

Cardfight! Vanguard CYOA (Jumpchain-Compliant)

If you thought you knew card games, you haven't seen anything yet! On the planet Cray, the nations of the United Sanctuary, Dragon Empire, Magallanica, Zoo, Star Gate, and Dark Zone struggle for control over the world. These battles between the many Clans residing in each nation are reflected in our world by those who play the popular game of Vanguard. These players are known as Cardfighters, and their exploits are the stuff of legend! To help you in the ten years you'll spend here, you now have...

+1000 CP

Now stand up, wanderer – the next battle awaits!

Section 1: Nation

Choose one from the list below – this is simply to determine future discounts.

United Sanctuary – This nation, headed by the Royal Paladin clan, was once united with the Dragon Empire, but is now a small nation mostly consisting of do-gooders. However, its criminal and renegade elements have banded together to form the clan of the Shadow Paladin!

Dragon Empire – A vast and militaristic nation, its various units include the Tachikaze ground forces and the Murakumo espionage unit, as well as the Kagerou air forces.

Magallanica – An archipelago nation home to the naval Aqua Force, the Granblue Pirates and the mermaid idol singers who go by the name of Bermuda Triangle.

Star Gate – Located near the southern pole, this nation is home to the Dimension Police and Nova Grapplers, who work to defend the planet Cray from the forces of evil!

Zoo – This fertile land of abundant foliage is home to the vegetable-producing Neo Nectar clan, who are among the most environmentally friendly clans in the world, as well as the peaceful and seemingly leaderless Great Nature and the insect mafia Megacolony.

Dark Zone – Here in this dark realm opposed to the United Sanctuary, the Dark Irregulars appear to “rule,” for lack of a better descriptor. However, neither the Spike Brothers team of Blood Ball players nor the Pale Moon Circus take orders from them.

Section 2: Origin

Roll 1d8+13 for your age, or pay 50 CP to determine age and gender for yourself.

Drop-In [Free] – You appear in this world with no new memories and nothing to cloud your mind.

Time to show this world who's boss!

Cardfighter [100 CP] – You wield the power within the cards to defeat your foes! These foes are mostly high-schoolers like you in tournaments at normal schools, and there isn't usually anything really supernatural going on. *USUALLY. This will change in not too long.*

Cray Native [+100 CP] – So something happened, and now you've managed to get yourself locked into a card. Don't worry, a good Cardfighter can still Call you, but you're stuck there in the card until it happens.

Reversed [300 CP] – The entity called Void has taken great interest in your extra-dimensional nature and recruited you as its agent on Earth or Cray. While great power lies within you, you may find yourself lacking a little something called “sympathy,” “empathy,” “mercy,” or even “morals.” You look pretty weird, too – either you've got these huge interlocked black rings floating behind you or you've got crazy glazed demon eyes. Seriously, that's spooky.

Section 3: Location

Roll 1d8 for Location, or pay 50 CP to choose for yourself.

1. Hitsue Middle School – This small school is the current educational facility of one Aichi Sendou, an up-and-coming Cardfighter who just started his first deck today – Royal Paladins!
2. Card Shop Capital – A local card shop specializing in Vanguard, it's frequented by such faces as Toshiki Kai, a Kagerou user. [Free for Cardfighter]
3. Card Shop PSY – Another card shop, noted as a frequent haunt of the Shadow Paladin player Suzugamori Ren.
4. Singapore – You'd be surprised since you're not in Japan anymore, but there's apparently a thriving Vanguard scene here, too. Funny, that.
5. Miyaji Academy – This prestigious school has some Cardfight players of its own, among them the Oracle Think Tank player Tokura Misaki.
6. Planet Cray – Oh, dear! It looks like you've landed on Cray itself! Whichever of the Nations you've chosen, you appear in that Nation's safest area – but you won't be safe for long, not with the constant war and the soon-to-come threat of Void. [Free for Cray Native]
7. Free Pick – You can choose any of the options above for free! Isn't that grand?
8. Void – You begin your journey in the emptiness of space, only to feel the eye of Void itself upon

you. In an instant, it decides to get rid of you, calling the clan of Link Joker to its side – unless, of course, you happen to be one of its acolytes already. [Free for Reversed, +100 CP for anyone else if chosen]

Section 4: Deck

Cardfighter, Drop-In: Each deck, consisting of one Clan, costs 200 CP – however, you receive one free deck from the Nation you chose earlier, and any further Clans from that nation are discounted to you.

Cray Native: You just so happen to be a member of one of the many Clans on the planet Cray, and you gain a new body in respect to this. Choose a Clan from the nation you picked earlier, then choose a race belonging to that Clan – your Race will affect how you look, but little else. You will appear as a Grade 3 unit.

Reversed: You may either gain a Link Joker deck for free or become a member of the Link Joker clan. If you choose the deck, you will receive a discount on one perk discounted for Cardfighters, whereas if you choose to become a true Link Joker, you get a discount on one perk discounted for Cray Natives.

