



Each of the Digital Worlds exist on different servers.

In the real world the public has little to no knowledge about Digimon.

The only thing they know is that it's the name of a card game.

Several human organizations monitor Digimon activity.

Some want peace between the two worlds.

Some want to use Digimon for their own nefarious purposes.

It might be a bad idea to let it be know that you're involved with Digimon .

The good organizations will be constantly trying to get you to join them.

The bad ones will probably try to kidnap you.

Goodluck.

Freebies

Digivice with a custom color pattern

Standard set of "Hero Goggles"

***-Comes with state of the art
protective glass to shield a hero's eyes***

-Available in a vast array of color patterns

-Has a free light attachment to see in the dark

***A VERY IMPORTANT manual
on how to work your "Hero Goggles".***

***A less important manual
on how to work your Digivice.***

Digivice Information

***A Digivice is a miraculous device
its primary use is to empower
the user's partner Digimon through Digivolution,
though the Digivice is also equipped
with many other helpful features***

***such as a built in clock and compass,
tracking the signal emitted by other Digivices,
and opening gates to the digital world
through computers or televisions.***

***Do note that even when a Digivice's model
are the same type, they are usually
differentiated by a color scheme unique
to the person who owns them.***

Starting Locations

Roll 1d8 or pay 100cp to choose

No matter where you start access to the other servers is available

***If you rolled a 1
choose from this side***

Adventure

***If you rolled a 2
choose from this side***

The Digital world here is composed of four different continents.

These Continents include the following.

File Island

*A peaceful island surrounding infinity mountain,
not much fighting to be done here but maybe
you'd rather explore the vast
regions of forests, deserts, and tundra.*

The Server Continent

*Server is one of the largest continents of the Digital World,
and has two distinct regions, a large desert and a forest.
Not as peaceful as File Island but
not as dangerous as The Folder Continent.*

The Folder Continent

*A dangerous place the Digimon here
completely outclass the Digimon from file island.
A good place to get some training in.*

The Directory Continent

*This place has at-least 3 human organizations
whose job is to protect their city from attacks by
wild Digimon. Maybe you want to join one*

Starting Locations

Roll 1d8 or pay 100cp to choose

No matter where you start access to the other servers is available

7 Free Pick 8

You got lucky punk and arrived in the world you wanted most. Now go have fun for those ten years you'll be staying here.

Tamers	3 4	Frontier
<i>This Digital World lacks the islands the others have and instead has several layers with the bottom layer being little more than a barren wasteland. Each following layer getting more complex and having different kinds of Digimon. The very top layer is the home of the four Digimon Sovereigns that rule the Digital World. Beware of data streams.</i>		<i>This place is divided into ten regions, each one representative of one of the world's ten elements those being Flame, Light, Ice, Wind, Thunder, Earth, Wood, Water, Steel and Darkness. Better get a train ticket because a massive network of train tracks crisscross the planet, with a terminal in each region, allowing the train-like Digimon, the Trailmon, to ferry passengers from one region to the next.</i>
Data Squad	5 6	Human World
<i>A large part of the Digital World appears to be ruled by Merukimon, one of the Olympus Twelve, but not all Digimon are under his rule or even agree with it. If you mess around in his domain too much there will probably be consequences</i>		<i>You start in your house with your Digimon, There's not much different here from your original world apart from the Digital World but, knowledge about Digimon and the Digital Worlds is not public so try to keep your adventures, and friends on a low profile.</i>

Origin

For age roll 1d8+10

Drop-in: Free

Well you just appeared here, you fell out of the sky or just warped in whatever it was the Digimon Sovereigns or Royal Knights have noticed you and have helped you in getting a foothold in this world and now you have some very powerful connections though if you try to destroy the world or something else stupid expect them to come see what's up.

DigiDestined: 100

Maybe you saw a Digimon as a child or a Digi-Egg came out of your computer, either way you've been involved with Digimon for a long time. You've Entered the Digital World with your best friend and partner ready to face any dangers you come across during your adventure.

Tamer: 100

A single partner isn't enough for you. You would rather employ team work than powering up a single fighter. You're closer to the fight maybe you wanna join in either way you have a few friends who will back you up. Your only limitation is, Airdramon will not follow you for some strange reason.

Spirit Warrior: 100

You don't need a partner all you need is your Digivice. you've somehow acquired one of the hybrid-spirits of the 10 Legendary Warriors and can fight by yourself you should probably start looking for the other spirits before something really strong comes your way though.

Digital World Officer: 100

You're an officer of a secret organization. Maybe you protect the real-world from Digimon invasions, maybe you protect the balance of the Digital World, or you're just going around trying to do good either way you're seen with respect and admiration from the masses.

