



Version 1.1.1 by YuGiOh anon

Draw phase: The World

By now you're a demi-god and 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 setting 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 one 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

You are going to be transported into a well known location where one of the main protagonists lives. The time and place differs depending on location. It could be 100 years into the future or the 1990's, you also don't know if it's Japan, America or even the same Earth.

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

While it may seem harmless on the surface, life and death could be decided by a children's card game, so beware.

Standby Phase: Location

Roll 1d8 to determine which place you'll be staying. **Or pay to go anywhere. 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 likes 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 know to duel. This is where duelling champions are born. You'll be spending some years of your life on this island, after that you can enter the Pro League or continue living here. Main story follows **Judai Yuki** a normal fun-loving and talented duellist. This place doesn't really specialize but it uses a lot of **Fusion Monsters**. Origin will determine your initial student ranking and dorm.

3. New Domino City/Satellite

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 turbo duelling (on motorcycles). It's extravagance is founded on the hard work and labour of the lower class living in Satellite, a recycling district. **Yusei Fudo** is one of many unfortunate souls found on Satellite. NDC specializes in motorcycle duelling and uses **Synchro Monsters**.

4. 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 speciality is Duel Gazers, makes it look like monsters interact with buildings around (mostly breaking them). **XYZ** monsters.

5. 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 physical strength and agility. Discover the world of **Pendulum Monsters**.

6. Den City

A regular metropolitan city on the surface. Most excitement is located in virtual reality. Created by SOL technologies, the Link Reality Artificial Intelligence Network System is the newest form to meet new friends, talk anonymously and duel. Including an alternative form of duelling and summoning – Speed Duelling with **Link** Summoning. A cyberworld with hackers and artificial intelligence. But not all is exciting, for example, **Yusaku Fujiki** is just a regular school boy.

7. Ancient Egypt (Redux)

You're in old Egypt. Mostly lands of sand. 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**. Little fun to be found, mostly hardships. No one will question your appearance. For your sake, everyone uses cards instead of slabs.

8. Free Pick

Lucky. Pick any starting location you want. Including any other location or setting not on the list.

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

Main Phase 1: Origin

Roll 1d8+13 to determine your age, you'll keep your current sex. **OR pay 100CP** to choose your age and sex yourself.

Choose an Origin:

Drop-In: FREE

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

You wake up at an abandoned brick house outside of city border or at a poor neighbourhood. Your items are near you plus a fake ID. The main city is in view when you leave outside. You are free to do as you please.

Duel Academy: You are an uninvited guest on the island. Convincing the staff to enroll is up to you.

Normal: FREE

- +Know basic duelling techniques and know important facts and figures
- +Caring family and childhood friends
- Have a reputation of a background character, unaware of the big picture

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 basic responsibilities, such as getting an education.

Duel Academy: Ra Yellow, by study and smarts you got the middle of the road dorms.

Collector: 100CP

- +You know almost every card and card effect
- +Parents will pay for most expenses
- 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. You were afforded the best tutors to give an educational edge in life. Now you have a lot of free time. You have some friends but you don't converse with them much, it might be fairer to say they're acquaintances.

Duel Academy: By showing great promise you're assigned to Obelisk, which is separated by boy/girl dorm rooms.

Trader: 100CP

- +Trading reputation
- +Know the zeitgeist of a children card game obsessed world
- Don't feel belonging in a children card game obsessed world

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 that started your path on becoming an expert merchant you are today. You've been called a scammer many times, making you keep people at a distance. You have no real friends, only business partners.

Duel Academy: You're a valuable connection to have. You're assigned to Obelisk Blue, though expectations of you are low as a duellist.

Enthusiast: 200CP

- + Know everything there is to know about duelling
- + You have potential to become the next king of games
- You're defined by the card game, have little interest in anything else

Your middle class workaholic parents rubbed off on you during your childhood. By an early age your career path was decided – Duel Monsters. As a child protege your enthusiasm for the art of duelling was supported by your friends and family. Now your goal might not be well defined, but it is high – to be the best at what you do. Though school work might get in the way.

