

YU-GI-OH! GX JUMPCHAIN CYOA



Yu-Gi-Oh! GX
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Jump-001

[BY: KURIBOH_KNIGHT97]

Alright Jumper it's time for you to take a break from your normal activities to play a Game, specifically Duel Monsters... A decade long break where you do nothing but play card games. Of course normal card games wouldn't be so much fun for me to watch so your going to play card games with real monsters where the games can actually kill you. To get you started you can have these 1000 ATK points.

Note: for the purpose of the Jump ATK is an increase in the points you have available and DEF is a Decrease in your points.

ATK/1000 DEF/ 0

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SLIFER RED DORM



Jump-002

[BACKGROUND]

The lowest ranked dorm in the Academy, ironically also the only one that really matters in the long run of the series. Both because the protagonist never advances from it and because everyone else ends up living there as well.

ATK/ 0 DEF/ 0

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RA YELLOW DORM



Jump-003

[BACKGROUND]

The middle rank dorm of the Academy, for the people deemed to be smart or skilled to be in Slider Red, but who are too poor to be in Obelisk Blue. Nobody important has ever been part of this dorm.

ATK/ 0 DEF/ 0

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OBELISK BLUE DORM



Jump-004

[BACKGROUND]

The highest rank dorm of the Academy supposedly reserved for the best duellists in the school, realistically it houses whoever has enough money to buy their way in, and all female students are Blue automatically. Primary source of Rival type characters for the series.

ATK/ 0 DEF/ 0

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OBELISK WHITE?



Jump-005

[BACKGROUND]

Not actually one of the dorms for this school, because you aren't going to be one of its students Jumper. Instead you are going to be one of the villains for this Jumps heroes

ATK/ 0 DEF/ 0

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CLASSROOM



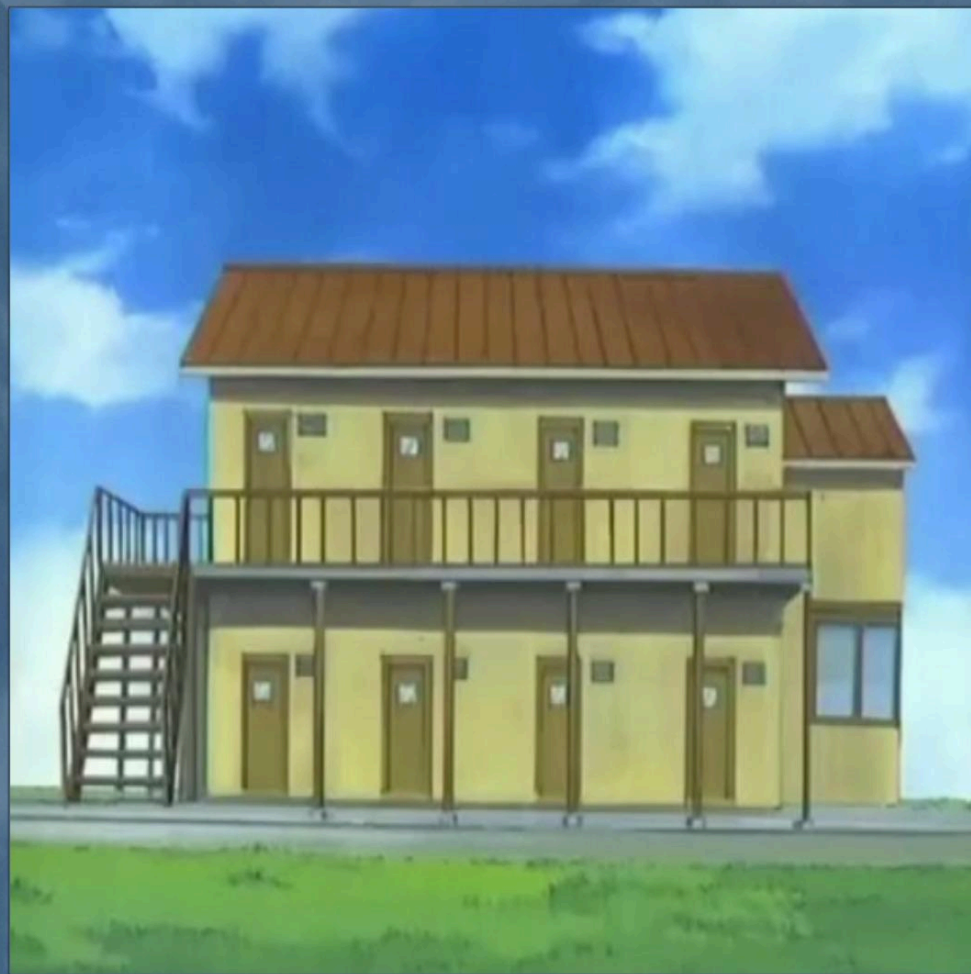
Jump-006

[LOCATION]

One of many classrooms on campus. You get to experience your first class of the year and you're only five minutes late, aren't you proud?

ATK/ 0 DEF/ 0

SLIFER DORMITORY



Jump-007

[LOCATION]

Home of the Slifer Red Students, looks and smells like an outhouse.