-If chosen you get a human partner of your choice of gender and digimon.

-May spend 400cp worth on the partner for free but with no discounts.

-Does not count as a companion, if you want to bring them with you grab a stasis pod.

Digimon

A extra partner may be bought for 400cp (50% off for Tamers)

- There's a Limit to three Digimon Partners.***
- Spirit Warriors Do not start with a partner Digimon.***
- All Digimon Must have a complete evolution tree from fresh to mega,***
- To be counted as an evolution it must have appeared as one in a game, TV series, or in the Digimon's description, either from the games or from Digimon Reference Books.***
- If the forms are connected through one of those ways they can be used as a evolution***
- For an example, in Digimon World Dawn, Parrotmon can Digivolve from Tokomon, and into Eaglemon in Digimon World DS.***
- In Digimon World Dawn, Tokomon can Digivolve to Munchomon, who Digivolves into Sinduramon, But Kokatorimon & Akatorimon can DNA Digivolve into Sinduramon***
- So Poyomon > Tokomon > Munchomon > Kokatorimon > Parrotmon > Eaglemon is an acceptable Evolution Tree.***
(You might want to check Wikimon or Digimon Wikia to confirm your evolutions)
- If you post your build to this it would be appreciated if you say what your digimon is and what their evolutions are.***

Digivice Addons & Upgrades

Side Evolution: 200

(50% off for Drop-in)

***Feel like having two different Digivolution chains?
This allows for one Digimon to have branching evolutions.
Must take once for each branch, a branch tree can have another splitoff.***

Sustained Evolution: 100

***This allows your digimon to make a digivolution permanent, they no longer degenerate after a fight and if you're using a spirit
It allows you to use the attacks of your evolved forms without digivolveing
-Only base evolutions may be sustained, you cannot sustain a DNA Digivoluiton or a Bio-Merge Form.***

Warp Evolution:100

(One free for DigiDestined)

***Removes the need to Digivolve step by step, instead just skip right to ultimate or even mega if you've reached it before.
This can only be used to warp through two Evolution Trees.***

Can be bought multiple times.

DNA Evolution:100

(Free for Officers)

Combine two Digimon together to get an even stronger one this requires two compatible Digimon or the Data Storage Chip.

Bio-Merge Evolution: 100

Combine yourself with your Digimon and fight as one.

Similar to warp evolution but only jumps you up to a mega level Digimon.

This can give a Digimon a second mega form.

Digimon Disguise: 50

(Free for Officers)

Sometimes it's dangerous for you and your Digimon to be walking around, with this your Digimon can easily blend in with the human world either by taking on a more human appearance or looking like a pet animal, there is of course the option to just turn into a plushy or being held inside your Digivice.

Digivice Addons & Upgrades

Card Slash: 100

(Free for Tamer)

This attachment allows data cards to modify living Digimon. Getting your Digimon airborne or just arming them with the Sword of Annihilation just got a whole lot easier.

Fractal Code Scanner:100

(Free for Spirit Warrior)

***Better find a spirit or this is useless as it scans the data of a spirit to allow you to Digivolve!
This Lets you fight yourself or along with your partner/s.***

Digidex: 50

(Free for Drop-in)

A complete database of almost every Digimon in existence.

Whip: 100

Form the energy of your Digivice into a whip! a good defense against enemy Digimon when you must defend yourself or discipline your Digimon for bad behavior.

Spirit Directory: 50

(Free for Spirit Warrior)

This allows you to keep all your Digi-spirits inside your Digivice for safe keeping. This is not needed to use them simply for storage.

Armour Digi-Egg Directory: 50

(Free for DigiDestined)

This allows you to keep all your Armor Digi-Eggs inside your Digivice for easy storage and retrieval. This is not needed to use them simply for storage.

Items

Armour Digi-Egg: 100



Nine rare and ancient items, they allow Digimon to perform an ancient type of Digivolution known as Armor Digivolution. This option gives you one of the eggs depicted on this page.

Only six modern Digimon have the ability to use all nine to armor Digivolve.

Golden Digi-Egg: 300 (50% off For DigiDestined)

A set of two extremely powerful armor Digi-Eggs the Digi-Egg of Miracles and the Digi-Egg of Destiny.

These are not to be taken lightly allowing an instant jump to mega-level strength is a very useful ability. You may acquire one of them by taking this option. Though they are incredibly powerful it has a short use time although this may be increased by synchronizing them with other Armor Digi-Eggs.



