

Wild Cardz ~ Jaja-uma Quartet

Version 1.5

By Cataquack Warrior



Welcome to the Card Kingdom, where the brave Crown Knights use playing cards and magic to fight off terrible threats like ninjas, Mahjong-powered Chinese gangsters, and giant chess piece robots.

...Yeah, it's a kind of bizarre setting. But it's still full of action and excitement, so get ready for a blast!

You have +1000 Card Points (CP) to spend, so let's see what hand you'll play!

Background

Pay 50 CP to determine your age and gender; otherwise, your gender is the same as from before the jump and you roll a 1d20+6 to determine your age.

Drop-In- You come as you were from before the jump.

Card Division: Diamonds- One of the four card-based divisions charged with protecting the Card Kingdom. The division is trained to be swift and strong to scout out dangers and clear away obstacles for the other units.

Card Division: Clubs- One of the four card-based divisions charged with protecting the Card Kingdom. Your division is generally charged with food, sanitation, and other important maintenance duties.

Card Division: Hearts- One of the four card-based divisions charged with protecting the Card Kingdom. Generally the most “kiddie” of the divisions, your group tends to specialize in the kingdom’s magic and technology.

Card Division: Spades- One of the four card-based divisions charged with protecting the Card Kingdom. Your division is the pillar supporting all the others, as you are in charge of the support infrastructures of the kingdom – everything from intelligence gathering to police forces.

Chinese Gangster- Well, whatever the setting’s equivalent of China is, in a stereotypical fashion. There’s lots of money to earn on the black market, if you can handle some pesky heroines and crazy villains.

Chess Ninja- An enigmatic team of ninja that seems to be involved in a duel between two giant chess piece weapons. Or maybe they’re just there to watch? It’s not entirely clear.

Perks

All discounts here and elsewhere are 50% off for their respective backgrounds.

From An Unknown Land (100 CP, Free Drop-In)- Some countries on the map are still a complete mystery, and so are your origins. When you choose to activate the perk, people seeing you for the first time will have difficulty determining who or what you exactly are, or who you may be working for, even if there should be pretty obvious clues like, say, being a giant chess piece.

Crime Pays (200 CP, Discount Drop-In)- Crime doesn't pay in this world, but lucky for you you're not from this world to begin with! You gain a competency/luck boost on all criminal/illegal activities you are involved with.

Chess Machinist (300 CP, Discount Drop-In)- Seeing as it's not really clear who's really working with the chess pieces, we thought we'd move this here. You can now create various robots, from robot dogs to giant superweapons, using chess pieces as a motif for their exterior design or power source. Still, it will take lots of time and money to get things completely right.

The Power of Games (400 CP, Discount Drop-In)- You can develop entire magic and technological systems inspired by common games, much like the card and chess motifs in the anime. However, the extent of the new system depends on the amount of time and resources you pour into that specific type of game inspiring the system. Focus for years on a specific thing like dice or marbles and you'll have incredible results, but spend only a few days on one or just try to focus on a bunch of different things at once, and you'll have lackluster results. For instance, if you work hard enough you could make a whole city with a transportation system resembling a pinball machine, giant robotic marbles capable of destroying a city, or a magic system based on the rolls of dice – heck, maybe if you had access to more advanced technology, you could build a spaceship or something equally far out. In contrast, dabbling in all of them at once or not putting enough effort into any means that you're likely to get much farther than simple toys and furniture maybe without your inventions comically backfiring on you.

The Way Back (600 CP, Discount Drop-In)- If you happen to die, you'll awaken in a white void with two large portals: one red and one black. One will confirm your death and let things proceed from there, while the other will bring you back to life, albeit in weakened condition. The determination of the portals is random each time, so it's a coin (or card) flip for the right answer. All luck boosts, fortune-telling predictions, and other powers/items that may affect the outcome won't work when you are in the void. And the "void" exists separately from the regular

flow of time and space, so attempts to determine the right outcome before dying and entering the void, among other loopholes, won't work; if you tried to gaze into the future, the events in the void would be an unknown blank in the time flow. Well, at least it's still pretty decent odds. Once activated, the perk will not work again until a year has passed or the jump has ended. However, you can selectively determine whether *The Way Back* will activate before or after other life-saving failsafes have activated or failed, so you can save it for when it really counts.

