

Digimon Vital Hero

Vital Bracelet Series & Digimon Project

A Jumpchain CYOA by WoL_Anon

Ver. 1.5

In this world, the existence of Digimon has been public knowledge for decades, but was generally thought of as an entertainment franchise. Recently though, Digimon have begun to appear in the Real World, and a special device called a Vital Bracelet is rolling out today, enabling humans to act as Tamers and keep the more malevolent Digimon in check. Surprisingly, humans have taken these events in stride. Many are looking forward to becoming a Tamer, and most can tell the good Digimon from the bad, meaning few have grudges against Digimon in general. With so many Tamers, and few motivating forces, it is unlikely this world will be put in jeopardy. Whether you seek to change that, or simply enjoy your time here, is up to you.

You arrive in this world on the 13th of March, 2021. You will be staying here for the next two years.

You have 1000 choice points (cp) to spend.

-Age and Gender-

You may choose any age you would like for free, as long as it makes sense and does not provide you with any additional advantages you have not purchased. You may also freely choose your gender.

Such things matter a lot less to Digimon than they do to humans.

-Background and Species-

You must choose one of the following options, which will serve both as an Origin, as well as a species choice. Each one qualifies you for different discounts. You may design a background in this world, based on your Origin and what you purchase here, as long as it makes sense and does not provide you with advantages not granted by purchases you have made. Alternatively, you may choose to take your Origin as a Drop-In, with no memories or history in this world. Post-jump, any species you choose here will be considered an alt-form, which you can switch to and from at will.

[Free] Human

Barring their natural generation of a peculiar kind of energy (see Your Vitals), humans are as you expect.

[Varies] Digimon

A Digimon, short for Digital Monster, is a kind of creature originating from the Digital World. When in the Real World, they appear partially transparent, as though they were a kind of hologram. This does not influence their ability to interact with the world around them. In digital spaces, such as the Digital World proper, they lose this "hologram" effect. Post-jump, you will be able to freely toggle this effect on or off, regardless of which kind of world you are in, and even when not in a Digimon form.

Digimon come in a wide variety of forms, and possess a wide variety of powers. These forms can be separated into "levels", with Digimon progressing through levels as they mature. Digimon of a higher level can typically be expected to defeat those of a lower level, though this is not always the case.

For the In-Training I, In-Training II, and Rookie levels, the cost of this option is Free. For Champion level Digimon, the cost is 200cp. For Ultimate level Digimon, the cost is 400cp. For Mega level Digimon, the cost is 600cp. Finally, for Ultra level Digimon, this cost is 800cp.

Alternatively, if you have already acquired a Digimon form prior to this jump, you may elect to import that form here. In this case you pay nothing.



-Location-

You are free to start anywhere you like, as long as it makes sense and does not provide you with any additional advantages you have not purchased. For those looking for more direction, here are some key locations.

The Real World

Otherwise known as Earth, or the Human World. This is the primary location for humans, though Digimon sightings have become increasingly common in recent times. Japanese cities are the largest hotbeds of Tamer activity, though you'll probably be able to find something to do just about anywhere.



Pulse City

This part of the Digital World looks like a modern city, and is also referred to as Impulse City. Bulkmon, Exermon, and Runnermon are examples of the kinds of Digimon that can be found here.



Volcanic Beat

A volcanic region in the Digital World. Pillars of fire can be seen rising from the ground. Fiery Digimon such as Birdramon, Meramon, and Lavorvomon can be found in these parts.



Blizzard Fang

A snowfield found in the Digital World. Digimon well-suited to this kind of climate, such as Frigimon, Paledramon, and Moosemon can be found here.



Infinite Tide

An underwater section of the Digital World. Due to the odd nature of the Digital World, electronic devices aren't damaged in this water, and humans are able to breathe and speak here as long as they believe they can. Seadramon, Shellmon, and Octomon are examples of Digimon which can be found here.



Titan of Dust

This portion of the Digital World is an arid desert, and Digimon such as Tortomon, Togemon, and Digmon, who are suited to this kind of environment, can be found here.



Hermit in the Jungle

A dense forest, which is found in the Digital World. It is home to various plant and insect type Digimon, such as Snimon, Sunflowmon, and Vegiemon.



Nu Metal Empire

An area of the Digital World that is home to many mechanical and industrial Digimon, such as Machmon, MailBirdramon, and Raremon.

-Perks-

Discounted perks are 50% off, with discounted 100cp perks being free.

Human Perks

[Free, Exclusive to Humans] Your Vitals

The humans of this world are a source for a recently discovered energy known as Vitals. Typically, humans only release small amounts of it during their day-to-day, but during periods of intense activity, and when their heart rate is higher, much more is released from their body. As such, Vitals could be considered a form of exercise energy.

Releasing this energy is perfectly safe, beyond the strain exercising would normally place on your body. Should you encounter a Digitama, you may hatch it while harnessing your Vitals, granting the resulting Digimon the *I came from your heart beating*♫ perk (Digimon granted this perk post-jump will automatically have the post-jump benefits of the perk). You can then supply the Digimon with your Vitals, which both nourishes them and helps them grow more powerful. While both aspects of your Vitals are technically possible unassisted, you will have a far easier time by using a dedicated tool such as a Vital Bracelet to channel the energy efficiently.

Post-jump, you can also grant Digimon linked to a Vital Bracelet (or other Digivice) you own the *I came from your heart beating*♫ perk, with its post-jump benefits.

