



Welcome to the world of Yu-Gi-Oh! Arc-V, where Children's Card Games™ are openly used for warfare while simultaneously being the number one sporting event in not just one world, but four distinct parallel dimensions, each concerned with one of the summoning methods present in the game. In the fifth show focusing on the popular card game, Duel Monsters is combined with acrobatics to create Action Duels, in which the participants must scramble for action cards scattered across the field whenever they're in a pinch. Your duels will follow Master Rule 3 (see version 9.0 of the official rulebook for details) and your stay here will last for 10 years (the implications of the canonical ending are up to you). Oh, and as per usual:

**+1000CP**

Don't spend it all in one place!

**Origins**

**Drop-in:** You appear in a dimension of your choice - Standard, Fusion, Synchro or Xyz - with no new memories to speak of.

**Standard Duelist:** You find yourself in Paradise City, Standard Dimension, watching an exhibition match between Yuya Sakaki and The Sledgehammer. You're enrolled in a local dueling school of your choice, with aspirations to become a pro duelist in the future.

**Fusion Duelist:** You find yourself at Duel Academy, Fusion Dimension, attending a lecture of some sort. You have been subjected to a lot of propaganda throughout your life and you'll need a lot of willpower if you want to break away from Duel Academy's conditioning.

**Synchro Duelist:** You find yourself in the Commons District of New Domino City, Synchro Dimension. Unsurprisingly, you're part of the 99% of the local population that suffer from poverty and general discrimination. You're a pretty good duelist, though, so you've been considering joining an underground dueling ring to make some extra cash.

**Xyz Duelist:** You find yourself in what remains of Heartland City, Xyz Dimension. The Fusion Dimension took everything from you, from your home to your friends and family. You have survived, thanks to your skills as a duelist, but it's been rough to say the least.

Whichever Origin you select, you may choose your local age and sex for free within reasonable parameters.

## Perks

Discounted Perks are 50% off. Perks that cost 100 CP are free for their corresponding origin.

### Discounted Perks for Drop-in

**Ritual Summoner** (100 CP): For some reason, you're more likely to draw a Ritual Monster if you already have the prerequisite Ritual Spell in your hand, as well as the other way around.

They almost seem to have an agency of their own! Outside of the dueling field, you'll also find that any lengthy supernatural processes you participate in - e.g. summoning demons or brewing magic potions - take only half the time they normally would to complete.

**Battle Royal** (200 CP): You are incredibly good at Battle Royal-style Duels – Duels with more than two participants in which any player may attack any other player. Apart from improving your Dueling prowess, this also helps you forge alliances in a pinch.

**Legacy Duelist** (400 CP): You have a strange affinity for older cards. For one thing, you seem to become luckier the more horribly outdated your deck is - you could absolutely make Arcana Force work, and that's saying something. Every two months or so, you'll also find 5 entirely new cards in your warehouse that seem almost tailor-made to give your deck a boost. Last, but not least, you'll notice that abilities you haven't used in a long time seem to improve ever so slightly - maybe that martial arts technique you haven't used in four Jumps scares off ghosts now for some reason.

**Zarc-esque Reincarnation** (600 CP): Whenever you would die, you may instead choose to split your soul into four pieces, each of which will take residence in a person living somewhere in your current Jump. By reuniting the pieces of your soul before the Jump's end, you may come back to life. However, your hosts will always be able to overpower the pieces of your soul – you'll be at their mercy in terms of how much control you have over their body. Therefore, it's in your best interest to maintain an amicable relationship with them. Try not to get your hosts killed, either – your revival becomes impossible without all four.

### **Discounted Perks for Standard Duelist**

**Pendulum Summoner** (100 CP): During a Duel, you'll rarely find your Pendulum Zones empty – you're almost always able to draw a low-scale and a high-scale Pendulum Monster, allowing you to Pendulum Summon reliably. Apart from that, this perk also improves your eyesight.

**Action Duelist** (200 CP): Your acrobatic capabilities are improved to slightly above peak human level, giving you an edge in Action Duels. You also seem to have more luck with Action Cards.