Clans

United Sanctuary

- Royal Paladins: Comprised of such diverse races as Humans, Elves, Angels, Nobles, Royal Beasts, Sylphs, Salamanders, Giants, High Beasts, and Cosmo Dragons, the Royal Paladins are the main armed force of the United Sanctuary. Led by Alfred, King of Knights, this clan fights to preserve goodness, justice, and order in the nation as well as the world.
- Oracle Think Tank: Under the leadership of CEO, Amaterasu, the Oracle Think Tank corporation fights intelligently, using their prescient powers to see the future and secure their own assets. While High Beasts, Royal Beasts, Humans, Elves, Nobles, Angels, and Sylphs can be found among them, they are well-known for their Battleroids, Workeroids, and Ghosts.

- Shadow Paladin: This band of renegades and traitors works to oppose the Royal Paladins at every turn, and while many of its ranks are former Royal Paladins from the races of Human, Elf, Angel, Giant, High Beast, and Sylph, it is worth noting that some among them are Ghosts, Golems, Demons, or even Abyss Dragons.

Note: The Genesis, Angel Feather, and Gold Paladin clans have not yet formed when you arrive.

Dragon Empire

- Kagerou: The Aerial Assault Unit Kagerou is among the most important divisions of the Dragon Empire's military, consisting of Chimeras, Demons, Dragonmen, Flame Dragons, Gill Men, Golems, Humans, Nobles, Salamanders, Tear Dragons, Warbeasts, and Winged Dragons.
- Tachikaze: The Ground Assault Unit Tachikaze serve as the rank and file of the Dragon Empire's forces, and are lead by Tyrant Deathrex. It is the least diverse of their forces, consisting only of Dinodragons, Humans, High Beasts, and Insects.
- Murakumo: The Black Ops Agency Murakumo is one of two clandestine organizations within the Dragon Empire, and focuses on hit-and-run tactics. It is staffed by Abyss Dragons, Demons, Ghosts, Gill Men, High Beasts, Humans, Insects, Nobles, Warbeasts, and Winged Dragons.
- Nubatama: The Covert Operations Unit Nubatama are a clan of ninjas in the employ of the Dragon Empire, and in addition to focusing on assassination of opponents, they hold the only known Shadow Dragons in the world. Their ranks are further filled by Demons, Abyss Dragons, Ghosts, and Warbeasts.

Note: The Narukami clan has not appeared yet when you arrive.

Dark Zone

- Dark Irregulars: Led by the Demon World Marquis, Amon, this army of renegades has massed its forces to control Dark Zone and its march against the United Sanctuary. They are a diverse group, consisting of Angels, Chimeras, Demons, Elves, Ghosts, High Beasts, Humans, Ogres, Succubae, Vampires, and Warbeasts.
- Spike Brothers: This team of evil bloodball players is a wildly popular group in Dark Zone, with Demons, Ghosts, Giants, Goblins, Golem, Humans, Ogres, Succubi, Warbeasts, and even Workeroids among their ranks.
- Pale Moon: The Pale Moon circus spreads its particular brand of entertainment wherever it goes, and among its many performers are Abyss Dragons, Chimeras, Demons, Dinodragons, Elves, Giants, Gill Men, Goblins, High Beasts, Humans, Ogres, Succubae, Warbeasts, Winged Dragons, and Workeroids.

Magallanica

- Granblue: The undead Granblue Pirates sail the seven seas of Magallanica under their leader, Captain Nightmist. Krakens and Skeletons are unique to their clan, but Gill Men, Ghosts, Vampires, Nobles, Workeroids, Zombies, and Demons are also among them.
- Bermuda Triangle: Led by Top Idol, Riviere, this pop idol group from the deep sea consists entirely of Mermaids.
- Aqua Force: The Aqua Force navy under Blue Storm Dragon, Maelstrom, consists of militant

Aquaroids, Battleroids, Dragonmen, Gill Men, Golems, High Beasts, Mermaids, Tear Dragons, Warbeasts, and Workeroids.

Zoo

- Great Nature: This society of scholars living in the forest nation of Zoo consists mainly of High Beasts, but also has Royal Beasts, Warbeasts, and Wild Dragons in its student and faculty rolls.
- Megacolony: The all-Insect mafia of Megacolony stands in opposition to Great Nature and Neo Nectar, seeking to rule all of Zoo for its own.
- Neo Nectar: The agricultural nation of Neo Nectar, led by Aboros Dragon, Sephirot, produces the highest yield of grain on all of Cray. Among its ranks are Bioroids, Forest Dragons, and Dryads, as well as the Elves, High Beasts, Insects, and Sylphs.

Star Gate

- Nova Grappler: This federation of high-powered wrestlers led by Asura Kaiser and Mr. Invincible oversees a widespread entertainment phenomenon the likes of which the world has never known! Among the ranks of the Nova Grappler are Aliens, Angels, Battleroids, Elves, High Beasts, Humans, Vampires, Workeroids, and Warbeasts.
- Dimension Police: As the heroes of the galaxy and protectors of Cray (or so the say), their forces are to be reckoned with. Evil, beware, for the Battleroids, Humans, Aliens, Workeroids, and High Beasts of the Dimension Police are here!
- Link Joker: An army created by Void to conquer Cray and lay waste to all that lives, Humans and Aliens live among it, but are outnumbered by Cyber Beasts, Cyber Fairies, Cyberoids,

Cyber Golems, and Cyber Dragons.