[100cp, Free for Humans] Runner~~mon~~

If you want to be an effective Tamer, you're going to want to supply your Digimon with more power than they'd get if you sat around all day. This perk will set you on the path to success.

To start, you have a minimum amount of physical fitness and conditioning if you lacked it prior, putting you at the level of an active runner. You also understand proper form for dashing, squats, crunches, and punching.

To spice things up a bit, you have also learned a great deal of parkour, helping to make your daily runs with your Digimon more exciting.

[100cp, Free for Humans] Digimon Fanatic

While they may have only recently started showing up in the Real World, Digimon have actually been known for a while, demonstrated by the Digimon merchandise one can come across.

Perhaps you were one of the people who collected such things, because you are already quite knowledgeable when it comes to Digimon. You understand the attribute triangle, you know the different levels Digimon progress through, and you can identify most Digimon by sight, as well as their attribute and level. This sort of knowledge gives you a head start on many Tamers, but it will be up to you to maintain that lead.

[200cp, Discounted for Humans] SLEEP

You have the strange ability to coax others into a comfortable sleep. You can do this to any creature that is capable of sleep, even if they normally struggle to get to sleep, or have just gone through a normal sleep. The length of time they sleep for is what would normally be considered a 'standard' amount of sleep for the creature in question. However, this ability requires a willing target; it does not work if they don't want to go to sleep.

If the target is currently residing in a Vital Bracelet or similar device, you will be able to utilise this ability by a push of a button (it doesn't actually matter which button on the device, and if using your ability in this way, the device won't register the button push for other purposes). Otherwise, this ability requires you to make physical contact with the target.

[200cp, Discounted for Humans] WAKE UP

You have the curious power to rouse others from their sleep. This will occur even if the sleeper is in a deep sleep where extremely loud noises or strong physical interactions would fail to stir them, or if the sleeper has been put to sleep by some supernatural effect.

If the target is currently residing in a Vital Bracelet or similar device, you will be able to utilise this ability by a push of a button (it doesn't actually matter which button on the device, and if using your ability in this way, the device won't register the button push for other purposes). Otherwise, this power requires you to make physical contact with the target.

[400cp, Discounted for Humans] Be Strong With You!

From now on, training alongside another will serve as an effective means of deepening your bonds with them. As you train, you'll find that conversation you have with them to be more productive, and you'll gain insights into their personality and feelings that you wouldn't otherwise. This effect does still apply when the other party is merely nearby as you train, but is strongest when you are both exercising at the same time. Even someone who is normally averse to exercising will find such activities enjoyable with you.

As you gain insights with someone you have sufficiently bonded with, the pair of you will gradually learn how to predict and copy each other's movements. This special understanding does not require verbal communication or even line of sight. It is sure to be a boon when fighting alongside each other, or when trying to quickly convey movements to them.

[400cp, Discounted for Humans] Lab-er of Love

It the bond between Tamer and Digimon that draws out true strength, yet it is common for Tamers in this world to raise many Digimon. For you, these factors will not work against each other.

There is no longer a limit to the amount of meaningful relationships your heart and mind are capable of sustaining. With time and effort, you'll be able to form true friendships with as many Digimon as you please.

Further, you'll find that the relationships you forge do not degrade over time, barring direct action on your part. Even if your Digimon friend was left in storage for a year, you'll find that the pair of you can pick up right where you left off!

[600cp, Discounted for Humans] Digital Science!

Perhaps instead of merely wearing the Vital Bracelet, you played a hand in developing it?

You understand the various technologies and principles that went into the Vital Bracelet. With time and effort, not only could you reproduce the Vital Bracelet from materials commonly found on a modern Earth, but you could also begin to innovate, expanding on its functionality, harness Vitals in new and interesting ways, and perhaps even learn to draw out Vitals from the humans of other worlds?

You also understand the science behind the creation of digital spaces, such as the Vital Bracelet Lab. Right now, you are limited to basic rooms, but with practice you will be able to create vast digital landscapes, which can be conveniently stored on a memory card or turned into a phone app. In worlds such as this one, where Digimon (or other digital entities) naturally exist, you can allow for these landscapes to naturally populate with these creatures, or to keep them as private spaces for you and your friends to hang out in. Creatures appearing in this manner are not actually created by you, will not exceed the scope of the digital entities existing in the setting in question, and will not become followers or companions from this perk alone.

Digimon Perks

[Free, Exclusive but Optional to Digimon] ***I came from your heart beating***♫

Taking this optional perk signifies that you were hatched from your Digitama (your egg) by a human utilising their Vitals. This carries both pros and cons with it, so consider carefully.

Having been born via these Vitals, you may continue to take Vitals into your body for the rest of your life. Taking in Vitals serves as nourishment, and even a small but consistent supply will remove your dietary needs, though you are still able to enjoy food and drink. In addition, excess Vitals you receive will be added to a "pool" within your body. These pools are generally limited, with Digimon at higher levels possessing larger pools to fill; excess Vitals beyond this will not be taken in by your body. Having Vitals in this pool will grant you extra vitality beyond your normal limits, with larger amounts having a greater effect. Additionally, a large amount of Vitals can make it easier for a Digimon to Digivolve to the next level. When you are in positive mood, you will find that this pool fills faster than normal; conversely, while sleeping this pool will not fill (though you can still receive the minimum Vitals to nourish you).

