMES WITH A MENTAL OFF/ON SWITCH. IN ADDITION, YOU CAN SEE CLEARLY THROUGH MISTS AND SMOKE.

(300CP)(DISCOUNT:NORMAL)

7.SPHINX GOT NOTHING

YOU'RE A RIDDLE MASTER, CAN ANSWER ANY RIDDLE EVEN THE MOST OBSCURE ONE. ALSO KNOW WHAT PEOPLE ARE THINKING WHEN IT COMES TO YES OR NO QUESTIONS.

(300CP)(DISCOUNT:TECHNICIAN)

8.SPIRIT PARTNERS

1 TO 3 OF YOUR CHOSEN CARDS WILL BE DUEL MONSTER SPIRITS. YOU CAN TALK TO THEM AND SOMEHOW UNDERSTAND EACH OTHER. YOU CAN SEE OTHER SPIRIT MONSTERS INCLUDING ASTRAL PROJECTIONS.

(300CP)(DISCOUNT:COLLECTOR)

9.COMPANIONIZATION

AT THE END OF YOUR JOURNEY, YOU'LL GET TO PICK 1 PERSON FROM THIS UNIVERSE AS YOUR COMPANION. THEIR COOPERATION ISN'T GUARANTEED. IN CASE OF RIVAL, THEY WILL TRAVEL ON THEIR OWN IN NEW UNIVERSES.

(600CP)(DISCOUNT:DROP-IN)

10.MILLENNIUM EVIL

YOU CAN NOW INITIATE A SHADOW DUEL MEANING YOU CAN KILL PEOPLE BY PLAYING A CHILDREN'S CARD GAME. OF COURSE, IT DOESN'T HAVE TO BE THIS PARTICULAR CARD GAME, IT COULD BE ANY KIND OF GAME/BET. IF IT ISN'T YU-GI-OH YOUR OPPONENT HAS TO AGREE TO PLAY YOUR "GAME".

(600CP)(DISCOUNT:NORMAL)

11.ANTI-SHADOW REALM

YOU HAVE A FORCE FIELD FROM ANYTHING EVIL IN THIS UNIVERSE. SHADOW DUELS, POCKET DIMENSION TRAPS JUST DON'T AFFECT YOU. YOU ARE GRANTED 100% PEACE IN THIS UNIVERSE. ALSO, ANYTHING TO DO WITH GAMES AND LIFE BETS ARE ALWAYS IN YOUR FAVOUR. GUESS WHO ALWAYS WINS IN RUSSIAN ROULETTE? YOU.

(600CP)(DISCOUNT:TECHNICIAN)

12.HEART OF THE CARDS

WHEN YOUR LOW ON LP AND THE DUEL DOESN'T SEEM TO GO YOUR WAY. YOU DRAW THAT ONE CARD THAT CHANGES EVERYTHING. CAN BE USED ONCE PER DUEL. IN ADDITION, YOU NEVER PANIC WHEN IN A DIRE SITUATION INSTEAD YOUR BRAIN WORKS THREEFOLD LOOKING FOR A SOLUTION OR AN ESCAPE PLAN.

(600CP)(DISCOUNT:COLLECTOR)

13.MIND CRUSH

A PSYCHIC ABILITY THAT MAKES ONE PERSON YOU'RE MAKING EYE CONTACT LOSE THEIR AMBITIONS, WILLPOWER AND HIGH VALUED MORALS, MAKING THEM RETHINK THEIR LIFE. THE EFFECTS VARY FROM PERSON TO PERSON: SUICIDE, JOINING YOUR SIDE OR JUST SELF-REFLECT FOR A DAY. ONLY HAS ONE USE AND IT RECHARGES EVERY 1 YEAR UNLESS GOTTEN THE DRAWBACK: NIGHTMARES#.

(800CP)

EFFECTS FROM NIGHTMARES ONLY LAST FOR THE DURATION OF THIS JUMP

ITEMS

*These items can boost your current starters deck, are just useful or are nice customisation options.
Items with (*) can be chosen multiple times.*

YOU GET THESE FOR FREE:

A DUEL DISK



A DECK BOX



LEGAL ID



A CHEWED UP HAT



1. ATTIRE

A SET OF CLOTHING SUITING YOUR PERSONA. IT FITS WITH YOUR CRAZY HAIR.

(50CP)(FREE:ALL BUT DROP-IN)

2. BOOSTER PACKS*

IT'S 5 BOOSTER CARD PACKS OF YOUR CHOOSING. MUST BE THE SAME KIND.

**(50CP)
(FREE:2XTRADER,1XCOLLECTOR)**

3. FORBIDDEN CARDS*

YOU CAN'T USE THEM FOR OFFICIAL BATTLE BUT FIGHTING RANDOM PEOPLE COULD BE FUN. PICK YOUR FAVOURITE 10.

(50CP)(FREE:1XTRADER)

4. SUPER RARE CARDS*

TURNS 10 OF YOUR STARTER CARDS INTO SUPER RARE QUALITY. SHINY.