- Etranger [Drop-In Only]: No, this is impossible! Shuchi Tanaka? Keroro? SPIDERMAN!?

What are these other things doing on Cray? Well, that's the point of the mysterious clan of Etranger – cameo and promo cards ahoy! You, good traveller, have the option of purchasing this multiple times. Each time you do, you can bring in the heroes and villains of a world you've seen before as a brand new Clan, placing them in the Nation that fits them most. They will, however, be balanced into Grades 0-4 based on their own relative power within their worlds, and balanced with the other Clans of Planet Cray. That said, if you know them personally, they will remember you should you find yourself on Cray.

Section 5: Skills and Abilities

A discounted skill or ability is 50% off for the specified Origin.

Bring A Knife To A Cardfight [100 CP, free Drop-In] – See, sometimes you don't really get all of this “Cardfight” nonsense, but it can get a bit dangerous at times. Nobody'll really fault you if you take your own safety a bit more seriously here, as long as you don't actually stab anybody or something like that.

Final Turn! [100 CP, free Cardfighter] – When it comes to Vanguard and life itself, you're always sure of when you mean to end something! Never again will you hesitate to finish off a foe you intend to kill or finish that project you've been planning for weeks.

Boost [100 CP, free Cray Native] – So long as you are present during an ally's endeavor, any allies you have gain a slight boost to their competency in said endeavor. You'll get it done even faster together.

Who's Who [100 CP, free Reversed] – Whether via a magazine that suddenly appears or a sixth sense, you are always aware of who the strongest individuals in your local area are.

What A Natural! [200 CP, discount Drop-In] – Turns out that unlike a lot of folks here, you actually know how to build a competitive deck. This also boosts your analytical, research, and organization skills elsewhere. Oddly enough, this doesn't make you more likely to *win* against folks like Aichi or Kai.

Critical Trigger [200 CP, discount Cardfighter] – Every time you attack in a Cardfight, you make a Drive Check – drawing a card to see if there are any Triggers on them. With this, you'll be a bit more likely to draw a Critical Trigger, which boosts the attack's damage. Perhaps you might get this lucky in

other endeavors, too...

Perfect Guard [200 CP, discount Cray Native] – When you throw yourself in front of an attack meant for someone you consider an ally, the entirety of the attack's damage will fall upon you – no shock waves or bouncebacks can touch those you call friend.

Terror of Void [200 CP, discount Reversed] – You are *scary*, do you know that? Thanks to this, just about everyone knows that. Unless someone's actually powerful enough to last more than a few seconds against you, they'll think twice before attacking.

Bring a Card to a Knife Fight [400 CP, discount Drop-In] – You know, maybe you do have the hang of this card thing. You could probably use those cards outside of an official match, too – maybe as really good throwing weapons? We're talking throwing-knife tier. Not only that, but you've got expert aim with them, and you *might* be able to block a bullet with the whole of a 50-card deck. Don't quote us on that one, though.

Stand Up, Vanguard! [400 CP, discount Cardfighter] – Every so often, your Avatar, that favorite Vanguard of yours, may break the limit of dimensions and join you in the real world for a battle! However, they can remain for one minute at most, and any modifications made in that time disappear when they return to their card, where they must stay for at least a week.

Twin Drive [400 CP, discount Cray Native] – Sometimes, you get a lucky draw, and that's good, but what if you could get it again? With this, any time you heal yourself or make a critical strike, there's a small chance of said healing or critical strike becoming twice as effective.

Lock [400 CP, discount Reversed] - With just a flick of your wrist and the appearance of two large black rings behind your back, you may “lock” your enemy's units, paralyzing them utterly and rendering them unconscious – the number of foes you may lock at a time and how much concentration it takes is inversely proportional to the relative strength of said foes compared to you. A “lock” left unattended will completely disappear after 12 seconds, with the two black rings that circle the locked foe dissolving. However, while you could hold 50 simple street thugs for an hour or two and still do other things, a foe approaching your power level would take every ounce of your concentration to hold in place.

Memory Judgement [600 CP, discount Drop-In] – Should you defeat another in a fair challenge, you may steal away their memories of any one specific person, place, or object. A single additional penalty based on the challenge itself can be imposed as well. This challenge, could, for instance, be a Cardfight, where the loser feels pain (but does not take injury) equal to the damage taken by both Vanguards during the match.

PSY Qualia [600 CP, discount Cardfighter] – This is truly a magnificent power. Within you is a direct link to the planet Cray, and from it you draw the power to change the outcome of any Cardfight you enter. Any damage you deal to an opponent's Vanguard is felt by that foe in turn, and every so often you can force a draw of the exact card you need. You can even hold back the corrupting influence of Void with this strange ability. So what, truly, is it? Simply put, your will may preserve your freedom and bend reality itself in minute ways – but winning games should be easy. After all, you drew just the right card. It's no perfect clairvoyance or undoing someone's existence, but every little bit helps.