When you are not receiving Vitals, your pool will slowly drain to account for the missing supply. Sleeping will enable you to minimise your energy requirements, minimising or removing this gradual drain depending on your specific energy requirements. However, if you do not receive Vitals for a 24-hour period, you will die. This will occur even if you still had plenty of Vitals in your pool, and whether or not you slept during this time period time does not matter either. While Digimon in this world typically partner with the human that hatched them, you need not source your Vitals exclusively from this human.

Post-jump, you can continue to receive Vitals, and may use them as a means of nourishment in any form. You will no longer be dependent on Vitals to survive, though if you were using them to replace another need, you will still have to meet that need.

[100cp, Free for Digimon] Digital Body

You are able to hide yourself inside electronic devices, a tactic that is common amongst Digimon in the Human World. That's all this technique is – hiding; you do not gain any control over the device itself. Destruction of the object will force you out, as will other methods (such as the use of a Vital Bracelet). Sufficiently advanced technology may possess countermeasures that put you at risk whilst inside them, depending on how powerful you typically are.

Hiding inside a device in this way will not remove any needs your body typically possesses, such as food, sleep, or strange kinds of energy.

[100cp, Free for Digimon] Battle Basics

You have acquired two projectile attacks.

The first is small, basic projectile. While relatively weak, its power is derived from your own, meaning that it is still capable of one-shotting foes that are that much weaker than you. It can also be performed fairly consistently without stamina issues.

The second is stronger, being twice as powerful as the above attack, and is also larger. There are two drawbacks to this attack. First, it is slow to charge up, giving your opponent far better odds at dodging it. Second, it is quite exhausting; it would be unwise for most Digimon to try this more than once per battle.

The aesthetics of these attacks are up to you. If you want them to look like a standard fireball, that's okay. If you want them to look like flying poop, that's… weird, but okay too. You may change the appearance of these attacks once per jump, should you wish to. Post-chain, this becomes once every ten years. If you are a Digimon, you may also do so each time you Digivolve.

[200cp, Discounted for Digimon] Friendly Form

Just as the humans of this world have come to almost universally accept Digimon, you will also find that your species, race, and physical form will never be held against you by the inhabitants of the worlds you visit. Instead, you will be judged based off of your actions, both past (for those who know them) and current (for everyone).

This perk will not prevent people from noticing any unusual form you may possess, however, while they may take an interest in your form, you'll never find yourself strapped to a table against your will on the basis of your form alone.

[200cp, Discounted for Digimon] Motivational Pet

When your growth is partly dependant on *someone else* getting off their butt and doing their hard work, having a lazy friend is a much larger problem than normal. Fortunately, it is not one that you have to worry about.

Your very presence seems to bring the best out of nearby allies, motivating them to put in a proper effort, and driving away laziness. This effect does not cause overworking or trying 'too' hard on its own, but does not stop these from happening either.

[400cp, Discounted for Digimon] Adventurer

When one is out exploring in fantastical places such as the Digital World, they will often stumble across hostile creatures purely by chance. This perk grants you some control over such probabilities.

There are two ways in which this perk can be used. First, the perk can be used to ensure that any hostile creatures you stumble across are as close to an appropriate matchup for you as possible. This doesn't create foes of an appropriate difficulty, so if you are in an area that you are not prepared for, you will just encounter the weaker enemies. Conversely, if you are too powerful, you will just encounter the stronger foes the area has to offer.

Second, you can choose to start by encountering the weakest enemies first. Then, as you gain victories, the difficulty of your foes will slowly ramp up until you are only battling the strongest around. This is tracked individually for each area, and you may 'reset' where you are on this spectrum for an individual area at any time.

If you are entering the dwelling of a specific individual, this perk will not prevent you from encountering them. Likewise, it does not prevent someone with a grudge from seeking you out if they mean to.

You can freely change which effect is in play whenever you are not in combat, and can also toggle the perk off and on during these times.

[400cp, Discounted for Digimon] Digital Intruder

A special power reserved for a few select Digimon. Using it, you are able to "rip open" portals between the Human World and the Digital World.

The creation of these portals often causes nearby electronics to go haywire, though once the portal is established, it is safe to take electronics near or through the portal. At first, these portals are quite small, such that a watch is about the largest object you'd get through it. They are also exhausting to maintain. With time and practice, you can learn to increase the size and maintain it for longer. You can only have a single portal of this kind active at once.

Post-jump, these portals are able to connect to any world that "overlaps" with the one you are in, Digital or not.

[600cp, Discounted for Digimon] Jogress Evolution -VB-

Just as the bond between Human and Digimon can produce spectacular growth, so too can a partnership between Digimon. However, in this world Digimon typically only advance in level, even with the assistance of a Tamer. Thus, to preserve both parties while also reaping the benefits of such a combination, this special technique was developed.

At the Ultimate and Mega levels, you become able to read the data of another nearby Digimon at the same level as yourself. This process takes about a day; fortunately, it does not require any concentration to maintain, and can even occur as you sleep. It does require that the other Digimon is willing, but besides having to remain nearby for the duration of the process, costs them nothing.

At the end of the process, you will automatically Digivolve to the next level (from Ultimate to Mega, or Mega to Ultra). The specific species result is determined by the species of Digimon involved, both you and the other, though without prior knowledge it may sometimes be hard to predict the outcome. Each Digimon form you possess can only undergo this process twice, once at the Ultimate level and once at the Mega level, so consider carefully before committing to the Jogress.