ATK/ 0 DEF/ 0

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FOH
HO-19
LOH

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RA DORMITORY



Jump-008

[LOCATION]

Home of the Ra Yellow Students, nothing important will ever happen here.

ATK/ 0 DEF/ 0

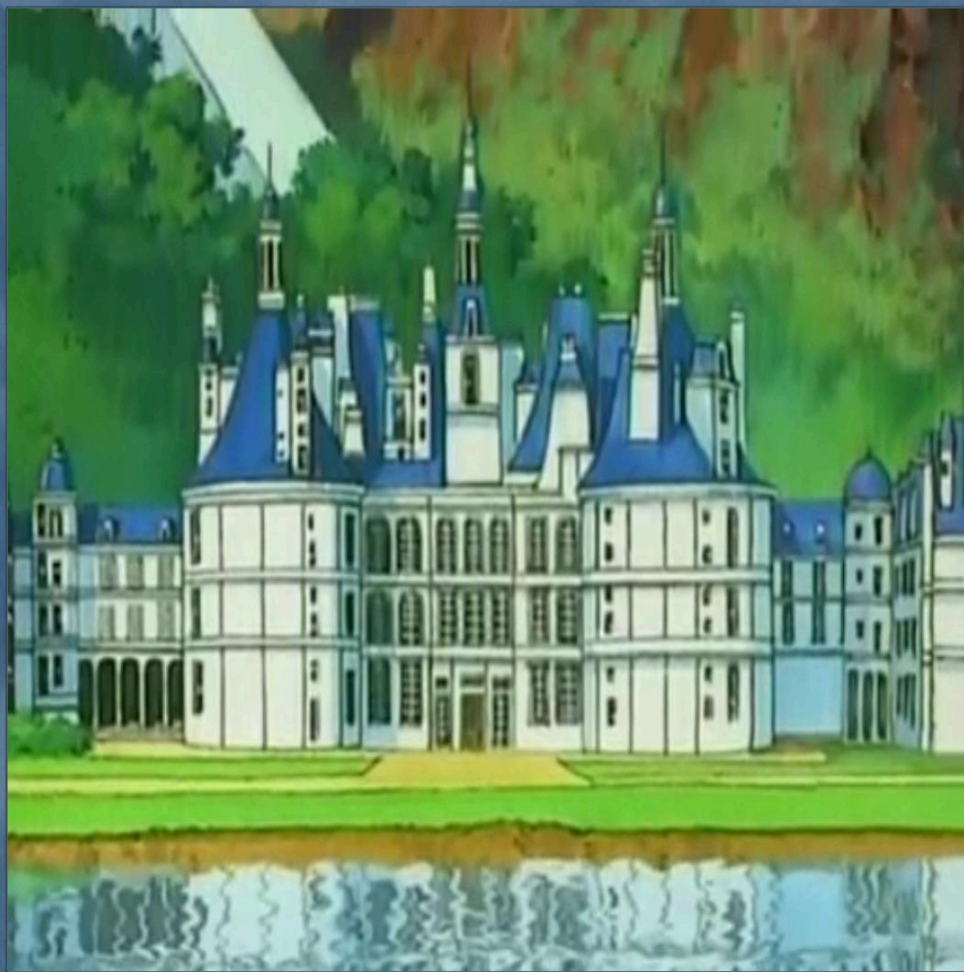
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OBELISK DORMITORY



Jump-009

[LOCATION]

Home of the Obelisk Blue Students, separated by Gender boys in one dorm girls in the other, both are very fancy.

ATK/ 0 DEF/ 0

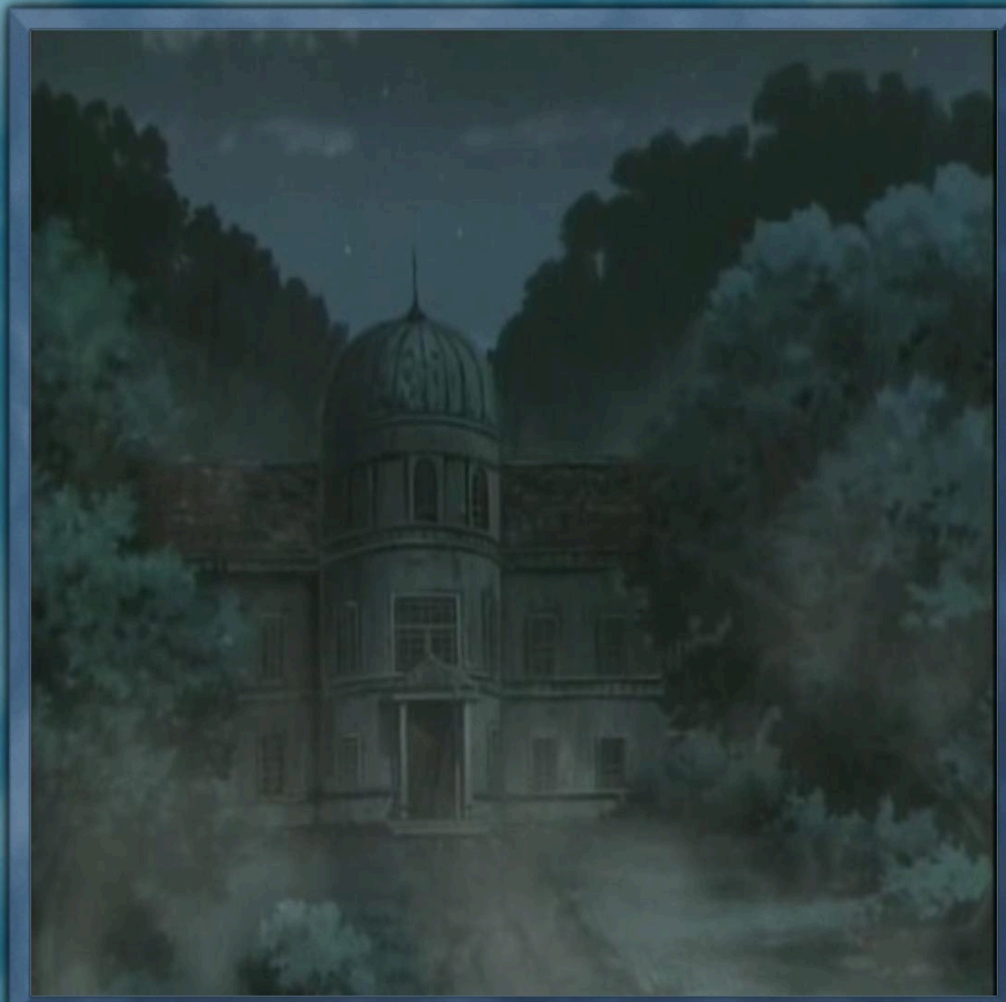
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ABANDONED DORMITORY