Re-Birth [600 CP, discount Cray Native] – Your soul is stronger than Void dares to realize. When forces hostile to you, such as the Reversed, attempt to corrupt you to their purposes, you instead siphon off a

portion of their power and make it your own. This will not grant you their abilities, but rather adds to the pool of power you can draw on for your existing abilities – and the more energy they expend trying to corrupt you, the worse it will be for them.

Reverse [600 CP, discount Reversed] – The power of Void courses through you, and may those who witness you rejoice, for they shall soon be Link Joker as well. For a willing subject, you may take ten minutes to focus the power of Void into them through yourself. After ten minutes, the conversion shall be complete, and they shall serve Void as you do, gaining the 100, 200, and 400 CP perks of the Reversed origin (but not this perk). However, unwilling foes may also be bent to the will of Void – if you can defeat such a foe who is your relative equal in a one-on-one contest of their greatest skill. Should you defeat them, they shall serve you (and Void) until and unless defeated by a non-Reversed individual, at which point they will revert to normal. However, they do not gain the aforementioned perks.

Section 6: Items and Gear

Discounted items are 50% off for the specified Origin.

Promo Card [Rated Free: For Everyone] - This card is neither magical nor tourney-legal, but it is a Vanguard Promo Card of you! That's right, you! A nice little keepsake.

Vanguard Fight Glove [Rated Free: For Everyone] – When this glove is worn during a Cardfight, the user is able to see 3-dimensional holograms of their cards, thus enhancing the play experience.

Deck Box [50 CP] – A convenient box to keep your cards in! It also appears to be nigh-indestructible.

Booster Pack [50 CP] – A small pack of assorted Cardfight!! Vanguard cards. They aren't supernatural or anything, but you can get multiple of these to improve your deck.

Cardfighter [200 CP, one free Cray Native] – This Cardfighter, who may have joined you here or might be an existing Companion, gains the Cardfighter background (and benefits from its discounts), one free Deck, 400 CP to spend, and a free Deck Box, but cannot take Drawbacks, purchase Companions, or buy the Promo Card.

Grade 0 Companion [100 CP/Free] – While these are among the weakest of the inhabitants of Cray, they are, it seems, willing to follow you into the worlds beyond. To simply choose one from the table below costs 100 CP, but if you leave it up to chance, it'll be free. This can be purchased up to 4 times. If you roll, roll 1d19 on this table.

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| 1 – Royal Paladin | Pixy Assault Captain – This tiny Sylph rides a dragonfly into battle, and is perhaps the most |
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| | adorable thing. Her even tinier magic wand has the potency of a small-caliber firearm. |
| 2 – Shadow Paladin | Crisis Revenger, Fritz – This dark knight, wielding two horrendously oversized swords (considering he looks like a teenager), is a strong fighter, if not a very focused or competent one. |
| 3 – Oracle Think Tank | Battle Sister Waffle – This young, small Elf, though inexperienced and somewhat timid, has a pair of magical palm pistols at her disposal and is more than happy to stand at your side. |
| 4 – Nubatama | Stealth Fiend, Zashikihime – This young Ghost is far more versed in subterfuge than her innocent looks suggest. However, being quite frankly adorable, she's almost never taken seriously. |
| 5 – Tachikaze | Baby Ptero – This young Dinodragon, a small pterosaur-like creature, is ready to fight for you with a machine gun strapped to his back. |
| 6 – Kagerou | Dragon Dancer, Ekaterina – This charming dancer flits about nimbly, twirling twin torches as she strives to raise the morale of your allies. |
| 7 – Murakumo | Stealth Fiend, Monster Lantern – This tiny, animated Ghost lantern seems somewhat playful, and can light your way, but is pretty useless in combat. |
| 8 – Dark Irregulars | Cheshire Cat of Nightmareland – This High Beast is honestly much like its namesake, save for being more actively malevolent rather than merely playful. It is always smiling. <i>Always</i> . |
| 9 – Pale Moon | Innocent Magician – This young, somewhat incompetent illusionist is, all in all, a decent fellow capable of some nifty card and hat tricks! Too bad they occasionally backfire and unleash a ravenous demon that he has to run down and contain. |
| 10 – Spike Brothers | Silence Joker – This Ghost bloodball player is known for scoring many touchdowns for the Spike Brothers team. He doesn't seem to do much else, though. |
| 11 – Aqua Force | Enemy Seeking Seagull Soldier – This High Beast is a keen-eyed scout and fighter, and specializes in raiding enemy food supplies. |
| 12 – Granblue | Doctor Rouge – This Vampire medic has a good deal of know-how in patching up both the living and the shambling dead. She is, however, rather |