Further, you have learned to apply a similar effect to other kinds of fusion you might encounter. In any situation where you would fuse with a single other being, you can elect for the fusion to fail, and for you to instead undergo a temporary transformation. In this transformed state you will physically change to resemble what the fused from would have looked like, and you gain any powers which the fusion would have. However, your mind in this form is your own, and the other would-be fusion participant remains free to act as they please.

If the fusion your transformation is emulating naturally expires, whether by an outright time limit or by a power drain issue, your transformation retains these issues, though it simply will end instead of splitting you from a person you aren't actually fused with. You can also prematurely end any transformation gained in this manner whenever you like, even if the original fusion did not allow

this. You may only benefit from a single fusion-derived transformation at a time, and must end an existing transformation before you can attempt to acquire a new one. Should you fuse during one of these transformations, or should someone else utilise a similar effect to this one (such as if they also had this perk), the result will always ignore any benefits these transformations provide; this technique is designed to preserve the other party during fusion, not stack the benefits of the same fusion multiple times.

-Items-

Discounted items are 50% off, with discounted 100cp items being free for the first purchase.

Should you already possess any similar items to the ones you purchase here, you may import these items, giving them any advantages the purchases they are imported into offer, unless the item in question states otherwise.

Human Items

[Free/200cp, Exclusive to Humans] Vital Bracelet

This item cannot be discounted.

The Vital Bracelet, which will become known in some parts as the Vital Hero, is worn on the wrist like a watch, and enables a Tamer to raise Digimon. While the device can be operated with just the screen and the two buttons on it, it can also project large holographic displays, which make the device easier to read, and also assist in navigating its functions. These displays can be toggled, if you'd like to be more low-key.

The Vital Bracelet can be linked to up to two Digimon at a time. It has an internal digital space, which takes the form of comfortable living quarters for each linked Digimon. The aesthetic of this space can be changed by room. Initially only a few pre-set colour schemes are available, but a new design will be added for each unique DIM that the Vital Bracelet interfaces with, based on the DIM in question. Linked Digimon can easily enter or leave this space as they please, and the screen on the Vital Bracelet allows the Digimon and Tamer to see and talk to each other even when they are inside. Changing which Digimon are linked is a simple process, but a Digimon must first leave the device to be unlinked.

The Vital Bracelet will channel the wearer's Vitals, should they possess them, into these Digimon in an efficient manner. This energy transfer can occur whether the linked Digimon are inside or outside the device, and the range on the transfer is enough to ensure that a Tamer and their partners can operate separately within a large city.

The Vital Bracelet can detect when Digimon and similar entities are inhabiting electronic devices, and is able to forcibly pull them out of the device. Tamers use this to combat wild Digimon that are causing problems in the area. When retrieving a creature in this manner, the screen will briefly show an image of the creature, and this process can be cancelled during this brief window. This allows a Tamer to 'run away', from encounters they are not equipped to deal with.

The Vital Bracelet is able to identify most Digimon, and can fairly accurately gauge the health of any nearby Digimon, not just the ones linked to it. It can also tell the time, and act as a pedometer and heart rate monitor for the wearer. It will never run out of power.

For an additional 200cp (undiscounted), you instead receive a newer model that has not yet been invented. The Vital Bracelet BE is able to channel your Vitals in new ways. By performing specific kinds of training exercises, the linked Digimon will gain permanent increases to their abilities. Dash training increases their accuracy. Crunches increase their vitality (this is in addition to the bonus vitality a Digimon usually receives from Vitals). Punches increase their attacking power. Squats will make it easier for a Digimon to Digivolve. Each partner will experience diminishing returns for each type of training; in other words, you must put more and more work in to get less and less of an improvement. These diminishing returns are separate for each partner as well as for each exercise, so don't worry about training the wrong Digimon or training them the wrong way!

Should your Vital Bracelet be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp, Free for Humans] Smartphone

A top of the line, 2021-era smartphone. Your phone will never run out of power, and you will never need to worry about any bills related to it.

Additionally, various security features have been installed into the device. Thanks to this, you will never have to worry about it being hacked, catching a virus, or Digimon forcing themselves into or out of the device against your wishes.

Should your smartphone be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp, Discounted for Humans] VS Memory

A small black memory card, identical in shape to a DIM.

The VS Memory slots into a Vital Bracelet, and can record the combat data of any Digimon connected to the device. When slotted in to a Vital Bracelet, it can also create a replica of any Digimon it has the combat data of, which will then attack any Digimon connected to the device the VS Memory is slotted in to.

As a safety measure, replicas created by the VS Memory cannot inflict permanent harm or death, making it a poor weapon and an effective training tool. A replica will automatically disappear if it is defeated, or no longer detects an opponent, but you can manually delete it by removing the VS Memory from the device.

Typically, a VS Memory is limited to a single set of combat data at a time, however yours does not have this issue, allowing you to build a library of opponents to battle. Nonetheless, your VS Memory can still only manifest a single replica at a time.

As a special consideration, your VS Memory is able to slightly adjust its form, ensuring compatibility with any kind of Digivice you may come across in your travels.

Should the VS Memory be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. It will retain the same information it had when it was lost.