**Back and Forth** (400 CP): Got any rivals? Great! With this perk, any rivalries you have are guaranteed to bring out the best in both you and your rival. This means your rivals will always challenge you to improve and remind you to strive for more – all without ever becoming true antagonists. Sure, they might be kind of a jerk, but actively trying to kill you is out of the

question. You're also both guaranteed to be able to keep up with each other in whatever field your rivalry is based around.

**Pendulum of the Soul** (600 CP): You know that thing where Duel Monsters are just holograms? Sometimes they're said to have spirits, but they normally lack any presence beyond the limits of Solid Vision? Well, no more. You are now capable of summoning real Duel Monsters that can talk, think and act independently from you. They won't just mindlessly do what you say, though they will generally obey orders that aren't outright cruel (don't worry about tributing, none of them mind the Graveyard all that much). Some of them are also quite nice; if you happen to form a bond with a Duel Monster, you may turn them into a companion for no cost.

### **Discounted Perks for Fusion Duelist**

**Fusion Summoner** (100 CP): On one hand, during a duel, you'll be guaranteed access to a Fusion during the first turn – if you play a Fusion Spell, that means you'll always draw it as part of your opening hand, if you play cards involving Contact Fusion, you'll find yourself with at least one way to get them out onto the field. This only applies as long as the necessary cards are in your Deck, obviously – you won't draw Polymerization in a Deck that doesn't include it. Outside of that, you'll also find that following instructions is much easier for you, even if they're vague.

**Dueling Scholar** (200 CP): This one's easy to explain: You know the exact rules to any game, including Duel Monsters, obviously. This includes the more complex rules of a game – accidentally missing the timing for your card's activation will no longer be a problem for you. You'll also find yourself having a much easier time familiarizing others with a game's rules.

**Thinktank Immunity** (400 CP): You manage to maintain a strikingly levelheaded look at any society. Be it the fascist regime of Academia or the systemic class divide of New Domino City, you can easily filter propaganda outlets from actual information. Basically, you're impossible to indoctrinate. This applies retroactively, too, so you can't be indoctrinated via origins, either.

**Contact Fusion** (600 CP): By concentrating on one of your Monster Cards, you may perform a Contact Fusion with the Duel Monster residing within. The exact capabilities you gain from this are up to you (please fanwank responsibly), but it's guaranteed to turn you into a formidable duelist for some inexplicable reason. This state lasts until you lose consciousness or decide to disband it.

### **Discounted Perks for Synchro Duelist**

**Synchro Summoner** (100 CP): You'll find that when you draw a Tuner, you always draw the right Tuner for the job – need a Level 2 Synchro? Surprise! Level 1 Tuner coming right up. As for out-of-duel-benefits, you'll find that you have much better hearing.

**Card Games on You-Know-What** (200 CP): You are an expert Turbo Duelist. A Turbo Duel is quite similar to a regular Duel, only all participants must ride on D-Wheels (or Duel Boards, if they prefer). This also makes you a more proficient driver.

**Tops and Commons** (400 CP): You have transcended class. You can dine in a fine restaurant one night and get in a barfight the other – nobody will ever bat an eye about whether something is befitting of your status.

**Accel Synchronization** (600 CP): If you have a special bond with someone, whether it's one of destiny, friendship, love or whatever else, you may change the nature of that bond. Maybe you're not destined to kill each other – maybe you're destined to be BFFs! Or maybe you're not friends, you're bitter rivals! This doesn't change anything about people's memories, mind you – it just makes circumstances conspire for your relationship to change.

### **Discounted Perks for Xyz Duelist**

**Xyz Summoner** (100 CP): Whenever you draw a monster in your opening hand, you are now guaranteed to also draw a second monster of the same Level, giving you a wonderful opportunity for an Xyz Summon. Apart from that, you become far better at supporting others – your advice is much more helpful now and your cheers are far more motivating.

**Survival Duelist** (200 CP): You excel in unfair and imbalanced Duels. When the odds are stacked against you, be it because of numbers, cards or something else entirely, your luck and your strategic thinking improve drastically. This extends to situations unrelated to Dueling, as well: You're just naturally at your best when you're backed into a corner.