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| | morbid in her outlook. That's the price of constantly traveling with a gaggle of undead pirates. |
| 13 – Bermuda Triangle | Comical Rainie – Among the younger members of the Bermuda Triangle idol group, this Mermaid (as all of her Clan's members are Mermaids) happens to have at her disposal a seemingly infinite number of slapstick comedy props in addition to her singing voice. She's honestly kind of a dunce, though. |
| 14 – Great Nature | Alarm Chicken – This clock-carrying rooster High Beast will make it impossible for you to be late to an appointment! Or at least make it impossible to oversleep. Whichever works. |
| 15 – Megacolony | Shelter Beetle – Part of the Megacolony gang's “muscle,” so to speak, this Insect has a rather tough shell. |
| 16 – Neo Nectar | Maiden of Eggplant – This young Bioroid dresses in a manner resembling the eggplant – and also has a motile eggplant with ice pop stick legs for a mount. No, really. |
| 17 – Dimension Police | Operator Girl, Reika – This communications professional, a Human, happens to be one of the quickest-working networkers in the Dimension Police. While she's utterly useless in a fight, her speed with digital systems might compare to that of some artificial intelligences – so long as she has a hardware interface to work with. |
| 18 – Link Joker | Earnest Star-Vader, Selenium – This Cyberoid, one of the weakest of Link Joker's marshals, has a fighting spirit not unlike that of the Royal Paladins. This, however, is twisted to the purposes of Link Joker – and you, of course. |
| 19 – Nova Grappler | Beast Deity, Rescue Bunny – While she's nowhere near actually being a god, this Battleroid does have quite a lot of pull in the ring! How her punches and holds manage to seem so adorable, few know and fewer question. |

Grade 1 Companion [200 CP/100 CP] – These inhabitants of Cray work much the same as their Grade 0 counterparts, but are slightly stronger. Should you roll, rather than choosing your encounter, you need

only pay half the normal price.

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| 1 – Royal Paladin | Knight of Quests, Galahad – This noble warrior will stand at your side for so long as your quest continues, and even in trying times, it is difficult to lose hope with him around. |
| 2 – Shadow Paladin | Sacrilege Revenger, Baal-berith – This mad Demon rides an armored horse, wielding a wicked scythe of evil flame and reveling in the destruction of your enemies. |
| 3 – Oracle Think Tank | Luck Bird – This flying good-luck charm can hold its own in battle, its powerful wings and sharp talons dealing out damage as well as allowing it to carry you through the air. It is, in fact, also very likely to survive a battle you bring it to – the dice seem to be in its favor. |
| 4 – Nubatama | Stealth Rogue of the Night, Sakurafubuki – With darkness as his friend, this ninja Demon carries out the missions of Nubatama without complaint or hesitation. |
| 5 – Tachikaze | Transport Dragon, Brachioporter – This sauropod-like Dinodragon drags and stores vast quantities of ammunition and weapons, and is a great asset to an army on the move. |
| 6 – Kagerou | Perdition Dragon, Rampart Dragon – This Flame Dragon shall follow you into the eternal cosmos to bring the flames of perdition to your shared enemies, consuming them utterly when he can. |
| 7 – Murakumo | Silver Snow, Sasame – This Ghost, a snow woman of sorts, strides forth from the darkness and slinks back in, leaving her foes frozen and helpless to contemplate their fate. |
| 8 – Dark Irregulars | Demon Bike of the Witching Hour – This Demon, a possessed motorcycle, is capable of riding at great speeds. It is willing to let you ride it, but it will be at least somewhat disappointed if you don't spew fire from your head whilst doing so at least once. |
| 9 – Pale Moon | Silver Thorn Hypnos, Lydia – This Human performer specializes in stage hypnosis, though some suspect an actual power behind her routines, considering just how quickly her volunteers take to the commands – and the nature of the Pale |

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| | Moon Circus. |
| 10 – Spike Brothers | Dudley Daisy – This Succubus has the highest number of recovered opposing fumbles and captures of the opponent's ball in bloodball history, and she's more than happy to take her spiked boots off the field if need be. |
| 11 – Aqua Force | Mako Shark Soldier of the Blue Storm Fleet – This High Beast is, first and foremost, an armored shark with torpedoes attached. This, combined with some anger issues, make it a formidable fighter for its class. |
| 12 – Granblue | Child Frank – This Workeroid, assembled from dead body parts and reanimated by another Workeroid who was created in much the same way, is obsessed with becoming stronger like his father through intense training. So far, he's above an Olympic athlete in strength and stamina, so that's a good start. |
| 13 – Bermuda Triangle | Mirror Diva, Biscayne – This idol takes pride in her voice – which is admittedly very pleasing – and is actually somewhat capable in a fight. She absolutely refuses to fight dirty, however, and she will want you to listen to her sing any songs she writes or hears and approves of. Your head will be swimming with cutesy romantic pop in no time. On the plus side, your enemies will be confused by the fact that she always seems to have an illusory double on hand. |
| 14 – Great Nature | Pencil Squire, Hammsuke – The fact that this hamster High Beast can hold his own in a swordfight with a pencil is one thing. The fact that he'd like to teach you how to do so is another. |
| 15 – Megacolony | Paralyze Madonna - A lower-ranking commander of Megacolony, this moth-like lady has the peculiar ability to induce a form of paralysis in her opponents. |
| 16 – Neo Nectar | 100% Orange – This Dryad, though rather small for her general power level, comes with a free and eternal supply of 100% real orange juice, as well as enough plant magic to make enemies think twice about picking on this flower-sized gardener. |
| 17 – Dimension Police | Fighting Saucer – This identified flying object, a Battleroid, will soar over your enemies' heads and rain down lasers upon them. It doesn't seem interested in much else, though, so in that sense |

