

カードキャプターさくら

CARD CAPTOR SAKURA

Ten-year-old fourth grader Sakura Kinomoto opens a mysterious book in her family's basement and accidentally releases the magical Clow Cards. Each card has its own unique ability and can manifest into a physical form after activation. The guardian of the cards emerges from the book and demands the opener retrieve the missing cards. The guardian beast Cerberus (Kero-chan) acts as a knowledgeable mentor to cardcaptors.

Each card must be battled and defeated before it can be sealed away to prevent it from wreaking further havoc on Tomoeda. Most of the action takes place here.

Meanwhile, a boy Sakura's age and descendant of Clow Reed, arrives from Hong Kong to recapture the cards himself. All the time Tomoyo Daidouji, best friend and second cousin to Sakura, films their exploits and provides Sakura with battle costumes. Once all of the cards are finally captured, the cardcaptors will be tested by Yue, another guardian, to determine if one is worthy of becoming the cards' true master.

After someone passes the test and becomes the new master of the Clow Cards the reincarnation of Clow Reed will begin causing disturbances. The Clow Cards will be unable to function until the new master can transform them into a new form so they will not lose their magic powers.

Though they might sound really important, the cards are just a small part of what this world is all about. What's really important in this world is falling in love. What fun would being here for 10 years be without someone to share it with?

Budget

To get you started in this world you'll get some choice points. These are used to give you a place in the world, and allow you to buy new skills, special powers, or magical equipment. Remember that you keep everything from past adventures, so spend these points wisely.

+1000CP
Choice Points

Origin

An origin will define the history you have in this world. This choice can grant you basic knowledge and familiarity of the world and grant additional experiences as well. New memories can effect your personality and reactions to events, but you will still retain control over the choices you make.



Drop-In

FREE

- + Certainty your personality is still your own due to no new memories or personality adjustments.
- + Your unusual entrance into this world has given you a better grasp of magic.
- No new memories to help you adjust to the world or fit in here. No friends or family to help you.

The mysterious force responsible for placing you into this new reality seems to have given you a better connection with the magic of this world. Your new bond with magic is the only connection you get here though, as you're a complete outsider here with no history, friends, or family. Don't worry, you can surely go make some.



Cardcaptor

50CP

- + Handpicked by Clow Reed alongside Sakura as a possible heir for a collection of magical items.
- + A friendly, cheerful nature and lots of talent have made you very popular among your schoolmates.
- A series of stressful challenges await in your future, which are basically unavoidable thanks to Clow Reed.

You were right there with Kinomoto Sakura when she released the cards from the Book of Clow. You're caught up in this plot and part of the blame for unleashing mischievous spirits all over Tomoeda appears to be yours. Unlike the other backgrounds, you close family and friends in town to help support you if you need them.



Li Clan

50CP

- + You've been granted the honour of reclaiming the Clow Cards, and have training to back it up.
- + Despite your age you are completely independent here, with relatives in China paying for basic expenses.
- You're very disciplined and reserved, making it hard to find friends with younger classmates.

From birth your potential has been constantly assessed to live up to the Li name. You have some very basic training with Chinese blades and martial arts, as well as some familiarity with magic. You've been sent far from home to the unfamiliar country of Japan to prove yourself to your family by collecting the Clow Cards.



Guardian

100CP

- + You get a special body crafted by the greatest magician of all time. Better than natural beings.
- + Though you have a duty, your creator is long gone and you can easily get away with slacking off now.
- You are incredibly loyal to the late Clow Reed and want to fulfill the duty you were created for.

Clow's magical creations take many forms, and one of those are the Guardians. They can serve different purposes; some mentor future cardcaptors, some test them with powerful combat, and others are more appropriate used to guard people or places. Guardians recieve the highest respect from Clow's other sentient creations.

Age

Roll 1d8 + 8 to determine age. Guardian Beasts are much older, but have spent most of that time in a sleep-like state. For 50cp you pick any age from 9-16.

Sex

You retain your current gender.

You can choose to change for 50cp.

Location

You begin in Tomoeda, a town close to the city of Tokyo. Cardcaptors and Li Clan get an average home in town. Drop-Ins and Guardians will need to find a place.

Special Abilities

You might have inherited some fancy powers from past lives, but it never hurts to gather new skills, especially if you plan to face Clow Reed's formidable tests. Some prices may be reduced or even free depending on your origin choice. Any discounted options lower an option's cost by fifty percent.