(50CP)(FREE:4XTRADER)

5. THE CARD*

A SECRET RARE QUALITY CARD. WEIRDLY, PEOPLE WILL ALLOW YOU TO DUEL IN OFFICIAL BATTLES IF THAT CARD IS FORBIDDEN.

(100CP)(FREE:1XTRADER)

6. PHONE WITH SUBSCRIPTIONS

A FLIP PHONE THAT RUNS ON SUNPOWER. GET SEND MESSAGES ABOUT ANY UPCOMING DUEL TOURNAMENTS, CARD TRADING OR HANG-OUT PLACES.

**(100CP)(FREE:TRADER)
(DISCOUNT:NORMAL)**

7. EXPANDED CARD BOX

IT'S BIGGER ON THE INSIDE, IT ONLY ACCEPTS DUEL MONSTER CARDS, UP TO 10 THOUSAND. ESSENTIAL FOR COLLECTING AND STORING CARDS. EVERY CARD BOX YOU WILL OWN WILL HAVE THIS EFFECT.

(100CP)(FREE:TRADER,COLLECTOR)

8. DUEL GAZER

LETS YOU SEE YOUR DUEL MONSTERS DESTROY THE SURROUNDING ENVIRONMENT IN A REALISTIC DEPICTION WHILE YOU DUEL.

(100CP)(FREE:TECHNICIAN)

9. CUSTOM DUEL DISK

LETS YOU HAVE A UNIQUE DUEL DISK. FEEL FREE TO BE CREATIVE. WANT TO DRAW CARDS FROM YOUR ASS? SURE.

(150CP)(FREE:TRADER)

10. DUELLING INTEGRATED MOTORCYCLE

A GOOD VEHICLE. A MUST FOR DUELLING ON THE HIGHWAY. POPULAR IN NEW DOMINO CITY. COMES WITH A FREE HELMET.

(200CP)(DISCOUNT:TRADER)

11. UNBREAKABLE DUEL PLATFORM

YOUR DUEL DISK AND DUEL MOTORCYCLE (IF YOU HAVE ONE) CANNOT BE BROKEN, DON'T NEED REPAIRS, MIGHT NEED UPGRADES.

(200CP)(DISCOUNT:TECHNICIAN)

12. ACCESS KEYCARD

GIVES YOU ACCESS TO CARD TESTING GROUNDS, MAJOR CARD COMPANY OWNED FACILITIES AND THEIR SECURITY ROOMS. IS ONLY NEEDED BY TRESPASSERS.

(300CP)(DISCOUNT:TECHNICIAN)

13. SECOND HOME

COMES WITH A DOUBLE BED, FULLY EQUIPPED KITCHEN, NICE BATHROOM, SHOWER AND ALL THAT JAZZ. A NORMAL HOUSE FOR TWO. BILLS ARE DEALT WITH FOR 2 YEARS.

**(400CP)(DISCOUNT:DROP-IN,
NORMAL)**

14. DESTINY CARDS

YOUR CARDS THAT YOU OWN CANNOT BE DESTROYED BY ANYTHING. IF THEY'RE STOLEN OR LOST THEY COME BACK INTO YOUR CURRENT EQUIPED CARD BOX.

(500CP)(DISCOUNT:COLLECTOR)

15. MILLENNIUM BRACELET

ALLOWS TO SEE A VISION INTO THE FUTURE IF YOU CONCENTRATE ONTO IT. MAXIMUM FUTURE REACH IS 1 HOUR. CAN BE USED ONCE A DAY.

(600CP)(DISCOUNT:TRADER)

END PHASE: DRAWBACKS & FUTURE

DRAWBACKS, MAKE YOUR LIFE A
LITTLE BIT HARDER.
YOU CAN CHOOSE UP TO 2
DRAWBACKS WITH A LIMIT OF
500CP

RIVAL +0CP

PICK YOUR RIVALS GENDER AND RACE. THEY WILL BE THE SAME AGE AS YOU. THEY CANNOT BE KILLED OR GET THEIR MEMORIES ALTERED BY ANYTHING. BE FRIENDS OR ENEMIES - DOESN'T MATTER, AT THE END OF THE DAY YOU'LL BE DUELLING UNTIL THE SUN SETS. **TAKES COMPANIONIZATION PRIORITY.**

MALFUNCTION DUEL DISK +50CP

WHATEVER YOU TRY TO DO EVERY DUEL DISK YOU TOUCH BREAKS AND IN THE SAME WAY. YOU CAN ONLY LIVE WITH THIS BAD LUCK. DUEL DISKS CAN ONLY ACCEPT 40 CARDS IN DECK AND 5 IN EXTRA DECK .

BALD +50CP

FORGET ABOUT YOUR HAIR. YOU HAVE NONE. GOOD THING YOU HAVE THAT CHEWED UP HAT. OVERRIDES CRAZY HAIR AND NORMAL HAIR. **MALES ONLY.**

THINK OUT LOUD +100CP

YOU REVEAL YOUR STRATEGY TO YOUR OPPONENT WITHOUT NOTICING. HOPE THEY TELL YOU.