Jump-010

[LOCATION]

An old abandoned dormitory where several students went missing, better hurry along you'll be expelled if found here.

ATK/ 0 DEF/ 0

HARBOR



Jump-011

[LOCATION]

The shipping harbor where supplies and new cards for the island arrive.

ATK/ 0 DEF/ 0

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VOLCANO



Jump-012

[LOCATION]

An active volcano on the island, very good for dramatic duels but probably not the safest place to be hanging out.

ATK/ 0 DEF/ 0

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STRUCTURE DECK



Jump-013

[DECK]

Any Structure or Starter Deck released during or before the end of the Yu-Gi-Oh GX Era.

ATK/ 0 DEF/ 0

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OH!
HO-19
OH!

ARCHETYPE DECK



Jump-014

[DECK]

A deck built around an Archetype that existed during the GX Era (Elemental HERO, Cyber Dragon, VWXYZ, etc.).

Note: Free Slifer Red and Obelisk Blue

ATK/ 0 DEF/ 50

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TYPE DECK



Jump-015

[DECK]

A deck built around an Type of cards rather than a specific Archetype (Zombies, Dinosaurs, Union, Gemini, etc).
Note: Free Ra Yellow and Obelisk White?

ATK/ 0 DEF/ 50

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META DECK



Jump-016

[DECK]

A deck built from generic but powerful cards purely for the sake of winning over having fun, probably won't work so well here as in your home world.

ATK/ 0 DEF/ 100

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OH!
HO-19
OH!

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BROKEN DECK



Jump-017

[DECK]

A deck built from cards that weren't released until after the GX era was already over, if you want Synchro's, XYZ or any other newer summoning methods this is it.

ATK/ 0 DEF/ 200

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OH!
HO-19
OH!

GET YOUR GAME ON



Jump-018

[SLIFER RED PERK]

Nobody can refuse your challenge if you ask to Duel, and in future Jumps this applies to all games instead of just Duels.

ATK/ 0 DEF/ 100

71135

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OH!
HO-19
LOHL

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THE NEXT KING OF GAMES



Jump-019

[SLIFER RED PERK]

Protagonist tier luck and skill with games and once per day can warp fate around you to draw any card you want from your deck. Could also use it outside of a game to draw something good like some cards from a pack they shouldn't normally be in. In future Jumps you can use this for things other than games but it'll always be most effective in a game.

ATK/ 0 DEF/ 300

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SUPREME KING



Jump-020

[SLIFER RED PERK]

Selective immunity to all Dark or Corruptive powers that lets you keep the benefits while removing the downsides and in exchange enhancing the benefits equally to the severity of the removed detriments.

ATK/ 0 DEF/ 500

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IRRELEVANT



Jump-021

[RA YELLOW PERK]

Because nobody cares about Ra Yellow. The professor appears once, everyone leaves the dorm as soon as they can, and nobody in it is ever really relevant. Now you too can be completely overlooked and ignored by everyone around you, but unlike other Ra students you can turn this off.

ATK/ 0 DEF/ 100

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LOH-19
LOH-19
LOH-19

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DINO DNA



Jump-022

[RA YELLOW PERK]

At some point as a child you had one of your bones replaced with a suspiciously human sized and shaped dinosaur bone. This has a few effects first is immunity to all mind control attempts, second is far greater physical strength than should be possible for your age and size. It might also let you turn into a small T-Rex that can fly and survive in space (that or those mushrooms you ate last night are messing with you).

ATK/ 0 DEF/ 300

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OH!
HO-19
OH!