Card Weaponist (100 CP, Free All Card Divisions)- You specialize in using cards as effective weapons in combat. All playing cards under your control become strong enough to pierce steel, and you can easily handle them in battle, whether it's stabbing one like a dagger or throwing a flurry of them like ninja stars. You are also able to summon full decks of cards onto your person (and you can choose the specific cards that make up the deck if you wish). Plus, you can make the cards blow around you in a flurry.

Card Fortune Telling (200 CP, Discount Card Division: Diamonds)- You know a special fortune-telling method. Randomly draw a card without looking at it, choose two different possible results (each linked to a different option for you to take), and throw the card into the air. Whatever the card shows will be the best of the two options for you to take. There can only be at most two results from the card (like even or odd, or red or black). As a result, the method can only be used to decide between two alternatives for a choice, so it's possible that, if you did not account for other options, the best choice indicated by the card won't be as good as another action you could have taken but didn't include in your question.

Fast as Light (300 CP, Discount Card Division: Diamonds)- You may not be as fast as the speed of light, but given how fast you can move, you certainly come close. I'd estimate that you can at least reach the speed of sound when you run or jump.

Hard Hitter (400 CP, Discount Card Division: Diamonds)- Speed is good, but it's also important to pack a good punch! You gain enhanced physical strength when attacking, and with the perk you are guaranteed to deal some degree of damage to a target; even if the enemy's defenses are practically invincible, you'll still be able to leave a decent mark on them that is more vulnerable to damage – though this doesn't prevent the enemy from healing the wound if it has such an ability. When this perk is combined with *Fast as Light*, you can perform the Lightning Dash, a powerful move in which you speed at an opponent while engulfed in a diamond energy aura that pierces through most obstacles.

Back for More (600 CP, Discount Card Division: Diamonds)- Sometimes you're going to take a hit in battle, but it's important to get back on your feet as soon as possible. You are able to push yourself to keep going even when you take critical damage. Essentially, damage fails to

seriously debilitate your ability to fight effectively unless the attack is particularly lethal or does something like cut off a limb. Things that would knock you unconscious only wind you for a few second, and then you'll be back on your feet. Heck, you might even find the strength to stand up when you're on the verge of being sent to the next life, so to speak (meaning that you can resist, to a degree, instant death curses and other things meant to send your soul to the afterlife). That said, the perk does not replenish your health reserves, so it won't bring you back to full strength.

Mix and Match (200 CP, Discount Card Division: Clubs)- It's usually not a good idea to eat a whole bunch of different pills at once, even if they're individually good for you, but what the heck? This show doesn't exactly make sense. The perk ensures that different things you consume into your body will not interfere with each other, so that they will all give you their intended benefits while minimizing the negative effects that normally occurred when they intersect with each other.

Club Magic (300 CP, Discount Card Division: Clubs)- A style of magic that lets you unleash energy blasts of various elements at foes, such as a Sonic Bomber attack to launch sonic-infused waves at foes.

Weapon Catcher (400 CP, Discount Card Division: Clubs)- You are able to catch weapons in such a way that you immobilize its movement without injuring yourself. Requires that it is technically feasible (even if it's very unlikely) to grab the weapon without being harmed; you could catch a sword by the blade without trouble, for instance, but a flaming sword that burns anything it touches would still burn you since there isn't a way to catch it without being hurt (unless you're fireproof, of course). Keep in mind that you don't need for the weapons to be thrown at you; you could still grab a hold of and immobilize the weapon if someone is swinging it at you at close range.