Duel Academy: Slifer Red, due to your bombastic nature you were put into the lowest dorm rooms imaginable.

Monster: 200CP

- + Can choose to be any existing monster depicted on a Yu-Gi-Oh card with potential for multiple forms
- + An expert on card lore and the spirit world
- All your compatriots are located in the spirit world
- Starting Deck must be able to support you

You're a Duel Monster spirit taken physical form. How it happened is a mystery to even yourself. Maybe out of a sense of protection for some human, maybe out of revenge, maybe out of a simple wish to interact with humans. Suffice it to say, you have a physical body and can talk like a person, but can get physically hurt. The majority of your power is dormant in the spirit world. Most day to day people will see you as a cosplayer or a realistic hologram.

In support of your manifestation, cards surrounding your lore are created to help on your journey. You feel a great attachment to them.

Duel Academy: You are a new supernatural resident of the island.

Your sex and age strictly correspond to your card.

Battle Phase: Starter Deck and Signature Monster

Choose a starting deck:

Discounts are 50% off

Existing Starter Deck (Free)

Pick a real starter deck or construction deck.

Existing Winning Oriented Deck (50CP) (Free: Normal)

Any deck made for winning in a way that isn't dealing damage to Life Points.
(Milling, Exodia, Final Countdown, etc.)

Existing Archetype Deck (50CP) (Free: Normal)

Any deck that is specifically made to support a certain archetype of monsters.
(Six Samurai, E.HERO, Madolche, etc.)

Existing Mixed Archetype Deck (100CP) (Discount: Normal)

A deck that's made from two different archetypes. For those who either can't decide on one or have a strategy.

Existing 'Homebrew' Deck (100CP) (Free: Collector)

Hardly a deck. Mostly a collection of favourite cards. Hardly optimal, very expressive of taste though. Embarrassing to lose against. Waifu/Husbando galore.

Original Archetype Deck (200CP) (Mandatory(Free): Monster)

Pick either a unique theme or an existing monster card to receive an archetype or alternate support cards. While it may primarily act as your signature deck, it doesn't mean only you will possess these cards.

Original Summoning Deck (200CP) (Discount: Enthusiast)

Your deck uses a new summoning mechanic that will change the duelling landscape. Creation of it can be done by you or not. Balancing will be taken care of. While the initial shock of new summoning will be centred around you, new cards to advance it will spread quickly.

Original Adventure-so-Far Deck (200CP) (Discount: Drop-In)

You get your own deck suited your own style with your own unique monsters, spells and traps. No one in existence has these unique (and 4th wall-breaking) cards but you. You also get some existing cards for support.

Signature Monster:

A signature monster defines your reputation with duellists. Consider it as important as first impressions. Pick one.

Existing Monster – Free – Your signature monster is any existing card.

Original Monster – 50CP (Free: Original Deck) – You are free to create your own signature monster.

Yourself – 50/200CP (Mandatory (Free): Monster) – You get yourself as a card. You can summon a copy or go onto the field itself. Your attack animations are your own to decide. For an extra 150CP, get alternate cards of yourself, can be you with alt-forms or just you in different gear.

Companion – 50CP/150CP (Free: Companion is Monster) – Your signature monster is one of your companions (in one of their forms). For your sake their spirit is strong enough to be seen by you, but not others who normally can't. For an extra 100CP, get alternate cards of your companion.

Divine Card – 200CP (Free: Enthusiast with Original Summoning Deck) (Discount: Enthusiast) – You possess a divine monster card, capable of bending a few rules of the game to summon itself and only having allegiance to you (and anyone else worthy). It will be seen as a symbol for you to decide. You're also able to summon the Egyptian God cards or any other divine-like card.