QUANTUM DUEL MECHANICS



Jump-023

[RA YELLOW PERK]

Mass intelligence booster for anything you see as a game, could calculate wind resistance, mass, and muscle tension on the fly to never miss a thrown baseball or let someone hit one you throw, or break the entire Duel Monsters game down to a mathematical formula. The only limit is you must see whatever you apply this intellect to as a game.

ATK/ 0 DEF/ 500

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OH!
HO-19
LOHL

COULD YOU AT LEAST GIVE ME A FLINCH OR SOMETHING?



Jump-023

[OBELISK BLUE PERK]

You are now functionally immune to pain and never react to anything that doesn't kill you outright. This also removes any physical movement caused by being hit so you could get squashed by the local Godzilla equivalent and be in the same place afterwards. Toggleable because that's not always a good thing.

ATK/ 0 DEF/ 100

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CHAZZ IT UP!



Jump-024

[OBELISK BLUE PERK]

The more of a Ham you are the more effective you become. Chanting your own name and getting your entire school to follow suit would make your skill with any sport or card game nigh unparalleled for example. Only increases your skill doesn't change your luck or raw physical ability so you could still get overwhelmed or have bad draws you'd just do better with them.

ATK/ 0 DEF/ 300

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HELL KAISER



Jump-025

[OBELISK BLUE PERK]

The more other people hype you up the more you grow to match the hype they give you. If an entire school thinks your unbeatable at a Card Game would make it so only the best of the best could win against you in that game. Having an entire planet see you as unstoppable would have you living up to it, only being challenged (let alone beaten) by something at least an order of magnitude beyond said planets own collective capabilities.

ATK/ 0 DEF/ 500

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SHAPESHIFTER



Jump-026

[OBELISK WHITE? PERK]

On purchase you can choose one Monster card to take as your default natural appearance, and can also choose to make a custom human appearance for yourself. You can now freely shift between your monster and human forms, your monster form gives you no powers or abilities beyond size and physical ability (so no fire breath for a dragon).

ATK/ 0 DEF/ 100

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SNATCH STEAL



Jump-027

[OBELISK WHITE? PERK]

You have been given the power to jump from body to body. Freely stealing and inhabiting any body that doesn't have its own soul in it, or taking the body from someone else if you can get them to agree to let you.

ATK/ 0 DEF/ 300

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PENALTY GAME



Jump-028

[OBELISK WHITE? PERK]

The power of every villain in this series (and the last one) and the only reason most people take card games so seriously. You can now start a shadow game during a duel, this means that you can rip people's souls out or just kill them by winning a children's card game. For those who purchased Shapeshifter you now also gain the powers from your Monster form (like fire breathing).

ATK/ 0 DEF/ 500

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ACADEMY DUEL DISK



Jump-029

[ITEM]

A Duel Academy standard issue Duel Disk, there are many like it but this one is yours. Comes in both the standard and the season four Dorm colored versions of preferred.

ATK/ 0 DEF/ 0

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DORM JACKETS



Jump-030

[ITEM]

The school uniform, color coded to match your dorm. Can be either your dorm color with white trim or a white jacket with your dorm colors for the trim, Obelisk White? get either solid white or black. Comes in your choice of long sleeved jacket, vest, or trenchcoat.

ATK/ 0 DEF/ 0

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PDA



Jump-031

[ITEM]

A small color coded phone which is solar powered and automatically tracks your win/loss record and sets reminders for any promises or agreements you make. Additionally it has the ability to automatically siphon money from someone's bank accounts if you beat them in a duel. Money taken is appropriate for the persons situation, a broke kid in the Red Dorm would only give you a few cents but someone like Seto Kaiba could end up paying out a few hundred thousand if you win.

ATK/ 0 DEF/ 0

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DARK PENDANT



Jump-032

[ITEM]

A fake copy of the Millennium Puzzle that has no magic on its own, but including holographic technology that allows it to convincingly fake a Shadow Game. Might be able to scare someone who's never been in the real thing into a coma if you beat them in a Duel.

ATK/ 0 DEF/ 100

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INDESTRUCTIBLE CARDS



Jump-033

[ITEM]

No cards (or things shaped like cards) that you own can ever be truly lost, damaged, or destroyed. Anytime you find yourself wanting them they shall appear in your hands in pristine condition even if they had been lost, stolen, or torn apart beforehand. The one exception here is that this cannot be used during a duel so as to prevent cheating.

ATK/ 0 DEF/ 100

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UNDERGROUND SHOCK RIG



Jump-033

[ITEM]

A set of spiked chokers and wrist bands that deliver electric shocks to the wearer when they take damage during a Duel. Typically non lethal but excessive damage can kill, and repeated use is liable to cause lingering heart problems.