Technicolour Eyes

You can change your eye colour to anything you would like. If you have different forms, they need not share the same eye colour.

50CP

Selfless

You may choose to be completely unaffected by jealousy and can almost always come up with a creative idea to brighten someone's day.

100CP

Trustworthy

You strike others as much more cheerful, sociable, and honest, making it easier for you to make friends.

Cardcaptor_{free}100CP

Princely Bearing

The higher echelons of society respect you more, and you come across as more dignified and stoic.

Li Clan_{free}100CP

Storyteller

You can fabricate highly detailed stories and histories on practically any subject. These tales can usually fascinate and entrance gullible targets thanks to your gift with words.

Guardian_{discount}100CP

Danger Sense

When your family, friends, or companions are heading for trouble you will have a good sense of what they may face and how to alter their course. You will always know if they are in need of immediate help and have a sense for where they are when they find themselves in trouble.

Drop-in_{discount}100CP

Safety First

You can choose to be completely unaffected by your own magic when it suits you, including beings that were created by you or spells taught to others that you designed.

Drop-in_{discount}200CP

Refined Skill

You may choose any non-combat skill to become a true professional at. You won't be the best in the world, but no one will doubt your talent if they see you in action.

150CP

Swordmanship

You are well versed in the use of the sword, and can wield many blades with lethal efficiency. Your greatest skill lies in the use of the Jian, where few swordsmen could come close to matching your talent.

Li Clan_{discount}200CP

Ctrl-Z

When you defeat an enemy, any damage caused by that enemy to surroundings or lingering negative effects they are responsible for end immediately. Unless a person has been killed, there is little harm that won't be undone.

Cardcaptor_{discount}200CP

Barrier

You can create strong magical shields and barriers. It is incredibly difficult to bypass these defenses without the use of magic.

Guardian_{discount}200CP

Martial Artist

You have great skill with martial arts, capable of fighting on equal footing with specialized hand-to-hand enemies like the Fight Card.

Li Clan_{discount}200CP

Athletic

Overall, you become a more capable athlete. You're particularly good at running and jumping. As a further bonus you gain incredibly dexterous fingers and can twirl a baton better than all your peers.

Cardcaptor_{discount}200CP

Crystal Projection

You can create crystals from your magical energy and launch them at incredible speed towards opponents. You may also form crystals into a blade to use as a weapon. The crystals are always the same colour, your choice.

Guardian_{discount}200CP

False Form

Being your incredibly powerful self is a sure way to attract the attention of those who can sense magic. This provides you with a more adorable animal, plushie, or even human form you can use to conceal you true nature and mask your strengths. You are no less durable than normal, only your offensive strength is reduced

Guardian_{free}200CP

Spell Sensitivity

You are able to sense magical activity within city-sized area, and can discern the presence of your magic or a relative's magic even through attempts at cloaking or hiding it.

Drop-In, Li Clan discount 200CP

Cheery Blossoms

You can summon a pleasant shower of cherry blossoms that fill you and your allies with a strong sense of hope. You can also cause cherry blossoms to fall without the mental effect. This ability does not require any nearby trees.

Cardcaptor discount 200CP

Something Special

Whether you're a writhing mass of tentacles or something simple like not being a person's preferred gender, your physical form simply won't be an obstacle for love. Only an incompatible personality will bar you from forming a lasting relationship with someone.

Guardian discount 200CP

Perceptive Combat

You can analyze situations in a fight and come up with creative solutions for dealing with problems that come up.

Li Clan discount 200CP

Spirit Sight

Unlike most people, you can easily see spirits and ghosts, and can sense when they are nearby even if they try to hide from you.

Cardcaptor, Drop-in discount 200CP

Devotion

You cannot be compelled against your will to harm your friends under any circumstances. You may still choose to hurt them, if you need to for some reason.

300CP

Unconquerable Love

You can resist any effects that suppress feelings of love, and when you can strengthen loving feelings and bonds so long as none of the people involved are unwilling.

300CP

Interference

Your presence is enough to disrupt some magics. Being caught in any spell with continuous effects will end the spell, and you are able to see through a variety of illusions.