Items

Digi-Spirits: 100 *(One free for Spirit Warrior)*



**Relics which are entrusted with
the power of the Ten Legendary Warriors.
These items allow
the user to Digivolve themselves.
They come in two kinds hybrid & beast.
Each spirit type has a single species
that they may use as a side evolution
should they buy it.
Refer to notes for the species.**



Items

Code Key: 400 (50% Off for Spirit Warrior)

The Code Keys are mystical cards similar to Digi-Spirits used to transform a human exhibiting a deadly sin into the Demon Lord matching the crest depicted on the card. Legend has it that if one holds all seven keys a great beast will appear.



Items

Map

50 (Free for Officer)

*A map of The Digital World.
Can be paper or
installed on your Digivice*



3,302,749 Bits

50 (Free Drop-in)

Start-up capital.

Data Cards

100 (Free for Tamer)

*A deck of 50 cards,
these can either be used with
the card slash or for card battles.*

Power Lock Wrist Brace

(Free)

*This brace locks all powers
you've received from previous jumps.
It's free and removable but if
you want a challenge or just
want to rely on your partner/s
it's available.*

Digivolution Disk

(100)

*This miraculous disk allows
your Digimon to Digivolve
to one stage above it's
current form, it's useless at
mega-level for most Digimon.*

Data Storage Chip

100 (50% off for Officer)

*Allows storage of the data of a
specific Digimon, removes the need
to have two Digimon to DNA Digivolve.
May only have three at one time.*

Digi-Beetle

300 (50% off for Officer)

*a living transport with low intelligence.
It comes with a steel body,
low level Shooter Gun,
Z Cannon and R Cannon.*

Revive Disk

(200)

*This disk is used to revive
a dead or dying Digimon
before it reverts into a egg,
this does not count against
the 10 year limit.*

Flaws

Limited to 800 extra CP

Low Tech

+100

Your Digivice is an old model and not only does it only have the basic features you can't install upgrades or attach any addons until you get a new model.

Unhealthy Attraction

+200

Digimon have a strong interest in both you and your Digimon expect to be kidnapped and chased wherever you go either for food, experimentation or company.

Ultimate Trio

+300

Seems like you crossed the wrong people and now they want you dead. The members of the Three Musketeers a group of gun-slinging mega-level Digimon are after you, I hope you can handle all those bullets.

Annoying Tag-Along

+100

A weak Digimon has taken to following you around they don't help you in a fight or anything useful, mostly just hanging around nearby insulting you and generally giving you a hard time.

Corrupted Data

(Can be taken once for every Digimon partner)

+200

Your Digimon's Data has become corrupted and one of a few things have happened. Roll 1d8 to determine.

- Your Digimon's processing speed is low and moves slow (1 & 5)
- Your Digimon's voice is garbled and hard to understand (2 & 6)
- Your Digimon sometimes degenerates instead of Digivolving. (3 & 7)
- Your Digimon has a hard time remembering things(4 & 8)

Art.

+300

Your Digimon was artificially created and requires you to survive, should you be separated from your Digimon for a long period it will slowly weaken and die.

Troublesome Sibling

+100

You have a younger brother or sister, they are always getting themselves and by extension you, into trouble. They mean well, and you love them but, they just cannot comprehend when to be quiet or not touch something. If you dropped in they are orphans who you adopted. -Unless chosen with the Digital World Officer Origin they do not start with a partner Digimon.

Glitch

+200

While in the Digital World you will sometimes be teleported to random locations.

Anomaly

+300

Your presence within the Digital World is deemed unacceptable. Being in the Digital World runs the risk of your being deleted and therefore cannot stay for extended periods of time.

Digimon: A New Note

-Digimon can die but will simply return to being a Digi-egg, the egg will either appear in your backpack the next morning or if your in the adventure world at primary village.

-If you don't have a backpack and you are not in adventure world the Digi-egg will appear through some other method depending on what world you're in.

-In the Real world It will come out of the nearest computer.

-In Tamers a Digi-Gnome will bring it to you.

-In Frontier it shoots like a meteor out of the sky and lands near you.

-in Data Squad it emerges from your digivice

-Digimon Levels Go

-Fresh > In-Training > Rookie > Champion > Ultimate > Mega > Super-Ultimate

-Super-Ultimate forms are not needed to have a full evolution tree

-Slide Evolutions like Angewomon - Ladydevimon or Metalgreymon - Skullgreymon do not require Side Evolution

-Spirit Warriors do not get a free Digimon partner

-Hybrid Spirits are champion-level

-Beast Spirits are ultimate-level

-They can be combined to achieve mega-level

-Side Evolutions Can be used with spirits to digivolve into a modern version of the ancient digimon.