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| | it's pretty much an advanced sapient UAV. |
| 18 – Link Joker | Asteroid Belt Lady Gunner – This Cyberoid servant of Link Joker wields her dual pistols with precision and pride, overcoming the obstacles in the way of the conquest of Cray. She will, of course, be pleased if your goals align with those of Void. |
| 19 – Nova Grappler | Blade Arm Leprechaun – This young Battleroid fights in the lightweight division of the Nova Grapplers, using her plasma-blade-armed powersuit to cut up opponents' armor before putting them into a submission hold. |

Grade 2 Companion [300 CP/150 CP] – These companions truly transcend the definition of “mortal” - but they are still not the strongest around. The lower, secondary price applies if you roll on the table, rather than choosing.

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| 1 – Royal Paladin | Sibergal Seeker - This High Beast, a powerful wolf, will stand at your side for as long as possible. To him, nothing else is needed – only bonds matter. |
| 2 – Shadow Paladin | Knight of Darkness, Rugos – To bring silence and peace, this warrior claims to be darkness itself, and he wields two wicked blades – one of great size. He is, on the battlefield, a cold, unfeeling menace, without mercy or fear. |
| 3 – Oracle Think Tank | Sword Dancer Angel – This shimmering, fetching Angel is gifted with the blade in a sublime way. She flits and pirouettes through her enemies on the battlefield – perhaps no mortal can hope to match her, though a true hero or a true monster would make more than a fair fight. |
| 4 – Nubatama | Stealth Beast, Chigasumi – This Warbeast, a tiger-man of sorts, is an expert in the art of assassination, and his claws make quick work of most foes. |
| 5 – Tachikaze | Ancient Dragon, Beamankylo – This Dinodragon, a heavily-armored ankylosaur-like beast, will gladly throw itself in front of you in battle, for its powerful laser cannons will rend through your enemies, and its hard shell will shrug off their fire. |
| 6 – Kagerou | Dragon Armor Knight – This warrior, clad in |

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| | armor of dragonscale, wields his blade with the strength of a true dragon and the nobility of a true knight. |
| 7 – Murakumo | Stealth Dragon, Royale Nova – This Abyss Dragon is trained in the arts of subterfuge and the weapons of the ninja, and should something go awry? Well, he's a dragon. You do the math. |
| 8 – Dark Irregulars | Flirtatious Succubus – This Succubus has a habit of trying her wits and charm at you and just about anyone else she catches traveling with you – it can get a bit annoying, but her magical power at least makes up for it. |
| 9 – Pale Moon | Hungry Clown – This piebald Ogre is perhaps the only clown in the world capable of consuming entire battle tanks. It is also incredibly scary, as both an ogre and a clown. |
| 10 – Spike Brothers | Charging Bill Collector – This Ogre, terrifying as he is, is also almost impossible to stop once he starts charging for a tackle. May those who oppose him beware, for he is behind spiked armor and they most likely are not. |
| 11 – Aqua Force | Battle Siren, Theresa – This Mermaid, a leader of the Battle Siren force, is capable of increasing an army's morale with her entrancing songs in addition to being a capable combatant. |
| 12 – Granblue | Stormride Ghost Ship – This is odd – it seems a ship of the Granblue Pirates has decided on its own to follow you. This will, among other things, provide you a means of transport upon the sea, and its cannons are nothing to sneeze at. |
| 13 – Bermuda Triangle | Duo Falling Heart, Quancy – As one of Bermuda Triangle's older idols, she has become aware of the realities of the world, though her voice has lost none of its purity or clarity. Almost as if a reaction to the strife and chaos she has witnessed, she absolutely refuses to leave a love unrequited – should she spot a one-sided affection, she will very quickly intervene. She can also deal a surprising amount of damage with her water magic, though she usually employs it to keep attackers slipping and sliding rather than hurting them. |
| 14 – Great Nature | Explosion Scientist, Bunta – This raccoon High Beast likes to fiddle with explosive chemicals, thinking that he'll eventually succeed at making... |