Hyper Sensor (600 CP, Discount Card Division: Clubs)- You have exceptional psychic senses, such that you can feel a breeze on the moon – okay, that's a bit of an embellishment, but you are still able to accurately sense the presences and movements of different individuals and targets – whether living or something inorganic – over a wide radius such as that of a modern-sized metropolis. You can also focus on specific targets you know of to pinpoint their location, but if you focus on single things you might miss other potential enemies.

Catrobatics (200 CP, Discount Card Division: Hearts)- You can summon a pair of kitty ears onto your head. The cat ears give you enhanced balance and acrobatics, such that you could easily run along a thin wire in the air while fighting various enemies.

Card Magic (300 CP, Discount Card Division: Hearts)- You can infuse playing cards with magic to have different effects, like electrocute targets or explode – or if you want something to *really* blow up, you can pour a ton of magic into a single card for a super bomb. You can even selectively determine when the card activates its magic – it could activate at the moment of impact, or you could hide it in with a robber’s goodies and wait for the right moment to set it off.

Card Substitute (400 CP, Discount Card Division: Hearts)- A special technique in which you create a substitute of your body out of playing cards and teleport yourself anywhere within 50 feet of your location. If you are touching someone, that person can be teleported, too. The replacement is near-instantaneous, and it will be tough to realize the switch until the fake body is hit and breaks apart into cards. The substitute and teleportation parts of the perk can only work together at first, but maybe with enough work you can expand each part (make better copies of yourself out of the cards, teleport yourself with less limitations, do one half of the perk without needing to activate the other part, etc.).

Heart Magic (600 CP, Discount Card Division: Hearts)- By making physical contact with a target, you can temporarily link with the subject’s mind to get a vision of his or her thoughts. The perk is luck-based, so it will automatically home in on the most useful memories or thoughts first in case you don’t have much time to waste. Focus with enough focus, you can have a full, two-way conversation with the mind you are linked to. You can even communicate with non-living things that should not be able to think/communicate on a human level, such as simple robots, magic weapons, and animals. In fact, as the Hearts Division specializes in magic and technology, you get a boost in the perk whenever you are trying to link with something technological or magical. Furthermore, you can apply the power of “heart” to the targets you link up with, showering them with love to get them to potentially change their views/values to ones that, if not agree with your own, at least do not conflict with them. The target can resist your psychic pushes, but the process of resisting causes the target’s internal energies to surge out of control and damage the target (this is most often in the form of electrocution). Keep pushing long enough and hard enough, and you’ll prove that a strong Hearts can trump any hand.

Team Leader (200 CP, Discount Card Division: Spades)- You are able to effectively mobilize and lead teams in complex operations, even when you are staying behind and communicating long-distance. Even when you are not present on the battlefield, as long as you can communicate with the team they will feel inspired and loyal from your charisma.

Card Clothes (300 CP, Discount Card Division)- Using playing cards as the material, you can instantaneously create clothing enchanted with the magic of the cards’ suits. You can either give them to others to wear or cause the clothes to instantly appear on you in place of whatever you’re wearing. Diamonds embody speed and make you faster, Clubs embody strength and enhance your physical strength, Hearts embody magic and boost your magic reserves, and Spades

embody defense and offer increased protection from damage. You can mix the different suits together for different mixes of boosts, but the potency of each suit depends on how many cards of that suit are used; to really focus on what kind of attribute, you'll need to use only one kind of symbol. Please keep in mind that a single card only creates a small amount of cloth, so you'll need a good number of decks for a full costume.

Card Walls (400 CP, Discount Card Division: Spades)- You can summon giant playing cards as walls to blockade opponents. The cards have decent physical durability but can still be broken through by, say, a speeding vehicle – but it will still definitely take the wind out of whoever managed to break through; plus, the magical defenses are stronger. Furthermore, the act of damaging one of the giant cards inflicts bad luck on the perpetrator(s), such that crashing through several barricades of cards might leave you *very* unlucky. The giant cards can also be used for other purposes if you wish.