ATK/ 0 DEF/ 100

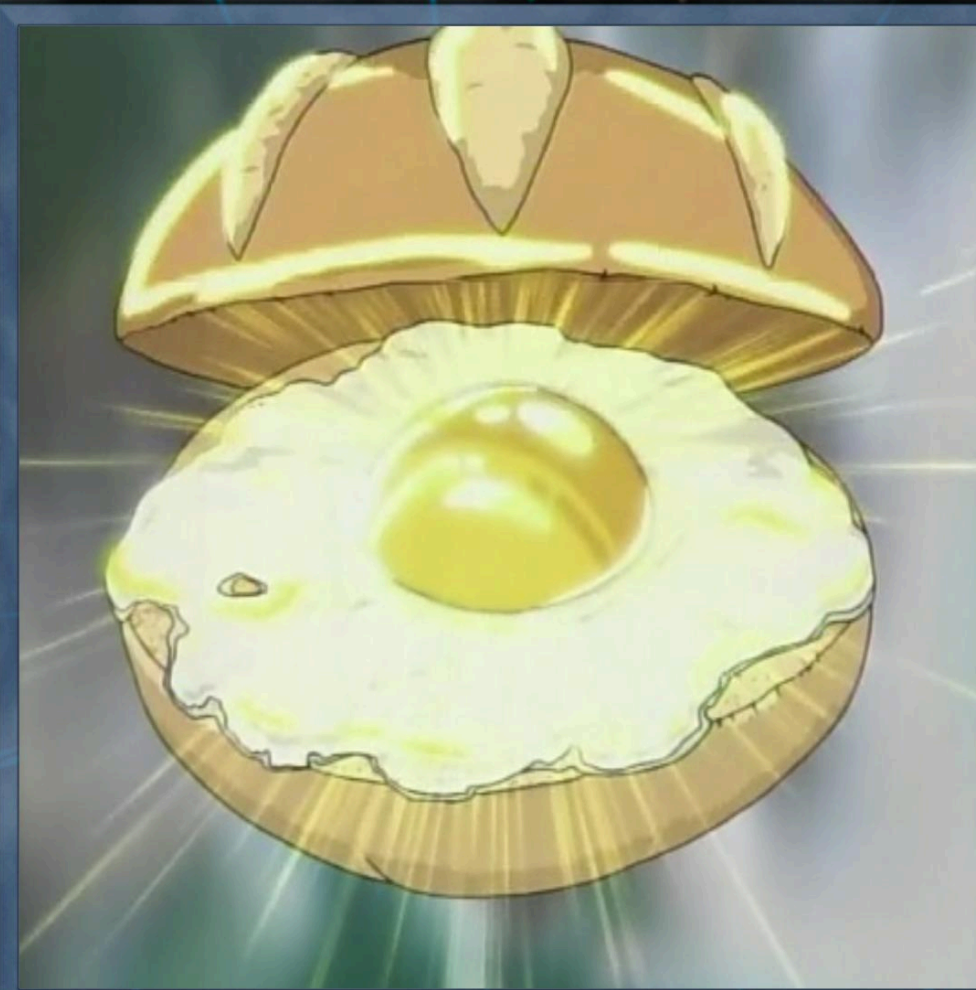
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GOLDEN EGGWICH



Jump-034

[ITEM]

A special sandwich made from a golden egg, it's always the best tasting sandwich you've ever eaten. Makes for an incredible gift if given away to someone else. You get a new one every week.

ATK/ 0 DEF/ 100

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SHADOW CHARM



Jump-035

[ITEM]

One of the dark artifacts of the Shadow Riders, or at least a copy of one. All of them prevent you from losing your soul outside of being beaten in a Shadow Game and can be used to amplify dark magic, their individual effects vary otherwise.

ATK/ 0 DEF/ 300

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GATEWAY TO DARK WORLD



Jump-036

[ITEM]

You've come into ownership of a stable portal to and from Dark World, an alternate dimension where Duel Monsters Spirits are real but normal people are not.

ATK/ 0 DEF/ 300

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DUEL ACADEMY



Jump-037

[ITEM]

You now have sole ownership of both Duel Academy and the Island it sits on. Naturally your new property will follow you into your future Jumps so you can teach the other intelligent life out there how to Duel. You could also of course choose one of the other Academies out there but they don't come on a tropical island.

ATK/ 0 DEF/ 300

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THE SACRED BEASTS



Jump-038

[ITEM]

A copy of the three Sacred Beast cards have found themselves in your hands. They're powerless on their own save for the amplification they give to dark magic, but if you were to free their spirits to bring with you... well their release was considered an apocalypse for a reason.

ATK/ 0 DEF/ 500

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SATELLITE CANNON



Jump-039

[ITEM]

The end goal for the Light of Destruction. You now have ownership of a second satellite cannon, this space gun has a planetary range so you could use it to brainwash the entire planet in a single blast, or you could just use it to kill everyone in one shot your choice.

ATK/ 0 DEF/ 500

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CANON CREW



Jump-040

[COMPANION]

Your choice of any Character that appears in Yu-Gi-Oh! GX that agrees to come with you.

Note: Each Link is equal to 50 DEF

ATK/ 0 LINK-1

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OH!
HO-IO
OH!

TRANSFER STUDENTS



Jump-041

[COMPANION]

The import option, one companion you had from your prior Jumps joins you in your adventures here and gets 600 ATK to spend. If you pay to import 4 Companions you can import another 4 for free.

Note: Each Link is equal to 50 DEF

ATK/ 0 LINK- 1

15124

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OH!
HO-19
OH!

MONSTER SPIRIT



Jump-041

[COMPANION]

One of your Monster Cards has a spirit living in it, your first Purchase here is Free and is considered your partner or other half and may be freely imported into future Jumps sharing your background but gaining no points. Monster spirits have no physical bodies and by default are both intangible and invisible to those who do not possess magic themselves.