Starter Deck Extras:

Deck Support – 0CP/100CP (Free: Enthusiast) – Your selected deck will lose it's appeal as you go on. To prevent this you receive extra cards to your starter deck as you continue living in this universe out of nowhere. For an extra 100CP, get continued support for your starter deck after this Jump.

Inseparable Cards – 0CP/100CP (Free: Monster) – Your starter cards cannot be destroyed or lost forever, but if they were it'd depend on how intentional and severe it is. You're dead if the card you inhabit is completely destroyed. For an extra 100CP, you'll at most be separated from your starter/support cards for a day and death isn't tied to card destruction.

Animated Rare – 50CP (Free: Collector) – Every card in your starting deck and continued support is the highest rarity and the card art is animated.

Full Set – 100CP (Discount: Collector) – Get an extra two copies of the starter deck you chose. In other words, triple the cards you get. For versatility or backup.

Alternate Deck – 100CP – You can buy another Starting Deck. Optionally, with a different Signature Monster. **Monster origin limitation still applies.**

Main Phase 2: Hair, Abilities and Items

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 colours. People tend to underestimate anyone with normal hair. Use it to your advantage.

For Collector, Trader, Enthusiast:

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 craziness is a respectable trait.

50CP to swap

Monsters don't have a choice. They will have similar hair to their chosen monster's hair or their general colour design.

Now then, abilities:

Discounts are 50% off

1.Card Trick (100CP) (Free: Drop-In)

You mastered alternative uses of Yu-Gi-Oh cards. Cards can be used to maim, jam guns or unlock simple doors. This includes all other parlour tricks. As an added bonus, you will never get paper cuts.

2.Blend In (100CP) (Free: Normal)

You are relatively unnoticeable. It is relatively save to walk during night time for you. If team duelling, less likely attacked by opponent, relatively.

3.Card Scavenger (100CP) (Free: Collector)

You become hyper-aware of items on the floor. Anything valuable will be noticed by you, especially if it has personal value. Useful when you drop something, or when you're hunting for extra cards.

4.Kingdom for a Card (100CP) (Free: Trader)

Know how to exchange cards for goods. Wherever you go you can convince most establishments to accept trading cards as currency, though highly dependent on in-universe use of cards.

5.Talent by Proxy (100CP) (Free: Enthusiast)

Anything associated with card games becomes easier to learn. If duelling requires stamina and agility, physical fitness becomes easy. If card games are played on motorcycles then driving on high speeds becomes second nature.

6.Arcana Force (100CP) (Free: Monster)

You are well versed in card lore. Can divine a vague future for individuals from Yu-Gi-Oh cards. In general, all discussions with duel spirits or fortune-tellers are going to be favourable.

7.Confrontational Soul (300CP) (Discount: Drop-In)

You don't easily give up when it comes to serious confrontations. You will see them till the end, no bullshit fainting or unnoticed enemy escapes. You're capable of seeing through mist, fog and smoke clearly. Lose consciousness from poison at a slower rate.

8.Symbol of Friendship (300CP) (Discount: Normal)

You might not have charm or skill, but you're damn good company. You shine brightest when playing with others. Afterwards friendships can blossom. Make friends over tabletops and card games easier. All it takes is an initial game. You're everyone's preferred tag-team partner.

9.Sphinx got Nothing (300CP) (Discount: Collector)

You can't make riddles, but for some reason every time you get asked one you interpret the correct answer. You can also determine a persons honesty when it comes to Yes/No questions. Useful when you need to guess what kind of card your opponent is holding.

10.Hassle Free Profit (300CP) (Discount: Trader)

When discussing a trade you know how much desperation and meaning is in a request, what's actually being asked and what's secretly desired. It has to have monetary value to be determined. Lucky for you, you know the market value of sentimentality. You're capable of determining the exact maximum amount a person is willing to happily part at any given time, but not how much it will impact them later.