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| | what was it he wanted to make again? What you DO know is that he's invented some highly explosive compounds in the meantime. |
| 15 – Megacolony | Toxic Trooper – This vaguely beetle-like Megacolony soldier lugs around a canister of some of the foulest bioweapons the world has ever seen. This concoction is capable of killing a dragon in middling doses, and skin contact is enough to absorb it. |
| 16 – Neo Nectar | World Bearing Turtle, Ahkbara – This rather large High Beast, a turtle-like creature, bears a rather large tree on its back. Its sheer size deters most opponents, but also makes it clumsy and a very large target for anything with enough moxie to even try attacking. This descriptor applies to very few things that are not even <i>bigger</i> . |
| 17 – Dimension Police | Enigman Nightsky – This masked Alien hero, with his blaster gun and sense of justice, seeks to protect the peace of the night, and he will not rest until all are able to sleep soundly and without fear. |
| 18 – Link Joker | Star-Vader, Sinister Eagle – This Cyber Beast, a terrifying eagle-like machine, seeks to rain down despair on all who would dare stand in its way – or yours, for that matter. Its powerful wings and sharp talons make quick work of most opponents. |
| 19 – Nova Grappler | Starlight Hedgehog – This heavily spined Warbeast just so happens to have one of the best win/loss records in her division – and for such a lightweight, she can take a lot of punishment. It'd take heavy artillery to damage her when she's fully focused on defending. |

Grade 3 Companion [500 CP/300 CP] – These are some of the strongest of all Cray's peoples – and recognizing your strength in turn, they have decided to accompany you. The lower, secondary price applies if you roll on the table, rather than choosing.

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| 1 – Royal Paladin | Pure Heart Jewel Knight, Ashlei – This Elf's pure heart transcends the war and strife of the world. Her eternal quest is to create an eternal peace, and her goodness, her sense of justice, her unshakeable compassion may even begin to rub |
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| | off on you. It is difficult to perform evil in her presence. |
| 2 – Shadow Paladin | Mesmerizing Witch, Fianna – An Elven witch and a mistress of illusions, her power over the mind is extraordinary. Why, perhaps even you are mesmerized by her – is she loyal to you, or you to her? What is real? |
| 3 – Oracle Think Tank | Meteor Break Wizard – A rather unique mage, hot-blooded and physically fit, this white-haired man has decided to accompany you to show the infinite cosmos the power of his fists! With his great spell, Meteor Break, he can punch hard enough to shatter a middling-sized asteroid, and he believes that one day his fists shall break the stars themselves! |
| 4 – Nubatama | Stealth Fiend, Daidarahoushi – This hulking Demon moves far more silently than his size should reasonably allow – in fact, often times you will lose track of his whereabouts. Should he somehow be discovered, his size and strength will more than make up for his broken cover. |
| 5 – Tachikaze | Ancient Dragon, Spinodriver – This ravenous Dinodragon is, in many respects, violence incarnate. There is no hatred or malice in its heart – merely bestial carnage, and the power to devour armies. |
| 6 – Kagerou | Blazing Flare Dragon – This Flame Dragon, rippling with immortal flame, seeks nothing less than to put foe after foe to the torch. With the unyielding fires of his sword and shoulder cannon, he strikes down all in his path or falls trying. |
| 7 – Murakumo | Stealth Fiend, Gashadokuro – This hulking, skeletal Ghost is, besides being immensely spooky, able to sneak up on targets without even bothering to shrink. Those who meet their end by its hands realize all too late that this calcium-infused monstrosity has found them. |
| 8 – Dark Irregulars | Earth Gunner – This Human mage has a magnificent mastery over the ground below. Rocky spikes, earthquakes, and rock slides all fall under his command, and his enemies will find themselves buried in stone. |
| 9 – Pale Moon | Bunny Queen Beast Tamer – This Elf, a seasoned animal handler and mistress of rabbits of all kinds, is more than capable of holding her own with her |

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| | magic against even armies – it helps, however, that she can call an army of not-so-cuddly bunnies of her own. |
| 10 – Spike Brothers | Sky Diver – This airborne Workeroid has the oddest resemblance to a masked hero, but more importantly has a particularly nasty divekick. Why, even a small army could fall before these divekicks. |
| 11 – Aqua Force | Blue Storm Marine General, Lysandros – This loyal commander of the Blue Storm Fleet of Aqua Force believes in law, order, and justice above all things. You would be wise to remember this as he follows your travels. |
| 12 – Granblue | God-Eating Zombie Shark – A brief note, it can't actually eat gods (unless you do something to give it that capability, but why would you do that?). It would if it could though, as evidenced by its attempt to eat YOU. When you utterly thrashed it and sent it dropping back into the water, you earned the base Zombie's respect – and that tends to mean that it will eat your enemies whenever possible. Heck, it doesn't even have to stay in the water. |
| 13 – Bermuda Triangle | Duo Temptation, Reit – This idol, one of Bermuda Triangle's most popular, has a peculiar quality in her eyes. Depending on who looks into them, a different sort of fantasy world can be seen – or so it is said. In fact, some call hers the “Eyes of Temptation,” and claim that to look into her eyes is to be unable to think of anyone else from then on. It may be hyperbole – or it may not, but regardless of that, your enemies will find it supremely difficult to even desire to fight, with her in tow. Curiously, she bears an uncanny resemblance to a certain green-haired digital idol from a world you once knew. What's up with that? |
| 14 – Great Nature | Dumbbell Kangaroo – This High Beast, a boxing kangaroo, has but one goal – to train those he considers his students in the physical arts. In this case, that would be you and your friends. You will spar, you will work out, you will warm up and cool down, and you will become noticeably stronger and accordingly muscular – he will make sure of this. Consider that his punches are enough to take on dragons. |
| 15 – Megacolony | Machining Stag Beetle – This armored Insect |