**The Rebellion Lives!** (400 CP): It can be difficult to create a resistance movement, especially when society is in shambles already. With this perk, however, any movements started or supported by you will start looking far more attractive to onlookers – heck, you might even be

able to win over some active oppressors. This also prevents your non-violent movements from turning violent as well as similar corruptions of your intent.

**Overlay** (600 CP): Ever wanted to be in two places at once? By using the nebulously defined power of the Overlay Network, you can instantly send a ghost-like copy of yourself to any location in the universe. This copy can't interact with objects or be seen, but it can possess sapient creatures. This technique does require a modest amount of concentration from you, but it can be used even while unconscious.

## Items

Discounted Items are 50% off. The first purchase of a 100 CP item is free for its respective origin; any further purchases of it are undiscounted.

### Undiscounted Items

**Regular Duel Disk** (Free): This handy device creates Solid Vision-based holograms for Dueling. Solid Vision is pretty lame compared to Real Solid Vision; contrary to the name, the holograms are intangible. Impacts of any kind mostly just tickle a little.

**Regular Deck** (Free): 75 cards of your choice, 15 of which are allowed to be Extra Deck cards. Only cards that exist in the Anime, Manga or card game may be selected.

**Secondary Deck** (100 CP): 75 additional cards of your choice, 15 of which are allowed to be Extra Deck cards. Any number of them may be original creations, as long as their effects are balanced and in line with what can normally be expected from the card game (no original Summoning Methods, for example).

### Discounted Items for Drop-In

**Cheater's Disk** (100 CP): This Duel Disk accepts banned cards. Quite unfair, but also fun to surprise people with.

**Four Dimension Bracelets** (200 CP): These bracelets allow you to travel through dimensions. Sometimes. It's pretty unreliable. If your Jump has settings that are very separate from each other, such as the real world and the digital world of Digimon, while wearing these bracelets, you'll sometimes randomly travel between them.

**Dimension Highway** (400 CP): A collection of portals that integrate into all your properties simultaneously. Basically, they're all linked together through a single road; said road also leads through four major locations within your current Jump. You can drive along this road if you want to, just be careful not to crash into any of your properties.

### **Discounted Items for Standard Duelist**

**Action Disk** (100 CP): This Duel Disk is useful because it supports the coolest card on the block, Crossover. With Crossover, you can start Action Duels anywhere you want, albeit without an Action Field.

**Strange Pendant** (200 CP): This pendulum-like pendant can be worn around your neck. During duels, it will more or less randomly create new cards when you need them. It's weird!

**Real Solid Vision System** (400 CP): This room can either attach to your warehouse or integrate into any building you own. Either way, this room is a set for Action Duels; it's hooked up to a Real Solid Vision generator and can therefore take on any form you want. Real Solid Vision also turns your monsters tangible and scatters Action Cards.

### **Discounted Items for Fusion Duelist**

**Obelisk Force Disk** (100 CP): This Duel Disk is special. When you're playing with this disk and someone's Life Points hit zero, you may push a button on it to turn them into a card. This may sound morally despicable, but it's not even the worst thing Fusion Duelists get a discount on, so...

**Fusion Parasite** (200 CP): This is a card that functions as a mind control device. Yes, you read that correctly! It's a card you can put in someone's deck to take complete control of their brain. If they get defeated in a duel, the mind control wears off. The show is weirdly nonchalant about the implications, too! It's so morbid! Don't buy this.

**Duel Academy** (400 CP): This educational facility can either be attached to your warehouse or import into future Jumps. Either way, it serves as a school for aspiring duelists. It comes with a handful of teachers as staff and you may change any aspect of the curriculum. You may also at any point register yourself or any companion as a teacher here.

### **Discounted Items for Synchro Duelist**

**Duel Board** (100 CP): This special electric skateboard connects to your Duel Disk via a cord and functions as a more child-friendly variety of D-Wheel. It's still pretty fast for a skateboard, but it comes with proper protective gear, so you'll get a few bruises at worst.

**D-Wheel** (200 CP): This state-of-the-art motorcycle contains slots for trading cards and can be used for Turbo Duels. Its overall design is up to you, but it's certain to be a rather fast mode of transport.