Post-jump, replicas created by the VS Memory can be instructed to attack the device wielder directly, instead of connected Digimon. This is done when selecting which combat data to use, and the same safety measures are in place when using this option.

[400cp, Discounted for Humans] Tamer Home

Just because you have a powerful Digimon Partner, doesn't mean you don't have the same needs as any other human. With this, you can focus on the important things, like raising Digimon.

This is a modern, upper-class house by the standards of 2021 Japan. It is well-furnished, and all bills associated with the house will automatically be taken care of, with no effort on your part. It will retain any upgrades it has been given. It also has a replenishing supply of food, enough to take care of anyone living in it.

In future worlds, you may choose for it to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location. It will automatically be hooked in to any public utilities, though you may opt out of this if you like.

Should the house be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse.

[600cp, Discounted for Humans] Vital Bracelet Lab

You have gained access to a special digital space, which can be reached via a special gateway found either in your Warehouse, or on a property you possess. Additionally, if you possess any smartphones or similar devices, a special app may be installed on them, which will teleport anyone who uses the app into this space. Someone who enters the space via this method will automatically be teleported back to their prior location when they attempt to leave.

This digital space resembles a large library, and offers many useful features for a Tamer. First, is the Digidex, otherwise referred to as the Codex. This is an encyclopedia that anyone in the Lab can manifest in the form of floating digital screens as they please. It begins empty, but the Lab can sync with the Vital Bracelet or any other kind of Digivice, automatically creating entries based on any kind of Digimon that the device has previously been connected to. Entries include the name of the Digimon, an image of it, the level, attribute, type, a brief description, and known Digivolution paths (along with necessary requirements).

Next, the Lab has plenty of designated space for your Digimon to stay. Whilst inside the Lab, Digimon will have their basic Vitals supplied to them if they are able to receive them, though this is not enough to fill their Vitals pool. The Lab has an unending supply of storage capsules, which allow you to put a Digimon in hibernation until it is required, as well as shrink down larger Digimon to a more manageable size for storage. Inactive companions can also reside in the Lab if you would like them to.

Finally, the Lab has a shop attached. This shop sells unique items that a Tamer might be interested in, including codes that can heal injured Digimon, increase or decrease the amount of Vitals a

Digimon has, and improve the mood of a Digimon. This store accepts a digital currency known as V-Coins as payment, which a person can earn by raising different kinds of Digimon, filling out the Digidex, defeating powerful Digimon in battle (either directly or via their own Digimon), and simply by checking in each day. This currency is tracked by the Lab, so you won't need to worry about bringing it with you.

Post-jump, the Lab's Digidex will automatically fill with entries for all Digimon that appear on official DIMs. This will not interfere with your ability to gain V-Coins; you will still be able to register these Digimon yourself, and you will be able to tell which entries were added at this time, and which you have earned yourself.

In future worlds, you may choose for the Lab to be attached to your Warehouse via a special gateway, or to be placed somewhere appropriate, close to your starting location. Should the Lab be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse via a special gateway.

Digimon Items

[100cp, Free for Digimon] Vending Machine

This Digimon-branded vending machine is filled with snacks and drinks that can typically be found in Japanese vending machines circa 2021. The specific contents can be designated by you on purchase, as long as they meet these conditions, but once determined they are fixed.

The contents can be purchased with physical currency or via electronic payment using its NFC reader, but you'll also find that you and your allies can always take out what you want for free. The stock inside the machine will automatically resupply whenever the machine is unobserved, and any money the machine makes is yours to keep (electronic payments will be sent to your account of preference, should one exist).

Vending machines like this are common refuges for wild Digimon, though this one will remain 'empty', leaving it open to be used by you or an ally if you need it.

Should the vending machine be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours.

[200cp, Discounted for Digimon] Your Trophies

This large screen acts as a digital display case of sorts, showing off a collection of virtual trophies that you can earn by completing various tasks.

Each day, the screen will provide you with a new mission for each form you possess. These missions can be checked by interacting with the screen. If you fail to complete a mission in time, you will lose any progress you have made in that mission, and a new one will be assigned. Missions typically relate to training or battling, including objectives such as winning a certain number of battles, taking a certain number of steps, receiving a certain amount of Vitals, and occasionally performing specific training exercises. You will only ever receive missions you can technically complete, even if they sometimes require you to go out of your way. You do not need to check the screen to start or complete a mission, so you may find yourself passively completing them depending on your lifestyle.

Each time you complete a mission, a virtual trophy will be added, detailing what the mission was, and which form it was for. You can change how these trophies are displayed to match your preferences. These trophies are good for more than just display however. Should you possess a form that can undergo 'Digivolution', or a similar process of advancement, then each trophy you have earned for that form will make it easier for that form to advance. There is no limit to this effect, though you will experience diminishing returns on them; meaning you will require more and more for less and less of a benefit. Each level of your evolution will count as a different form, effectively requiring you to start over each time you Digivolve.

The screen can also be conveniently converted into data and safely stored inside your body (whether or not you happen to be a Digimon). While this will prevent you from manually checking your trophies and missions, they may still be checked by a Vital Bracelet (or similar device) you are linked to, as well as when you are stored or analysed in the Vital Bracelet Lab.

Should the screen be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours. If it was stored in your body, it will instead reappear in your body. The replacement will retain the trophies you have earned.

[400cp, Discounted for Digimon] Big Red Button

At the start of each jump (including this one), you can choose for a big red button to appear somewhere in a chosen enemy's home or base of operation.