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| | wears a powered suit equipped with double railguns capable of mowing down armies and bringing down airships. Truly, it is a masterpiece of Zoo technology and a sign of the power of Megacolony. |
| 16 – Neo Nectar | Arboros Dragon, Sephirot – This Forest Dragon fights to protect all life from those that would threaten it – but be warned, should a foe actually manage to try his vast patience, he can and will rampage. Thorny vines reaching kilometers into the sky, razor-sharp petals descending as a hurricane, and a roar that could put armies to flight in fear. Truly, the very ground he walks embodies “growth” and “life.” |
| 17 – Dimension Police | Lady Justice – A powerful humanoid Alien, Lady Justice seeks, as her name suggests, to protect the innocent, the law-abiding, and the weak with the power of her energy blasts – which are more than a match for armies of evil creatures. Her mode of dress, however, leaves something to be desired – it's provocative, but it doesn't exactly scream “hero,” or even “powerful.” |
| 18 – Link Joker | Soundless Archer, Conductance – This hollow-voiced Cyberoid taunts her enemies as her attacks bring whole battalions spiraling into absolute despair. Only then, when they have accepted the end of all things, does she finish them off, and all without her twin machine gun arms making a single sound. These weapons of hers are neither magic nor science, but something truly and uniquely of Link Joker. |
| 19 – Nova Grappler | Nobody from Olmeca – This Alien resembles a powerful, muscular luchador made of cool grey stone and adorned in the style of the Olmecs. Curiously, this seems to be the only thing known of him besides his sheer wrestling skill. This being could wrestle a starship if he wanted to. Also, he probably wants to. |

Section 7: Drawbacks and Ending

You may take up to +600 CP in Drawbacks – any more are just for flavor.

Power Creep [+100 CP] – This card game gets more and more broken the longer it goes on – expect to always be buying new decks or booster packs to stay competitive. A Cray Native will find themselves with outdated gear compared to their enemies.

Talking To Cards [+100 CP] – One of the strange abilities of PSY Qualia is the ability to communicate with one's cards. Unfortunately, this is the only PSY Qualia ability you have, and it won't turn off. Your cards, for their part, don't ever have anything important to say. If you are a Cray Native, you instead talk constantly about inane subjects to (or possibly flirt with?) your Cardfighter – you can't shut up and they can't mute you, no matter how much either of you wants it to end.

I Needed A Crit Trigger [+200 CP] – You just never seem to draw the right card – man, your luck is terrible. More specifically, however well-built it is, your deck will fail you at the worst possible times. If you are a Cray Native, battles will suddenly turn against you at the most inopportune moments – leaving you to face armies alone, for instance.

Stacking The Deck [+200 CP] – You never really figured out how to build a deck properly – instead you just stuffed it full of Grade 3's that you can't ride on anything because you have nothing to ride them on. If you're a Cray Native, this amounts to you not having any supply lines or support back home.

This Is The Power Of Link Joker! [+300 CP] – Well, that's just great. One of Void's strongest human servants has decided to follow you around – Reversed Takuto. Unfortunately for you, he doesn't seem

content to just watch you. He will actively try to convert you to the side of Link Joker, and he's actually rather convincing. Constantly. Even if you're eating or in the bathroom or something. Yes, this is even after the real Takuto returns and defeats him. You've probably guessed that selling your soul to Void is a bad thing and will get you sent home. If you are Reversed, then you are instead hounded by the real Takuto Tatsunagi, who is trying to stop you from supporting his evil clone – and willing to pursue any possible means, such as banishing you to Cray to be eaten by a God-Eating Zombie Shark. In fact, said specific God-Eating Zombie Shark actually CAN eat gods, until it wolfs you down and digests you. Shouldn't come to that though, right?

What Is Wrong With This Banlist? [+300 CP] – It seems like in anything but casual play, all but the most horrendously inefficient playstyles are banned... unless you're up against one of the main characters. Your disadvantage will stem mainly from the fact that you're not even allowed to play a one-nation deck, never mind a single-clan or subclan deck. If you are a Cray Native, it seems that *you*, in fact, have been banned from competitive play, and events on Cray will thus conspire to keep you out of any battles you would normally be assigned to. This is not a good thing, as it means many bad things will happen that you cannot change.

Regardless of which Drawbacks you have chosen, at the end of your ten years here, they are revoked, and you have the option to:

Retire – You've had enough. It is time to go home with all you own.

Final Turn – This is it, the last stop on your journey. You've found a new home – here. You can, at this point, choose whether to live on (this version of) Earth or on Cray depending on your origin, and you

do keep everything you had before.

Break Ride – You're not gonna stop here – moving on to the next world with all of your gains is simply the logical course!

Some Notes:

- 1) The races and game mechanics, for the purposes of this CYOA, are entirely irrelevant – race just determines how these beings look, and most of the categories don't even make sense.
- 2) If you wish, you may switch out a Companion you choose or roll one one of the tables for a card of the same Grade from their Clan.