-Ex. The Spirit of Flame could side evolution into the Greymon evolution tree

-It's kinda ambiguous for this but anything that feels like it should fit is fine

-Spirit Evolutions can degenerate into weakerforms

-If your degenerated form has another evolution branch you can evolve down that branch

-This requires a Side Evolution

-Ex. Spirit of Wind -> Aquilamon -> Dna Digivolve using Gatomon datachip -> Angewomon ->

Degenerate to Gatomon -> Beastmon

-This is a Valid Evolution

-Cannot degenerate below Rookie-Level

-If you degenerate into a Digimon able to use them you can use armor Digivolution

Digimon: The Note Strikes Back

- The Side Evolutions For spirit warriors are the following
- Flame - Greymon-Species & Dramon Digimon
- Light - Beast Digimon
- Ice - Mammal & Icy Digimon
- Wind - Bird, Bird Man, & Fairy Digimon
- Thunder - Insect Digimon
- Earth - Rock, Mineral, & Ore Digimon
- Wood - Plant & Vegetation digimon
- Water - Aquatic, Aquatic Beast Man, Aquatic Mammal, Sea Animal, Sea Dragon, & Sea Man Digimon
- Steel - Mutant & Demon Man Digimon
- Darkness - Demon Beast, Mythical Animal, & Mythical Dragon Digimon
- These still follow the connected form rules.

- The Warp and Bio-merge Digivolution do not have to be the same form.
- To make an example let's say you took Side Evolution with Dorumon, it might gain the DexDorugamon Digivolution branch, you could Warp Digivolve to both Dorugoramon & DexDorugoramon while still being able to Bio-merge into say Samudramon and Alphamon.

- You cannot warp to an evolution that has only been achieved from bio-merge.

- The Digi-Beetle is able to be upgraded
- Armour can be upgraded from steel to titanium and adamantium.
- Each armor upgrade decreases the damage it takes from 75% to 50% to 25%
- The Shooter Gun can be upgraded to increase the effect of recovery disks.
- The R Cannon can be upgraded to increase the effect of virus bombs.
- Virus Bombs can inflict status effects.
- The Z Cannon can be upgraded to increase the damage it can deal.
- Upgrades to the Shooter Gun increase the effects by 50% of the Base item.
- The basic model's effects are 100% of the base item.
- The Shooter Gun upgrades increase that to 150% and 200%.

- Regarding the anomaly drawback extended periods of time means more than 48 hours
- anymore and you have a high-chance to be deleted (like 90% every four hours)
- that means you die

Digimon: Return of the Note

- All Spirits, Armor Digi-Eggs, Key Codes, and Digivice upgrades are available after you arrive.
- Side Evolutions are the exception as they're upgrades to both the Digivice and the Digimon
- Spirits are available from The Frontier server.
- Armor Digi-Eggs are available from The Server Continent
- Digi-Beetle is available from The Directory Continent.
- Cards can be bought in stores in the real world.
- Key Codes can be gained by defeating the demon lord represented by the card at their tower
- That last one may be difficult

- Armor Digivolution Doesn't count as a branch
- The six Digimon able to use all nine armor Digi-Eggs are
- Veemon
- Hawkmon
- Armadillomon
- Patamon
- Gatomon
- Wormmon
- Gatomon's rookie form can also use all Digi-Eggs but there is no change to the forms.

- you don't need to buy a side evolution to Armor Digivolve
- Armor Digimon can evolve regularly
- Ex. Armadillomon using the Digi-Egg of Courage to Digivolve into Boarmon can further Digivolve into Mammothmon and then into Skullmammothmon

- This also Doesn't Require a Side Evolution

- The three members of the Musketeers are
- BeelStarmon
- Gundramon
- MagnaKidmon

- Evolutions can be used if they are in Xros War material
- they're used as basic evolutions
- that means they don't have use DNA evolution
- or warp evolution
- or bio-merge

Digimon: The Phantom Note

- If you have multiple side evolutions you may switch them around***
- Ex. Candlemon can Digivolve into both Wizardmon and Meramon***
- Wizardmon can have a mega-level form of Dynasmon***
- Meramon can have a mega-level form of Boltmon***
- The two mega-level forms may be switched for Wizardmon to Digivolve into Boltmon and Meramon into Dynasmon***
- Ancient Digimon can be used in evolution trees***
- AncientMermaimon can be used instead of Neptunemon if the digimon identifies as / is female***
- AncientWisetmon can be used for Wisemon***
- After your ten years are up should you choose to leave your digimon no-longer permanently dies after three deaths***