Kiss of Fire (600 CP, Discount Card Division: Spades)- You can create a massive forcefield around yourself and others, to the point that you can engulf an entire city. The shield will protect those within from anything trying to force its way inside, and the field is strong enough to repel a nuke or an asteroid. However, the shield draws heavily on your personal life energy, so it's best to save this for emergencies. Activating the shield may also cause all of your clothes to disintegrate or your hair to grow long.

Groper (100 CP, Free Chinese Gangster)- You can significantly limit a target's movements by grappling him or her. The "grapple" will make the target more emotional and confused, thus limiting their ability to get out of your grasp. Does not work if you intend physical harm to the target.

Femme Fatale (200 CP, Discount Chinese Gangster)- You have a seductive appearance and demeanor (even if you're a man instead of a woman), and have a way of convincing people to take on even great challenges as long as you promise a sensual "reward" at a vague point in the future.

Sage of Fortune (300 CP, Discount Chinese Gangster)- You can use special ceremonies to speak with "Lord Wahoo" – some sort of god – and receive limited foresights on different things. The perk also lets you pretend to be a god's voice without people questioning you (as long as you don't go overboard).

Sudden Hijacking (400 CP, Discount Chinese Gangster)- You have a way of sneaking up to suddenly steal/capture targets before anyone can stop you. However, the perk does not help you

with the ensuing getaway, so hopefully you can escape with your goods before someone gets mad and stops you.

Mahjong Master (600 CP, Discount Chinese Gangster)- You can summon giant mahjong blocks and either launch them at targets or use them as shields. Despite their weight, you can make them float through the air with ease. The blocks are highly durable both physically and magically. The blocks are pretty durable physically, but they also give a minor luck boost when protecting you and a minor curse to enemies they hit. Furthermore, you can fuse the blocks together to make singular walls, chains etc.; the more blocks that are fused together, the more powerful their individual defenses and luck boosts/curses will become. Certain fusions might have additional bonuses, like a Bamboo meld giving the set regenerative powers and a pair of Eyes letting you channel a single power you hold into the two blocks.

Ninjas Out of Nowhere! (100 CP, Free Chess Ninja)- Suddenly, when you least expect it, ninjas strike! You have a knack of placing yourself into a position to attack without being noticed until you start the attack or come within 50 feet of the target. You are also able to launch surprise attacks from angles that normally wouldn't work, such as jumping out from under the sea or dropping straight out of the sky.

Projectile Pinner (200 CP, Discount Chess Ninja)- You are skilled in throwing various weapons accurately as long-range projectiles, even swords. You are especially skilled at aiming the projectiles so that they immobilize opponents' movements. In addition, you can taint the weapons with various poisons, like nerve-numbing toxins.

Aerial Combat (300 CP, Discount Chess Ninja)- You are skilled in having extensive fights in midair, and you have a knack at prolonging your stay in the sky rather than dropping down immediately – and even when you start to fall, you tend to find various outcroppings to catch yourself and leap back up. Also gives you increased skill at fighting opponents in such conditions.

Wolf Rider (400 CP, Discount Chess Ninja)- You have increased skill at training wild, aberrant/mutant, and mechanical forms of animals, as well as increased skill at riding on them into battle. You can also fuse with said animals, gaining some of their features and physical abilities. However, taking enough damage will force your fused form to split back up.

Illusion Confusion (600 CP, Discount Chess Ninja)- You can project realistic illusions of yourself – even multiple copies (up to a dozen at a time) – that move independently to confuse opponents. The illusions vanish if hit, but you can summon more. And while they disappear if

they take damage, the “illusions” are still able to physically manifest themselves and therefore do just as much damage as you normally could do. Even so, the illusions are not alive, so powers that focus on life energies may be able to lock onto the true you.

Items

All discounts are 50% off. All items reappear in the Warehouse if lost or destroyed.