**Dueling Circuit** (400 CP): This racetrack can either attach to your warehouse or import into future Jumps. Either way, it's optimized for Turbo Dueling and contains mechanisms that allow you to turn it into a halfpipe if you ever feel like it.

### **Discounted Items for XYZ Duelist**

**Grapple Disk** (100 CP): This Duel Disk has an integrated grappling hook that not only allows you to perform some interesting acrobatic maneuvers, but also attaches to other people's duel disks to force them into a Duel.

**Rollerboots** (200 CP): This pair of boots has integrated Real Solid Vision wheels; while you're holding a Duel Disk, you can use them like rollerblades. They're pretty cool in Action Duels!

**Resistance Camp** (400 CP): This encampment imports into future Jumps. Wherever it is, it's guaranteed your enemies can't find it unless they're tracking you via technological or supernatural means. They can't just follow you here without getting lost along the way, basically.

## Companions

**Import** (100 CP): For 100 CP, you may import or create one companion. They gain an Origin, 800 CP to spend on Perks and Items and they cannot take any Drawbacks.

**Mass Import** (300 CP): For 300 CP, you may import or create up to eight companions. They each gain an Origin, 400 CP to spend on Perks and Items and they cannot take any Drawbacks.

**Arc-V Character** (100 CP): For 100 CP, you may choose any canonical character present in Yu-Gi-Oh! Arc-V. Circumstances will transpire for you to befriend them and they'll be willing to go with you by the end of your stay.

**Legacy Character** (200 CP): For 200 CP, you may choose a canonical character from any Yu-Gi-Oh!-anime before Yu-Gi-Oh! Arc-V (characters sharing a body are still counted as multiple characters). They will become a character within this Jump and circumstances will transpire for you to befriend them. By the end of your stay, they'll be willing to go with you.

## Drawbacks

You may take as many Drawbacks as you want.

**BUT YOU STILL TAKE THE DAMAGE** (+100 CP): People will be compelled to explain everything to you in excruciating detail. All the time. Whether it's card effects or how to make an omelette, there'll just always be someone around who's willing to tell you.

The worst part is, nobody will explain anything that's actually useful.

**Spunk yes!** (+100 CP): For the duration of this Jump, your vocabulary will become very easy to mock.

**Junior Youth Division** (+100 CP): Your maximum age at the beginning of this Jump is now 10. You will not be taken seriously and it will be very annoying.

**Wanted Criminal** (+200 CP): Sector Security is on your ass now. Or the Juvenile Officers. Or the Leo Corporation. Or Obelisk Force. Point is, you're not going anywhere without beating some folks in a Battle Royal. If you lose, you're getting locked up somewhere.

**I discarded Smile World!** (+200 CP): You have a very strong emotional attachment to a very useless card in your Deck. That means you can't purposefully discard it, you can't banish it and you can't take it out of your Deck, otherwise you may very well have an emotional breakdown.

**Heavystrong Dueling** (+200 CP): You're no longer able to move while dueling. It's just not possible for you. This is fine for regular duels, but it'll be a real annoyance in Action Duels or Turbo Duels – and yes, riding a motorcycle counts as moving.

**Yu-Jumper** (+300 CP): You are now officially replacing a reincarnation of Zarc, Jumper. Congrats! Zarc needs you in order to return from the dead. This is not a good thing, as it will cause you to lose control whenever you're around one of the other Yu-boys. Should you lose a Duel to them, they'll take your soul. Should you win, you'll take theirs. Either way, if all the souls end up in one body, Zarc revives and you better hope Ray is around to do something about it.

Alternatively, you may choose to be a reincarnation of Ray instead, which is just about equally unfortunate. If Zarc ends up reviving, the so-called bracelet girls will have the duty of sacrificing themselves for Ray's revival so she can get rid of him. It's not a pretty job. In either case, you won't get revived after you die, even if the character you're replacing is Yuya or Yuzu. Life sucks like that!

But hey, the Yu-boys get a mildly overdesigned dragon. That's totally worth it, right?