POWER DISABLED +50CP

YOU LOSE ALL YOUR PREVIOUS JUMPCHAIN POWERS. NOT LIKE YOU NEED THEM, RIGHT?

DISLIKED +100CP

YOUR DECK. IT'S SOMETHING ABOUT IT THAT CAUSES FRUSTRATION. MAYBE IT'S OVERPOWERED. EITHER WAY, PEOPLE TEND TO HATE YOU AFTER DUELLING YOU.

CAN'T HANDLE IT +50CP

YOU START CRYING AND GET EMOTIONAL WHEN YOU LOSE. AND NOT IN A COMICAL WAY, IT'S REALLY HARD TO LOOK AT YOU.

EASY GRAB +200CP

SOME THIEVES HAVE TAKEN A LIKING TO YOU. THEY'LL TRY TO STEAL NOT ONLY YOUR CARDS BUT OTHER POSSESSIONS WHEN YOUR NOT LOOKING OR WILL TRY TO FACE YOU HEAD ON. THEY'RE RELENTLESS.

NIGHTMARES +400CP

YOU GET NIGHTMARES. THEY'RE NOT FRIGHTENING WHEN YOU THINK ABOUT THEM BUT YOU ALWAYS WAKE UP WITH A RACING HEART AND COLD SWEAT WHEN HAVING SAID NIGHTMARES. YOU'RE ALWAYS WITHOUT SLEEP AND THAT RUINS FOCUSING ON EVERYTHING. YOU ARE LIKELY TO FAINT AT LEAST ONCE A MONTH. **MINDCRUSH CAN RECHARGE ONCE A DAY!**

+300CP SORE LOSER

IT'S NOTHING MIND BOGGLING, YU-GI-OH DOES REQUIRE LUCK, WHICH YOU HAVE NONE. YOUR WIN/LOSE RATIO WILL BE AT BEST 1:1. YOU CAN FORGET ABOUT ANYTHING MAJOR LEAGUE. GOD HELP YOU WHEN IT COMES TO SHADOW DUELLING.

FUTURE

Another 10 years have passed, as you say farewell to this universe you are given the same three familiar choices:

GO HOME

Although it might seem strange to go home now, you decided that you only wanted to visit a world of duelling and since you have...Your journey is complete. You wake up with all your gear and knowledge.

STAY

It's not ENOUGH! Even though you're a big guy, duelling is fun and it's the best world to stay for you. Everything you had from past adventures are kept. Your prime self is cast into the Shadow Realm.

NEXT ADVENTURE

10 years of card games is enough but it was worth a rest of physical battle. Goodbye friends, goodbye challenges. You decide to continue on. You continue with your gear on your back and knowledge in your noggin.

NOTES:

YOUR RIVAL'S PERSONALITY:

WHEN IN UNIVERSE:

- COMETITIVE TO SAY THE LEAST
- WILL MOSTLY PICK COUNTERING CHOICES TO YOU
- WILL HAVE THE SAME MYERS BRIGGS PERSONALITY AS YOU ONLY THEIR ATTITUDE (E/I) AND LIFESTYLE (J/P) IS REVERSED.
- WON'T BE A BOTHER, WILL APPEAR AT CONVENIENT TIMES: WHEN YOU'RE DEPRESSED, BORED OR JUST BEFORE A CHALLENGING FEAT.

WHEN OUT OF UNIVERSE:

- THEY KNOW ABOUT YOUR ABILITIES, TRUE ORIGIN AND SUCH
- THEIR AGE CORRESPONDS TO YOUR AGE
- THEY WILL ALWAYS KNOW HOW YOU LOOK, EVEN WHEN YOU'RE A DIFFERENT SPECIES
- THEIR COMPETITIVENESS IS NO LONGER LIMITED TO CARD DUELLING
- THEY'RE MORE THAN FINE TRAVELLING WITH YOU TO OTHER UNIVERSES
- THEY DON'T GET ABILITIES SUCH AS YOU, BUT WHATEVER THEY PICK YOU, WHETHER ITEMS OR SKILLS, TRAVELS WITH THEM

DEPARTURE NOTES:

- ANY AND ALL DRAWBACKS ARE REVOKED
- 'MIND CRUSH' SINCE IT'S POWERED BY A DRAWBACK CHANGES BACK: RECHARGES ONCE EVERY YEAR
- ALL PERSONALITY CHANGES DISAPPEAR. IDENTITIES BECOME INACTIVE. BLAH BLAH.
- FRIENDS YOU MAKE STAY BEHIND, BUT YOU MIGHT SEE THEM AGAIN...
- CARDS STAY WITH YOU ALL THE TIME IN A POCKET DIMENSION AND CAN BE EASILY ACCESSED
- CARDS YOU LEAVE WITH ARE INDESTRUCTIBLE BUT CAN BE LOST (UNLESS YOU PICKED 'DESTINY CARDS')
- CARDS DO NOT LOSE QUALITY
- IF PICKED 'BALD' AND 'CRAZY HAIR', YOU CAN CHOOSE TO HAVE CRAZY HAIR OR NOT AT THE END