11.Spirit Partners (300CP) (Discount: Enthusiast)

Either by proximity, major event or luck, spirits are seen more clearly by you. Any spirit that's too weak to show itself to regular humans can be seen. You're able to communicate with them even if they can't use words. You can also see astral projections. Up to 3 of your chosen starter cards can become Duel Monster spirits.

12.Solid Conjunction (300CP) (Discount: Monster)

When not engaged in a children's card game, you can freely use cards to summon the solid versions of monsters and conjure items. The effects can be boosted when used with anything that projects the cards, say Duel Disks. Most cards have only simple functionality, mostly for destruction or mobility.

13.Millennium Evil (600CP) (Discount: Drop-In)

You can now initiate Shadow Games, 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. Your opponent has to agree to your death game terms, but if it's Duel Monsters you can initiate it whenever. Double-edged sword.

14.Anti-Shadow Realm (600CP) (Discount: Normal)

You have a force field from anything evil concerning games of chance. Any games of chance and life bets are always in your favour. You will always win in Russian Roulette. In addition, Shadow Games, pocket dimension traps and evil spirits won't affect you during your stay in this universe.

15.It's a TRAP (600CP) (Discount: Collector)

You know when your opponent has laid a trap, card game or otherwise, by the look on their face and body language. It's even easy to determine the intention of the trap, it's desired effect and deadline. No bluff will fool you. You also receive heightened ability when it comes to distinguishing sex: alien, androgyny or otherwise.

16.Liquidity Maker (600CP) (Discount: Trader)

You know how the local economy works at a glance. You know how to profit from it. You know how to incorporate your own lunacy into it, anything you want can be a part of it, for example, a certain card game can flourish where it had no market. You might not be the next king of games, but you will be the deciding factor on what the game of kings could be.

17.Heart of the Cards (600CP) (Discount: Enthusiast)

You're luck incarnate. The closer you're to losing the luckier you get. You top deck every time you're about to lose and it changes the spectacle factor every time. In addition, you never panic when in dire situations instead your brain works threefold looking for a solution or an escape plan.

18.Ka Awakening (600CP) (Discount: Monster)

Duel Monsters were made on the backbones on ancient Egyptian battle of the souls., where practitioners used their ka to summon their soul in monster form. Your signature monster now functions as your spirit summon. Unseen by most humans, capable of unleashing great elemental damage, giving protection and having associated abilities with it's type.

19.Mind Crush (800CP)

An unblockable 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 once a year. Recharge rate may be different depending on gotten drawbacks.

20.King of Games (800CP)

Become an expert of any non-physical game from one match. No needing of learning the rules, already possess knowledge of loopholes in a system. Any game you create will be perfectly balanced or having unnoticeable advantages to one party. Additionally, your general luck slowly increases as you're accustomed to new dangers and stress.

Items

These items can boost your current starter deck, are just useful or are nice customisation options. Freebies are given only once. You can combine previous Jump items with similar ones on this list for free.

1.Duel Disk (Free)

A requirement to be an official duellist. Default design of your starting location.

2.Extra Duel Disks (50CP) (Free: Enthusiast)

Extra duel disks for you or anyone you want to introduce to card games. Default design.

3.Custom Duel Disk (50CP) (Free: Monster)

Have a unique Duel Disk. Fell free to be creative. Want to draw cards from your ass? Sure.

4.Vagabond Hat (50CP) (Free: Drop-In)

The only hat that will not ruin your hair. Can serve to hide your face, but is recognizable on it's own.

5.Attire/Cosplay (50CP) (Free: All but Drop-In)

A set of clothing suiting your persona. Alternatively, cosplay as your favourite monster. It will forever fit your measurements.

6.Alternate Card Essentials (Free)

Some locations are defined by alternative duelling and require cards not used in regular duels. Whatever the cards you might need are provided.

7.Random Cards (50CP) (Free: Trader)

Get 50k common rarity cards. Use them as you see fit.

8.Booster Boxes (100CP) (Free: Trader)

Get 3 copies of all cards of your selected booster box set.