Note: Each Link is equal to 50 DEF

ATK/ 0 LINK- 1

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RED HAT JUMPER



Jump-042

[DRAWBACK]

The Character Replacement Option. If taken you may choose any character in Yu-Gi-Oh! GX and take their place in the story, either becoming them or replacing them in full.

ATK/ 0 DEF/ 0

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WEEKLY SHOUNEN JUMPER



Jump-043

[DRAWBACK]

Because some people prefer reading backwards. The events of the Yu-Gi-Oh! GX Manga are now canon in this Jump and you will be living through them, whether or not the Anime timeline events happens as well is up to you. Alternatively you could choose to be jumping into a fanfiction of the Yu-Gi-Oh! GX series instead.

ATK/ 0 DEF/ 0

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TOURNAMENT LEGAL



Jump-044

[DRAWBACK]

Your deck now has a very strict 40 Card Main Deck, 15 Card Extra Deck and 15 Card Side Deck limit. If you can't fit it in one of those it's entirely useless to you.

ATK/ 50 DEF/ 0

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BASIC DECK BUILDING



Jump-045

[DRAWBACK]

Requires Tournament Legal.

Deck building advice for beginners goes somewhere along the lines of 20 Monsters, 10 Spells, and 10 Traps, very rarely does anyone stick to those exact numbers. Unfortunately for you it's no longer optional because you will be utterly incapable of using any Deck that deviates from those numbers by even a single card.

ATK/ 50 DEF/ 0

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FOH
IHO-19
LOHL

BAN LIST



Jump-046

[DRAWBACK]

This Jump is supposed to be about using a child's card game to solve all of life's problems, so naturally that's now the only method that you'll be allowed to use. Given you can't use them anymore anyway you won't be needing any of those out of Jump perks items or anything like that will you?

ATK/ 50 DEF/ 0

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WHAT DO YOU THINK THIS IS A TOURNAMENT?



Jump-047

[DRAWBACK]

You see the thing about only being able to solve problems through card games is that not everyone is willing to honor you. Sure most people will still be willing to bet literally everything on the outcome of a game but it's no longer a guaranteed thing and you may be forced to deal with it another way. Gain an additional 100 ATK if taken with Ban List

ATK/ 50 DEF/ 0

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I PLAY POT OF GREED, IT LETS ME DRAW 2 CARDS.



Jump-048

[DRAWBACK]

Wait what does Pot of Greed do again? As this world has no ban list apparently everything will play a full 3 copies of Pot of Greed in their deck, except for you of course. Either you don't have it or if you do you'll never draw it until you have no cards left in your deck to draw. Oh and of course everyone will explain what it does every time they play it, even if they play all three in a row.

ATK/ 100 DEF/ 0

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FILLER TIME



Jump-049

[DRAWBACK]

That part of every show which always gets in the way of the actual plot. You're never going to be able to go a full day without something showing up to distract you from the important things, and given the world that means you're going to be duelling every distraction you can find. If this would end with somebody dying you can bypass it for a little bit, but that means you're going to be duelling in your sleep for the next several days.

ATK/ 100 DEF/ 0

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DUEL ZOMBIE



Jump-050

[DRAWBACK]

One of the neat things in season three was the arm bands that everyone had to wear which siphoned energy from them after a Duel finished. Now you're going to be having the effect applied to you constantly, it's not so bad if you finish a game quick and easy but the longer it goes on and the more damage you take the more energy it drains, and actually losing will always knock you out for a while. Given nobody else has to deal with this everyone is going to think you're being really overdramatic and a poor loser.