Memorabilia (50 CP)- A collection of the anime OVAs, manga, and video games, all translated to any language you wish. Not really much to boast about, but some of the stuff's rare outside of Japan, so at least there's that. Oh, and you'll get various figures, posters, and other bonus items associated with the series.

Game City (300 CP, Discount Drop-In)- You get a modern metropolis that is themed after a game of your choice (cards, chess, marbles, board game, etc.). The people in the city look up to you as their leader/protector and are very loyal to you. The city follows you between jumps and is always recognized as a sovereign, independent kingdom. The city cannot be large than, say, Chicago, and the city is limited to 21st-century technology and lower when first created (though you can add more stuff on your own later if you want). Also, the city must embody the game theme you chosen and have prominent symbols reflecting that game visible throughout the city and on the uniforms of city departments.

Sunday Medicine (300 CP, Discount Card Division)- Magic pills that, when eaten, restore health and energy. There are seven different kinds of pills: Monday, which restores your "health points"; Tuesday, which cures status ailments; Wednesday, which restores/enhances your vigor/stamina; Thursday, which restores magic power and other internal energy sources; Friday, which gives you increased strength; Saturday, which sharpens your mental processes; and Sunday, which boosts your defenses and endurance. Each type of pill comes with four pills (each with a different card symbol) of varying level of intensity, with Clubs being the weakest and Spades being the most potent. The pills sometimes have temporary temperamental side effects like making the user hot-headed, especially when mixed together in different combinations; on the other hand, mixing them might give you bigger boosts.

Jimbo (300 CP, Discount Chinese)- A strange machine with a drill in the front (well, actually it's more that the whole ship is just a giant drill). It can fly fast through the air yet also burrow through the ground. Its back also has a chain of giant mahjong tiles that can lock around and drag large objects. The interior of the vehicle is fairly spacious – sort of like a living room – and comes with some relatively elegant furniture.

Chess Piece (300 CP, Discount Chess Ninja)- A giant chess piece with a sophisticated computer A.I. to pilot it – though it has an unfortunate desire to attack anything it identifies or mistakes as another chess piece; fortunately you have the power to override it if things get too out of hand.

The exterior has incredibly strong physical and magical defenses, and it can repair damage gradually – still, work hard enough, and you’ll leave a dent on it. The interior is less defended and could be destroyed with enough force. The piece lacks any weapons, but its physical durability lets it crush through most obstacles. It can also “warp jump” by leaping high into the air and then crashing down at a different location. The chess piece can switch between the different forms of chess pieces, though it’s unknown how exactly this affects the powers of the weapon, if at all. If destroyed, the power generator will erupt in an explosion comparable to a nuke in level of intensity.

Companions

Here are some companion options.

Canon Character (100 CP)- You get a character of your choice from the story as a companion.

Comrades in Arms (50/250 CP)- You can import/create companions for 50 CP apiece or 250 CP for a grand total of 8. Each companion gets a free background and 400 CP.

The Power of Four (400 CP)- Time to play a winning hand! You can import/create four companions. Each must have one of the four Card Division Background (and only one person per division), and each companion receives 800 CP to spend. These four companions also gain a minor boost to their luck whenever they're together (or with you, the "Joker" of the deck). The four companions do not count as part of the eight companion limit for Comrades in Arms.

Minions (150 CP)- A good couple dozen or so minions of your choice, whether they're ninjas, police grunts, or cooks/maintenance workers. They aren't particularly strong, but they're good at their jobs and loyal to you. They count as a single companion when imported.

Drawbacks

You can take up to +600 CP through drawbacks.

Dunce Dub (+100 CP)- Everyone speaks like it's the dub, which is pretty corny and inaccurate. Things aren't exactly going to make sense (not that they made much sense to begin with).

Another Language (+100 CP)- Then again, there's the opposite issue, with the manga and game remaining untranslated. Now everyone speaks Japanese and you won't be able to understand it easily.

Lecher (+100 CP)- You are constantly doing perverted things and making outrageous comments that get people around you very upset (especially the Card Knights). The drawback also makes you easily persuaded by hot chicks.