9.Forbidden Cards (200CP) (Discount: Monster)

If you want to cheese duels, this option is for you. Very broad appliance. Some are questionable for their simplistic description.

10.Egyptian God Cards (200CP) (Discount: Enthusiast)

The three legendary God cards: Slifer the Sky Dragon, Obelisk the Tormentor and Winged Dragon of Ra. Only a select few can summon and tame them. Usable illegal versions.

11. Magical Card Box (50CP) (Free: Trader)

Has infinite space, but it only accepts Duel Monster cards. Essential for storing cards.

12. Magical Card Binder (50CP) (Free: Collector)

It has infinite pages worth of sleeves to showcase your card collection. It's capable of rearranging it's contents by will.

13. PDA (100CP) (Free: Normal)

A personal digital assistant that runs on sun power. Get messages and relevant news. Mostly about any upcoming duel tournaments, card trading or hang-out places. Automatically sets reminders for anything you promised to do. Alternatively, can be a tablet or flip phone.

14. Duel Gazer (100CP) (Discount: Enthusiast)

Lets you see your duel cards affect the surrounding environment in a realistic depiction while witnessing a duel. Serves as an additional HUD for you to track time, your health, distance travelled, etc.

15. Duel Board (50CP) (Free: Enthusiast)

A skateboard that can be connected with a duel disk to simulate Turbo Duelling. Used as a stepping stone to Duel Runners.

16. Duel Runner (200CP) (Discount: Enthusiast)

A motorcycle meant for Turbo Duelling on the highway. Popular in New Domino City. Comes with a free helmet.

17. Duel Links (300CP) (Discount: Trader)

An addition to your warehouse. VR tech, capable of simulating worlds. Records data of all the duels observed by your duel disk(s) and simulates appropriately. Can challenge simulations to duels. Additionally, connects to VRAINS or any other VR network present.

18. Golden Eggwich Dispenser (100CP) (Discount: Trader)

Dispenses 1 rooster laid golden egg sandwich per day. Be sure to get it first. It has the magical properties of anti-depressants and making friendships grow (if gifted).

19. Home Base (300CP) (Discount: Drop-In)

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 3 years. Gets added to your warehouse afterwards, can serve as a 'front' to your warehouse.

20. Tag Force (100/500CP)

Import a character. 500CP for 8. Every imported character has 600CP to spend on an origin, starter deck, signature card, abilities and items. Starter deck extras are shared and cannot be purchased with these points, neither drawbacks or more imports/exports. Can spend your own CP for extra imported character CP.

21. Companionship (300CP) (Discount: Location or Rival)

Export a character. You can get a new companion from the universe of Yu-Gi-Oh to join your team. If the companion is from the same location as your starting one you get a discount (Pharaoh Atem and Egyptian versions of characters are discounted only when in Ancient Egypt (Redux)). Exported character can be a physical manifestation of a card, but they don't get any discount though. They join your adventure starting this Jump and get all skills associated with them (check the notes section). Rival character requires this to join on future adventures, but is discounted always.

22. Millennium Item (600CP)

Items of legend. Granting the user immense power. No longer houses souls or spirits. No longer can be used to initiate Shadow games. Weaker than they once were. **Pick one per purchase:**

Millennium Puzzle (Discount: Enthusiast) – Enhances your intelligence and luck based on how dire the situation is. Additionally, anyone trying to read your mind will require extra effort.

Millennium Eye (Discount: Collector) – Can read the minds of anyone you're looking at and sense the location of people of interest. Has slight x-ray vision. Must replace one of your eyes, does not function as a regular eye.

Millennium Ring (Discount: Monster) – Works like a compass, giving the location of anything you desire. Can also be something abstract, like power or negative emotions.

Millennium Scale (Discount: Drop-In) – Functions as a lie detector. Judges how much sin a person is carrying, detects karma. Distributes bad luck to the damned.