ATK/ 200 DEF/ 0

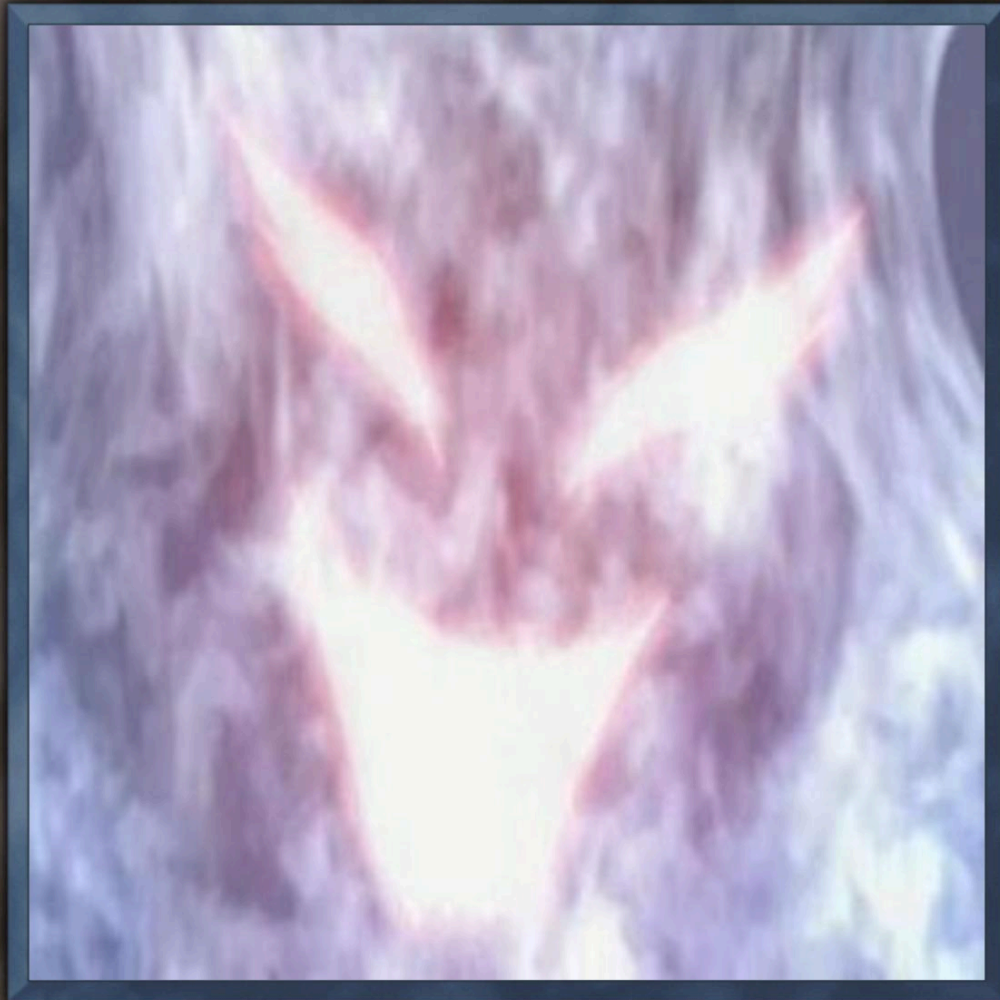
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HAVE YOU SEEN THE LIGHT?



Jump-051

[DRAWBACK]

The Light of Destruction is an extremely powerful mostly unexplained and ambiguously sentient force that wants to either mind control or kill everyone in the world. This goal is accomplished by controlling individuals and spread by them beating others in Duels, now the Light is aware of your otherworldly nature and will seek specifically to control you so it can spread to other realities as well. The light can bypass any means of resisting corruption or possession you have if you lose a Duel to an infected individual but cannot touch you otherwise.

ATK/ 300 DEF/ 0

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YUBEL



Jump-052

[DRAWBACK]

Yubel is a powerful demon in this world, made even stronger by the Light of Destruction and unfortunately driven homicidally insane by the same force. Care to guess who's number one on its "to kill" list. If taken with "Red Hat Jumper" replacing Jaden, it instead wants to torture you and murder all your friends.

ATK/ 300 DEF/ 0

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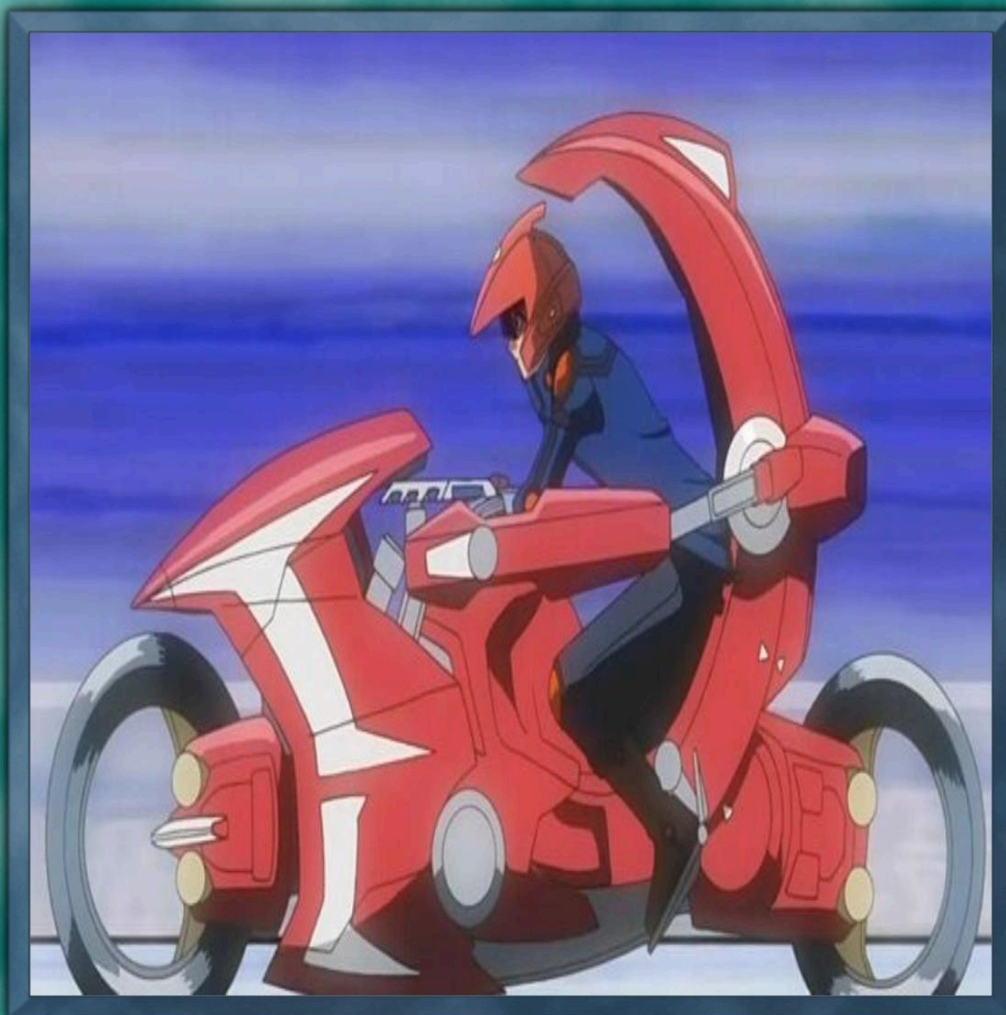
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FINAL OPTIONS