When the button is pressed, the enemy's home will be compromised in some way, allowing you to easily intrude upon it. How this works depends on where the button was set up. A castle might suddenly open its gates and be unable to shut them for a period of time. A high-tech facility might have its security measures disabled. The button could even temporarily weaken the border between overlapping worlds if your foe is not in the same realm as you. When the button is activated, you will be alerted to it, allowing you to take advantage of the opportunity it may present to you. The button will appear obvious, but benign to all, making it very likely to be pushed out of sheer curiosity. Once activated, it disappears.

Post-chain, you can choose for a button to appear when you like, with a ten year cooldown period. If you choose for a button to appear while a prior one is active, the prior button will vanish.

You cannot import into this item.

[600cp, Discounted for Digimon] Vital Bracelet Arena

You have gained access to a special digital space, which can be reached via a special gateway found either in your Warehouse, or on a property you possess. Additionally, if you possess any smartphones or similar devices, a special app may be installed on them, which will teleport anyone who uses the app into this space. Someone who enters the space via this method will automatically be teleported back to their prior location when they attempt to leave.

This digital space is a large battle facility, a perfect place for Digimon to test their mettle. You will find a variety of battle types on offer here.

First, you can participate in ghost data battles. These battles come in two different formats, one where you battle against a single Digimon at a time, and one where you battle against a pair of

Digimon. You must have at least one combatant with you in order to participate, and cannot exceed the number of combatants intended for the format. You can also choose for someone to participate in the role of a Tamer, providing encouragement and instruction to the combatants. Opponents are offered at a wide variety of power levels, from weak Rookies up to powerful Ultra level Digimon. You will somehow always be able to find a suitable challenge, no matter how strong you or your team becomes. Fortunately, the battle space is built to take any amount of damage, and true death or chain failure cannot occur inside the Arena, so feel free to push yourself to the limit.

In this world only, you will also be able to participate in "PVP"; that is, battles with live Tamers and their Digimon who have connected to this space via their own apps. These take place under the same rules as the ghost data battles. Tamers may share advice before or after these battles, and friendly wagers are also possible. You may receive odd looks or questions if you invert the traditional Tamer/Digimon relationship in these battles, but doing so remains technically legal, as long as you are following the rules listed above. As these are live Tamers, these battles will not scale indefinitely, and you may be matched with opponents much stronger or weaker than you on occasion.

During this jump, the Arena also run alerts on "Raid Bosses". These are powerful Mega or Ultra level Digimon that have forced their way into the Real World, whether they are doing this for some malicious reason, or are just seeking a good fight. The Arena will allow you and your allies to teleport to a safe location close to this Raid Boss, so you can prepare and challenge them. Leaving the Arena in this way bypasses the usual conditions for leaving the Arena if you entered via the app. As with the PVP battles, other Tamers will also arrive to assist either by using their own apps, or simply by already being nearby, so expect a crowd of Digimon to join in as you take on these tough foes. Post-jump, as these Raid Bosses will no longer appear, the Arena will instead occasionally run special events where the ghost data of powerful Mega or Ultra level Digimon can be challenged, with the ghost data of a variety of Digimon appearing as allies during the battle.

The Arena is equipped with comfortable viewing areas, and you can always make use of an empty battle space if you already have an opponent with you.

In future worlds, you may choose for the Arena to be attached to your Warehouse via a special gateway, or to be placed somewhere appropriate, close to your starting location. Should the Arena be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse via a special gateway.

General Items

[50cp] Complete Toy Collection

This is a set of each model of Vital Bracelet, as well as every single official DIM and Digimon related BEMemory. Unfortunately, these are merely toys, the kind you might find on a more mundane Earth. Nonetheless, a Digimon superfan may enjoy playing with these.

Should any of this be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Card Album

A special card album, bearing Digimon themed branding. It will come in handy if you are interested in collecting Digimon trading cards, or want to preserve those nice-looking holder cards that come with a DIM.

The album will be able to expand indefinitely, without appearing any bigger externally or getting any heavier. You will always be able to find whichever page it is you are looking for right away. You can also sort any cards stored inside in any order you like, just by holding the album and willing it so. Cards stored inside the album will not degrade for as long as they remain inside.

Should the album be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. Any cards that were stored in the album when it was lost or destroyed will also be replaced as they were.

The album also comes with a bonus Pulsemon promotional card. If lost or destroyed, a replacement can be found inside the album after 24 hours.

[50cp] Water Bottle

A special bottle, which you always seem to be able to produce when you need it.

It is filled with cool, clean water. Each time you retrieve it, it will somehow be filled with water once again. This will allow you to stay hydrated during your exercise. Just be sure to keep it away from your Vital Bracelet, that thing isn't waterproof!

[50cp] Weight Set

A full set of weights and dumbbells. Nothing out of the ordinary, but can be seen being used by humans and Digimon alike in this world.

Should of any of it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp, Free with Dynasty of Evil DIM] DIM Card Holster

A small black case, designed to carry small memory cards such as DIM cards and the VS Memory. Surprisingly, it can store as many as you like, without becoming heavier or making it difficult to retrieve the memory card you are after.

Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

Should a VS Memory, or DIM card (from either the Digimon Identified Memory or Dynasty of the Evil DIM item), be lost or destroyed, you may elect for the replacement to appear in the case instead of your Warehouse.