Millennium Key (Discount: Normal) – Can read the mind and see past actions of anyone in contact with the key. Can hide a person's past memories from themselves.

Millennium Rod (Discount: Monster) – Capable of telepathic communication with anyone you've met, strength dependent on distance. Commands from wielder are taken more willingly. Capable of knocking out the extremely weak willed by command.

Millennium Necklace (Discount: Trader) – Allows to see a vision of the future if you concentrate onto it. Maximum functional future reach is 1 hour from now, anything farther is vague and not relevant.

Millennium Discount – Choose one of your companions to inhabit your chosen Millennium Item. They will be stuck inside said item, only seen by those who equip it. They can replace places with anyone equipping it, but only if both parties consent, unequipping the item will revert that. They still take up a companion slot. They won't be able to separate with the millennium item for at least this Jump. You get a **50% discount** on any Millennium Items with this condition, **or completely Free** if you meet origin requirement.

End Phase: Drawbacks & Future

Drawbacks make your life harder. Most apply to you and your companions. You can choose **up to 4** drawbacks with a **limit of 600CP**.

Rival +0CP

Pick your rivals sex and race. They will be the same age as you. They cannot be killed or get their memories altered by you or your allies. Be friends or enemies – doesn't matter, one way or the other you'll be duelling until the sun sets.

Screw the Rules +0CP

The universe runs on rule of cool, first season logic now. If you can wing an explanation on why it should be allowed and why it works, it's allowed. No longer a strategic card game universe. Normal monsters are truly overpowered.

Season Zeroes +0CP

The world is no longer obsessed with only one children's card game. Instead it's about games in general. Where a thug might have duelled you, now might challenge you into a knife throwing contest. Expect for every would-be duel to be replaced with a new game. Expect every person to have their game. Expect to provide them with reasonable cards or not play.

Flaunting your Greed +50CP

You're compelled to explain every activated card effect. Even if it's twice per duel, even if the effect is common knowledge. You also abbreviate 'graveyard' as GY and explain every time what it means.

Malfunctioning 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 main deck and 10 in extra deck.

Bald +50CP

Forget about your hair. You have none. Outside of duels you're the comic relief, in duels you're given no quarter.

Sore Loser +50CP

You start crying and get emotional when you lose. And not in a comical way, it's really hard to look at you.

No Deck +50CP

You (and your companions) don't get to choose a starting deck. Maybe you don't want to be a duellist or want to start from scratch. **Cannot be taken by Monster.**

Power Disabled +100CP

You lose all your previous JumpChain powers. Not like you need them when on vacation, right?

Painful Duelling +100CP

To you it's always painful receiving damage from duelling. Consecutive duels might cause fainting which will be considered as a loss.

Draw! Monster Card! +100CP

Your starting hand is always weak. It might mean having all monster cards or no synergy at all. Your starting field presents will likely be a monster in defense position.

Think out Loud +100CP

On occasions you reveal your strategy and intentions to your opponent without noticing. Hope they tell you.

Ban List +100CP

You (and your companions) are limited by ban lists dependant on the time period and cannot use cards not created yet. Your original cards are nerfed to suit the times.

A Spark Short +100CP

The lower your opponent's Life Points are the more lucky they get drawing cards. With 100LP left being a guaranteed loss on your opponents next turn.

Disliked +200CP

Your deck. It's something about it that causes frustration. Maybe it's overpowered. Either way, people tend to hate you after duelling you. Some will try to steal or destroy your cards. If they succeed, you won't get them back.