300CP

Generous Donation

You can transfer any innate magical talents you possess down to other people. You may pass down all of an ability or just a fraction of it, but lost powers are nearly impossible to train to their former level. This exchange is one way, unless the recipient also has the ability to give away their magical gifts.

300CP

Final Judgement

Using this ability causes a person to lose all memories and feelings towards whichever person they love most. You can only use this ability on a given person once, the effect is permanent.

Guardian discount 400CP

Magician

You can effortlessly employ high-level magic even without the use of Clow Cards. Spells like animating objects, enlarging, or moving things magically, increasing strength are easily within your grasp.

Drop-In discount 400CP

Jufu

Through the use of enchanted slips of paper you create in advance, you can call upon the elements of lightning, fire, wind, or water for attacking others.

Li Clan discount 400CP

Prophetic Dreams

You are able to see future events through your dreams, especially climactic moments that will occur over the course of your adventure. As these events grow closer, you will be able to see more clearly and gather more specific details on what is to come.

Cardcaptor discount 400CP

Fire Belly

You generate your own energy over time, and will never require food or sleep to survive. Doing either will increase your energy reserves and you can treat this gained energy like a quick boost to your reserves of magic. If you have an excess of stored energy to draw upon you can use it as a powerful flaming breath or beam attack.

Guardian discount 600CP

Conjoined Conjures

As Clow Reed created a new form of magic by combining western and eastern magics, you too can bring together two entirely different worlds of magic that you know to create something more powerful and suited to your affinities. If they rely on different sources of power, you can now use either or both when casting spells.

Drop-In* discount 600CP

Moon Battery

Under the light of the moon, the strength of your magical power doubles and all reserves of magic energy you have regenerate at a highly improved rate.

Li Clan discount 600CP

Exceptional Luck

The universe seems to be on your side. Small coincidences always seem to be in your favour, leading you to lighthearted adventures, treasures, or more often leading you to just the person you want to see.

Cardcaptor discount 600CP

Ensoul

You can create beings/items with a fraction of your magical power giving them abilities not unlike the Clow Cards. Any single magical abilities you have can placed inside an item to be called upon more easily or used by others. You do not lose access to the magic infused in an object but will be much weaker for a few days.

Drop-In* discount 600CP

*Drop-Ins may take the 50% discount on either Ensoul or Conjoined Conjures, not both.

Allies and Items

If any of the equipment purchased here is lost or destroyed a perfect replacement will provided within 24 hours. Whatever equipment you pick, know it was once owned by Clow Reed and a bizarre series of seemingly random events ended up in your possession, just as he planned it out decades ago.

Crush

You may import a companion or gain a new one of your preferred gender and personality. If you don't reciprocate their romantic intentions those feelings will fade but your friendship will be unharmed and they retain whatever confidence they gained. They gain Devotion and Refined Skill abilities..

50CP

Onii-chan

You may import a companion into the role of an older brother in this world. They will be 1d8 years older than you and seem to gain great satisfaction from teasing you. They gain Danger Sense, Interference, and Spirit Sight.

100CP

Personal Tailor

For each fight a special fashionable outfit will be provided to best suit the upcoming into battle. Regardless of how elaborate they may appear, the clothes never hinder movement in combat. You can import a companion and give them the skill required to make your outfits or just have them delivered mysteriously..

100CP

Stuffed Animals

Who wouldn't want an unhealthy supply of plushy creates to keep around? You gain a bunch of normal stuffed toys matching your specifications, no more massive in total than a normal loveseat. If you have a plushie form you can make these identical to it in appearance.

Guardian free

50CP

Sealing Wand

This magical scepter catches Clow Cards and transforms them to their original card form. It also functions as a key to open the Book of Clow. Cardcaptors may give this blade the itty bitty item quality for free.

Cardcaptor free

100CP

Camcorder

This handheld device always seems to catch the best angle and lighting for whatever you're filming, and the recordings you make can be immediately uploaded to a device of your choice. A perfect replacement will be delivered should it break..

50CP

Rashinban

Only a person with magical powers can use this device, doing so requires a specific incantation that you are aware of. When used it gives a beam towards the direction of the magical presence you are searching for.

Li Clan free

100CP

Liquor Chocolates

Every day you will receive an reasonable assortment of alcohol-filled chocolates for your enjoyment.

Guardian discount

100CP

Jian

A a double-edged straight sword used during the last 2,500 years in China. Li Clan origins may give this blade the itty bitty item quality for free.