Pervert Pinpoint (+100 CP)- People you dislike are constantly perving and hitting on you, even when you are in the middle of fighting.

Me No Speak Except in Stereotype! (+200 CP)- You tend to talk like a stereotypical foreigner with broken sentences that people have difficulty understanding and make you look ridiculous.

That Looks Strangely Familiar (+200 CP)- How the heck do you mistake a chess pawn for a UFO or snowman?! You tend to fail to recognize what things are at first, though you might eventually remember given enough time.

Silly (+200 CP)- People tend to be rather dumb and shallow in this universe, and you're no exception. You have a very simplistic personality and often make poor decisions.

Interference (+300 CP)- Whenever you are trying to accomplish something important, whether it's carrying out a heist or destroying a superweapon, various groups – even random ones that have no logical reason for getting involved – will do their best to stop you.

Robbed (+300 CP)- Robbers are constantly targeting your belongings, and somehow the Card Knights are never around to stop them when they rob you. They can even find ways to your Warehouse, so watch out.

Crazy Klepto (+300 CP)- You are constantly trying to steal things even when doing so brings you unwanted attention, and you go after whatever catches your fancy even if common sense warns you that trying to “steal” a rampaging robot is dangerous.

Knightmare (+400 CP)- You have somehow angered the Card Knights, and they hold a grudge against you. Best to stay out of their way, but they’ll still try to track you down and bring you to justice.

Checkmate (+500 CP)- For some reason you seem to resemble a chess piece. As a result, the chess pieces will target you as an enemy to be destroyed at all costs.

Chess Armies (+500 CP)- It was tough enough to destroy two chess pieces in canon, but what about the full set? A full army of black and white chess machines has taken its war to the Card Kingdom, and they won’t go down easily.

Red or Black? (+600 CP)- At the end of the jump, just as you’re about to finish, you’ll end up halfway to the afterlife. There will be a red and a black portal out, and you’ll need to choose the right one to come back to life and successfully complete the jump. All forms of prescience will fail to identify the right choice to make, so hopefully you feel lucky.

Fin

Well, show's over. What's next?

Go Home- Yeah, time to shut off the TV and get back to a more sensible life. You retain any powers, items, companions, etc. that you had up to this point. You cannot continue the jumpchain, but at least you're back in a sane world.

Stay- I guess something made you decide to stay in this world instead of continue the jumpchain. Perhaps you wanted to protect the nation, or maybe you wanted to explore some of the adjacent (but never explained) lands beyond the Card Kingdom. You retain any powers, items, companions, etc. that you had up to this point.

Next Jump- There are many more games to play in other jumps, so time to take the next leap.

Notes

Story- Wild Cardz is a two-part OVA about the Card Kingdom, which is themed around the four classic symbols of playing cards. Four heroines – Jo Diamonds the 17th, Casa Clover the 17th, Coco Hearts the 18th, and Sunday Spades the 17th – form the Crown Knights to fight to defend their kingdom from evil.

Over the course of the anime, two giant, robotic chess pieces attack the city and each other. The Crown Knights fight to stop the invaders but have to deal with various attackers who seem to be in league with the chess pieces...or are trying to steal them...or just want to see what happens, maybe? It gets pretty confusing with enemies just coming out of the woodwork, and sometimes enemies that seem to be part of one group later turn up with another group without any explanation.

Yeah, the plot for the anime had a few issues. There's apparently a manga and a video game for the series, too, but those haven't been exported out of Japan. If someone knows more about the manga or game, that information would be greatly appreciated.

Embellishments- I apologize about taking a few liberties/interpretations with the material, but the setting never made much sense, and some of the other material like the manga or video games haven't been translated, leaving us with a confusing OVA that doesn't seem to really know what's going on.

Card Powers- Card-related perks can potentially be mixed together if purchased. For instance, with enough work you could use *Card Magic* to booby-trap the *Card Walls* you set up