Hunted +300CP

You're a target to a shadow organization, their goals involve you not being apart of this world. They constantly send Shadow duellist your way. All duels will have some sort of twist ending in one persons death or incapacitation. Any other way of fighting will be seen as conceding a duel; your death. Anyone associating with you will suffer the same fate. Ending their pursuit will be difficult. **Cannot take with 'Anti-Shadow Realm'**

Luckless Loser +300CP

It's nothing mind boggling, Yu-Gi-Oh does require luck, which you have none. Your win/lose ration won't be better than 1:1. You can forget about anything major league. God help you when it comes to Shadow Duels. **Screw the Rules doesn't apply to you.**

Alter-Ego +300CP

You are no longer in possession of your body. You are a floating spirit only seen by your should-have-been origin. Majority of decisions will be made by them, give them suggestions to survive. Only by their permission can you take control of their body, your powers have no affect on them. A lot of bad decisions will be witnessed. **Cannot be taken by Drop-In or with Alter-Id.**

Sleepless Nightmares +400CP

You constantly get nightmares of the past. They're a mixture of what you experienced and events that didn't happen. Given time you'll start believing or dissociating from both. On most days you're without sleep, causing the line between dream and reality to blur. You'd need 14 hours of sleep to not feel tired, but that's giving more time for nightmares to manifest. Expect to faint. **Mind Crush can recharge once a month!** Be sure to use it while awake, if you can still differentiate.

Alter-Id +600CP

You have a malignant spirit lurking inside you. You'll have to fight for your body for the majority of your stay. It's more competent than you, if you're in danger they'll get you out of it, with reputations ruined, licenses revoked, someone becoming brain-dead or you becoming a wanted criminal. Can be stopped by the protagonist, but the Jump will be considered a failure if the spirit gets removed. No one will question or believe you about the existence of this spirit, any abuse your friends and companions receive will be attributed to you. **Mind Crush can be used without limit**, but only on individuals you have (or the spirit has) beaten in any game. **Cannot be taken with Alter-Ego.**

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 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 original 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 card games. You decides to continue on. You continue with your gear on your back and knowledge in your noggin.

NOTES:

- All personality changes disappear. Identities become inactive...
- Friends you make stay behind, but you might see them again...
- Any and all drawbacks are revoked
- Cards gotten outside CYOA and '**Random Cards**' don't get protection.
- You're incapable of selling your starter cards, they will return to your possession instantly in front of the buyer.
- Without the 100CP upgrade, unintentional card tear will get fixed around a weeks time. Someone intentionally burning your cards will take at least a year to get them back.
- '**Ka Awakening**' is in all intents and purposes a JoJo Stand, albeit less bizarre. Damage to them is damage to you.
- If your signature monster is yourself then '**Ka Awakening**' gives you a 2 meter radius to use your abilities or physical contact away from your body.
- If your signature monster is your companion then with '**Ka Awakening**' they can attach/detach as your spirit monster, it serving as a pseudo invisibility cloak for them.
- Exodia is forbidden to be an exported companion, you can get his left leg though.
- '**Heart of the Cards**' gives spikes in luck when in danger, '**King of Games**' gives a slow increase in luck when in constant danger.
- The more CP you get from drawbacks the more luck '**King of Games**' gives.
- If you successfully survived '**Sleepless Nightmares**' or '**Alter-Id**' your '**Mind Crush**' ability gets to have it's respective upgrade.
- If picked '**Bald**' when you should have had '**Crazy Hair**', you can choose to have crazy hair or not at the end.

Companionship:

Depending on the character becoming your Jump companion they get all free/discounted skills of certain origins throughout this Jump:

(0)Your **own Rival** gets the free/discounted origin skills of **your origin**.

(1)**Protagonists** get all **Enthusiast** origin skills.

(2)Their **main rivals** get all **Trader** origin skills.

(3)All **monster** card manifestations get **Monster** origin skills.

(4)All **villains** get all **Collector** origin skills.

(5)**Everyone else** gets **Normal** origin skills.

-Every companion gets their deck share similar properties to your deck's extras.

-It doesn't mean they lose any other skills they would normally have. For example, **Pharaoh Atem** is going to have '**King of Games**' skill.

-Characters sharing multiple roles throughout the series get the former origin on this list.

-Exported characters can start at the end of their character arc (post villainous)

Your rival's personality:

When in-universe:

- Competitive 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
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