Li Clan free

100CP

Itty Bitty Item

You can select any one of your handheld items and give it the special quality to shrink down to a hanging pendant. You are able to switch it between forms instantaneously, or you can choose to give it an elaborate transformation sequence.

100CP

Wealthy Family

During your stay in this jump, your family can easily cover any purchases you could reasonably want to make. You won't be able to buy new homes with this, but it will cover all your living needs in this world and once you are old enough or otherwise independent this can be used to rent any place to live in Tomoeda.

Li Clan discount

100CP

Clow Card

Looks like you got lucky when all those cards were released and one card of your choice came straight to you. This card already is tied to your own magical energy, so you don't need to worry about converting it to a new form to keep the spirit inside alive.

Cardcaptor discount

200CP

Jufu Strips

Instead of having to create your own jufu for each casting of a spell, you gain an unlimited number of lightning, fire, wind, or water jufu, able to conjure them up whenever you may need them.

Li Clan discount

200CP

Guardian Armour

You have some elaborate pieces of armour that help take the brunt of enemy attacks. These automatically resize to fit any of your combat-oriented forms if you are able to change shape. You can import a previous set of armour and give it this ability.

Guardian discount

200CP

Book of Clow

Clow Cards or similarly bound creatures can be stored inside and are guaranteed unable to escape confinement unless someone purposefully breaks thier seal. They can interact with each other or rest peacefully here.

Drop-In discount

400CP

Complications

More choice points can be earned here for the extra challenges you take on, but you have to deal with the consequences of your decision for the entire decade you'll be staying in this world.

+600CP
Maximum Benefit

Addiction

Don't worry, it's nothing serious like hard drugs. You'll just have an uncontrollable craving for sweets of all kinds. Eating normal sweets also intoxicates you somehow, as though you had consumed a large quantity of alcohol with each sugary snack. Consuming liquor-filled chocolates is just asking for trouble.

+100CP

Pride

You're full of yourself and quick to leap into heated arguments to defend your honour. You also have a tendency towards making claims you can't back up. You aim to impress others with your abilities and find it exceptionally difficult not to take credit for your accomplishments.

+100CP

Anthophobia

You have an abnormal and persistent fear of all things flower related. You'll have difficulty trusting anyone with flower-related names or those that work in gardens. You will never willingly approach whole flowers or even petals.

+100CP

Lure of Magic

You feel an incredible attraction towards those with magical power. The more power they have, the greater your desire to be with them. No physical features will stop you from feeling attraction towards another person.

+200CP

Phasmophobia

You are terribly afraid of ghosts or spirits of any kind. Unlike Sakura, this crippling fear extends to the magical beings housed within the Clow Cards.

+200CP

Clow's Emnity

When Clow Reed saw the future there was one person that stood out among the rest: You. And he didn't like you one bit. He arranged plentiful tasks just to ruin your day and took care to ensure everything he made would never be usable by you.

+200CP

Deck of the Jumper

Have fun chasing down all those amazing powers you used to have. They've all been given card forms and scattered to the winds along with the other Clow Cards.

+300CP

Adaptation Values

It seems as though some of your past isn't suitable for the demographics this adventure is aimed at. Anything in your life unsuitable for a family film is forgotten. Among lost memories are any recollection of your romantic relationships; and any, relationships with companions are impossible to pursue.

+300CP

Low Battery

You were created using a finite amount of magic, and if you expend too much you will fade into nothingness. Each use of magic brings you closer to vanishing, and unless another person donates their magical power you will not be able to survive this 10 years, even without using your own powers.

+300CP

After 10 years here comes the happy ending, but there's one more choice.

Regardless of what you decide, you keep everything purchased on this journey. Any complications you've selected end after this point as well.

Go Home

Everything here is just as you left it. Any friends you've made can come with you and gain new identities to help fit in with the world you're from. Being the only ones with amazing powers there's no telling what you could accomplish.

Stay Here

This place isn't too different from home, but it's certainly more exiting. Perhaps staying here you may discover that the world outside of Tomoeda is nearly indistinguishable from the one you left behind. There's just more love and magic here.

Next World

Why quit before coming to the end of your multiverse adventure? The next journey probably won't have the assurance of being planned out by a benevolent magician, but there's certainly more excitement in not knowing what lies ahead.