[200cp, First Free] Digimon Identified Memory

An important tool for any Tamer in this world, the Digimon Identified Memory (DIM) is a memory card that interfaces with the Vital Bracelet. When inserted into a Vital Bracelet, the DIM card creates a gateway to a specific area of the Digital World, where the Tamer can acquire new Digimon or train their existing partners.

Your DIM card works slightly differently, as it instead creates a gateway to a new digital space that is now attached to either your Warehouse or a property you possess. You must exit the space in the same way you enter it, whether that be from the DIM card created gateway, or from the warehouse/property entrance.

This space is equivalent to one of these areas; on purchase you may choose to use any official DIM (or Digimon franchise BE Memory) as the basis for this space, or design a new one as long as it retains the same scope.

While the space is filled with Digimon of all levels, most of these cannot be made to leave the space under any circumstance. The sole exception are Digitamas, which you will always manage to stumble across when you would desire one, and the Digimon you hatch from them. These eggs will always result in the same Digimon species for its early levels, though how it develops beyond that is not fixed. Digimon hatched from these Digitamas are followers, but may be imported as companions in future jumps. Barring outliers such as mind control, they will be unshakably loyal to the one that hatches them.

The digital space is self-correcting, ensuring you don't accidentally destroy the environment by destroying too many of a particular Digimon, but also making it impossible to change the kinds of Digimon that will show up in this space.

Your DIM card also comes with a special holder card, which provides a place to store the DIM when not in use, but offers little value beyond that. These holder cards have a design featuring one of the Digimon found in the DIM's associated digital space.

As a special consideration, your DIM card is able to slightly adjust its form, ensuring compatibility with any kind of Digivice you may come across in your travels. Should the DIM card or holder card be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

In each future jump, you may choose to move your digital space to your Warehouse (if not already there), or to an appropriate property you possess. Post-chain, you will be able to do this once every ten years. Should the space be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse.

[200cp, Free with 3 or more purchases of Digimon Identified Memory] Dynasty of the Evil DIM

A DIM often found in the hands of collectors.

This item functions as the Digimon Identified Memory item, though the digital space is pre-determined, featuring many spooky Digimon.

-Companions-

[Free] Partner Pair

To get you started, you are entitled to two free purchases of any of the 50cp companion options.

Tamers may wish to pick up two Digimon to link their Vital Bracelet, whilst Digimon may prefer a Tamer and a Digimon buddy, though you are not forced to take either approach.

[50cp per.] Import

Already have some companions with you? For 50cp each, you may import these companions into this world, providing them with 600cp to spend on perks, items, and their species/Origin. They may not purchase companions.

[50cp per.] Create

Alternatively, for the cost of 50cp each, you may create new companions to follow you on your journey. They receive 600cp to spend on perks, items, and their species/Origin. They may not purchase companions. Their appearance, personality, and history are up to you, provided you do not grant them anything not reflected in their purchases. By default, they are absolutely loyal to you, but you may forgo this if you wish.

[50cp per.] Recruit

For 50cp each, you may bring a new friend you've made here along on your journey as a companion. In order to successfully recruit them, they must agree to this. If for some reason you are turned down, worry not! Each purchase of this represents a 'slot', so you can ask around and find someone else to journey with if you would like.

If your new companion is a human, they may take up to two of their Digimon partners (should they have them) with them, who are considered followers. This decision is made at the end of the jump.

-Drawbacks-

You may gain up to **600cp** in drawbacks, but may take as many drawbacks as you like.

[0cp] Jumper History

With this toggle, you can import the events of any previous Digimon jumps you would like to, smoothing out any inconsistencies between them in a manner of your preference. Given the travel between Digimon settings that occurs from time to time, your actions in other Digital Worlds may result in unexpected consequences.

Attempts to use this toggle to interact with prior versions of either yourself or companions will invariably fail.

[0cp] Extended Stay

Two years not enough for you?

With this toggle, you may extend the total length of the jump anywhere up to a maximum of ten years. As you move into the future, who knows what might occur?

[+100cp] Limited Digimon Encounters

You might be excited about meeting a wide variety of Digimon during your stay in this world. Unfortunately, by taking this drawback, you have ensured that the range of Digimon you will meet is quite limited. This range is roughly limited to what could be found in a single DIM – if you purchased the Digimon Identified Memory item, then it is mostly the Digimon that appear on your first purchase of it. If you purchased Digimon Identified Memory multiple times, then for this jump only you will encounter this range even when visiting the others (you will still find the normal Digitamas and can raise them as you like).

Somehow, you will find that battles you and your allies engage in are no easier or harder because of this limitation, but they will definitely be more repetitive.

[+100cp] What's a Digimon?

By taking this drawback, you will forfeit any and all knowledge you have related to the Digimon franchise. These strange creatures will definitely be a surprise to you; try not to make any of them mad!

A Digimon taking this drawback will instead forfeit any and all knowledge of human culture that a Digimon that has never encountered a human could not know. Your misunderstandings might put you on the wrong side of a Tamer, or their Partner Digimon, so be careful.

[+200cp] Injury Prone

If you are a human, then exercise has become quite a problem. If you aren't careful, you are likely to hurt yourself during any kind of strenuous exercise. Even if you are careful, you can expect to injure yourself at least once during your stay.

For Digimon, being defeated in battle will always cause you to come away with a lasting injury that requires some time on the sidelines to rest and recuperate. This will occur even for training battles against a partner who is not out to hurt you.