[SPELL CARD]



Jump-053

Move On: continue to other worlds, and maybe even other games.

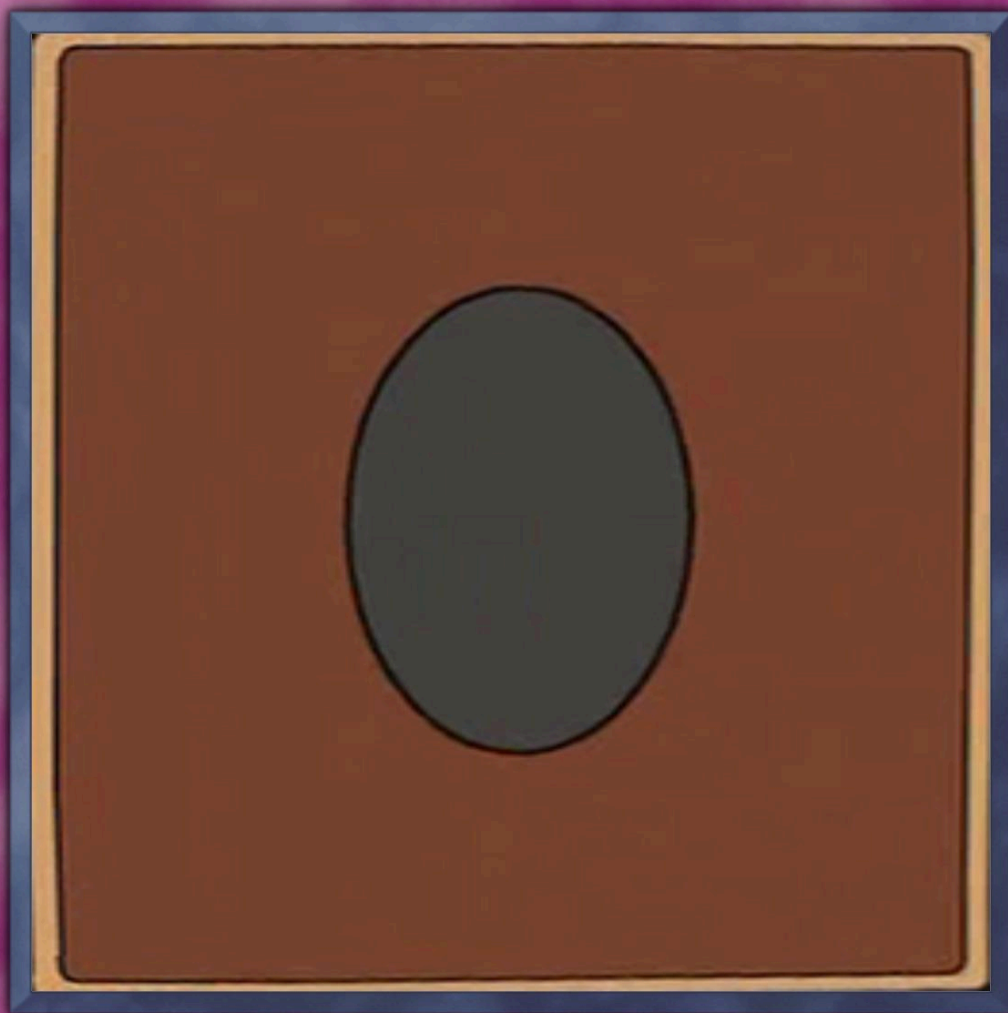
Stay Here: stick around and see how your Duelling Career can progress in the pro circuit, and I hear some people have been talking about a new form of Duelling on Motorcycles.

Go Home: does anyone ever actually choose this?

NOTES



[TRAP CARD]



Jump-054

About the Shadow Charms.

Amulet: Grants short range teleportation.

Choker: wearer can wager others souls in place of their own in Shadow Games, but not their opponents.

Gauntlet: gives human form to an animal.

Eyepatch: allows the wearer and up to 4 other spirits to take physical form.

Circlet: allows the dead to return to life.

Mask: grants hypnosis telepathy and teleportation but kills the wearer if removed.

Emerald Tablet: traps physical bodies alongside souls after Shadow Games.

Ring: infused the power of spirits, and souls of defeated duellists into the wearer granting eternal youth and superhuman strength while worn.

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