[+200cp] Namakemon-o

You are chronically lazy, Jumper! It will take a huge amount of willpower for you to motivate yourself to do anything beyond the bare minimum, and will likely also require another person to constantly remind you and encourage you to do these things. Fortunately, this is not so bad that you won't defend yourself in battle, or evacuate during emergencies.

In a world so focused on exercise and battle, this is a serious handicap, putting you well behind your peers.

[+300cp] Left With The Crust

A powerful Apocalymon considers you its mortal enemy. While its ego will prevent it confronting you directly, at first, it will send others to do its bidding. Expect to deal with one of its minions at least once a week. At first, these will be weak Digimon that go after you in a straightforward manner. Over time, these threats become more powerful and employ better tactics. By finding and defeating Apocalymon, these attacks will come to an end. If the end of your stay approaches and you still haven't dealt with Apocalymon, it will finally confront you directly.

If questioned on its motivations, the Apocalymon will respond in a rambling, barely coherent manner. Apparently, it thinks you cost it some kind of popularity contest? Who knows what it is talking about?

[+300cp] BE Afraid

Oh dear. It seems that Digimon is no longer the only franchise that humans will have to deal with. Now, characters from other Bandai Namco-controlled franchises (such as My Hero Academia, Demon Slayer, and Tokyo Revengers) will begin appearing on Earth, just as the Digimon do. With supervillains and characters like Goku running about, the Earth itself may be in danger.

Don't expect to hide in the Digital World either; these characters will appear there as well, and destruction of the Earth will also cause the Digital World to vanish.

Attempts to recruit any of these additional characters as companions or followers, or take their powers or equipment for your own (or for your allies) will automatically fail.



-Ending-

You have reached the end of your stay here. All of your drawbacks are hereby revoked. Any background memories you have acquired no longer have any influence over your behaviour.

Choose one of the following three options:

BATTLE MORE: You choose to remain in this world. Your chain ends here.

MOVE MORE: You choose to continue your chain. Proceed to the next jump.

NO MORE: You choose to return to your original world. Your chain ends here.

-Notes-

Thank you to everyone who assisted in making this jump.

What is this?

This is a setting derived from the Vital Bracelet series of Digimon toys, as well as Digimon Project (also known as Digimon Project 2021), a live-action video series made to promote the toy line.

You can watch Digimon Project here:

EP1 – https://www.youtube.com/watch?v=BTzPc98CSGw

EP2 – https://www.youtube.com/watch?v=POZZSZlFt5o

EP3 – https://www.youtube.com/watch?v=7o4GSVwpiWo

EP4 – https://www.youtube.com/watch?v=7aTEIXkXims

Recap:VITAL BRACELET – https://www.youtube.com/watch?v=fM4raWqohIA

Next Chapter: DIGIVICE -V- – https://www.youtube.com/watch?v=fQMM7U_G8uY

For a rematch: ESPIMON is here! – https://www.bilibili.com/video/BV1At4y157Nh/

Some additional videos:

Vital Hero advertisement – https://www.youtube.com/watch?v=V7j22EQaB6E

How To Set Up Your Vital Hero – https://www.youtube.com/watch?v=Wv-k3xAafAA

On Digimon Forms:

You are not limited to Digimon that appear in the Vital Bracelet series; you may use any official Digimon for your species choice. Likewise, you may use any official Digivolution line instead of just what the Vital Bracelet toy allows. Use wikimon if you need help with this.

Digimon forms are considered equal at each level for your species choice, so while you may choose Lucemon as a Rookie form, it will be no stronger than choosing an Agumon would be.

On the Vital Bracelet's appearance:

For the base version of the item, you may decide whether it looks like the original Vital Bracelet or the Vital Bracelet Digivice -V-. You can choose for the strap to be any colour you like, even if it wasn't used in the original product, and the strap will be able to fit your wrist just fine.

For the upgraded version of the item, you may choose for it appear as above. Alternatively, it can look like the standard Vital Bracelet BE or the Digivice -VV-. The strap can be any colour you like, and optionally it can have a design referencing the original "brick" toys and cover more of the device. Again, the strap will fit you just fine.

On Vital Bracelet imports:

If you possess a Digivice that can be appropriately imported into the Smartphone item, you can choose for it to be imported into both the Vital Bracelet and Smartphone items, combining the two into a single device (you still have to acquire these two items here to do so).

If by importing (whether into it, or it into something else), the Vital Bracelet is no longer wrist mounted, it can still somehow act as a pedometer and heart rate monitor for the wielder.

-Changelog-

0.1
Created the jump.

1.0
(i) For **Your Vitals**, you can now grant the *I came from your heart beating*♫ perk to Digimon linked to your Vital Bracelet, or Digivice, post-jump. (ii) Corrected the frequency of appearance changes in the **Battle Basics** perk. (iii) Lowered the cost of **Digimon Identified Memory** and **Dynasty of the Evil DIM** to 200cp. The first purchase of Digimon Identified Memory is now free for all.

1.1
(i) Added an import option to the **Digimon species.**

1.2
(i) Added **Jumper History** toggle.

1.3
(i) Minor typo fixes.

1.4
(i) Replaced dead video links. If it happens again I probably won't bother.

1.5
(i) Humans acquired via the **Recruit** option can now take up to two Digimon partners with them as followers.