

Out of Context: Digimon Supplement

V2.5 (Let's not force you into Mail Ordering Edition) By Fanficwriter1994, Template by DeverosSphere

This document can be used as a supplement in any Jump that would not otherwise have Digimon or the Digital World within its continuity.

By taking this Supplement you have chosen to be a Digimon, awakening after being spat out of a Portal into the Digital World onto your new world.
As a Digimon your base form will be that of a Rookie Digimon unless Perks and Drawbacks alter that..

+1000 CP

If this Supplement is instead taken as an Isolated Jump you may select a setting of your choice even if it doesn't have a Jump Document and use this document as a ten year long Jump.

Origin:

There are many types of Digimon but they can be broadly divided into three Attributes.
Note: As of v1.6 Digimon forms taken with this will default, in strength, to their level's average + whatever you gain from Perks. This means that even as a Lucemon, you will only be on the level of an average Rookie Level Digimon. I am limiting this to v1.6 as a favor to NeoDraconis

Vaccine Attribute
Vaccine Digimon are often members of the Virus Busters family and are most often involved in the fighting against malevolent Digimon. Most Angel Digimon fall under this category and Vaccine Digimon are generally opposed to Virus Digimon.

Data Attribute

Data Digimon are the neutral faction, able to adapt to new environments they can keep enduring even when Virus Digimon negatively impact the world. Data Digimon can still be fighters for justice but there is also a chance they may become subordinates of Virus Digimon if survival was on the line.

Virus Attribute

Virus Digimon are often the malevolent Digimon, many undead and Fallen Angel Digimon call this attribute their own. At the same time, Virus doesn't necessarily mean evil as the Guilmon Line, including Royal Knight Gallantmon, fall under this umbrella. Virus Digimon are most notable for their ability and tendency to alter the data around them to suit their needs and a more malicious or self-serving attitude.

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Perks:

Going Digital - Free
As a Digimon you aren't exactly a biological being, it is really in the name. That is to say, you're a Digital Monster. As such you may convert yourself from a being of flesh back into pure data to enter digital devices and machines, as long as it has a computer of some kind in it you can enter. Doesn't matter what processing power it has either. While in there you will perceive the system as a sort of dungeon for a lack of a better work or, if you enter a network, a sort of tunnel with points where Programs, taking the form of Digimon, may be encountered.

Brave Heart - Free
Digimon has some of the most epic soundtracks in Anime, played during battle scenes, starting on Digivolution. At any time you can set whichever of these soundtracks you like from any of the various languages, to play. You can decide whether this will be heard by just you or if everyone is hearing the Boss Music.

Digital Monster Origin - Free (Cannot be taken with "Digidestined")
This is an **Out of Context Origin Perk**. At the start of a Jump you can use this Narrative Perk to set your entry into the Jump Setting as if you were a Digimon using this supplement, either emerging out of a fog bank or from a electronic device nearby and similar, thematic means of travel.

Dynamic Entry - Free (Requires 3 Out of Context Origin Perks)
Using this narrative perk you can dynamically craft your method of Dropping into a Jump.

Evolution - Free
Like all Digimon, you're obviously capable of the well-known mechanic of Digivolution, allowing you to reach higher levels and transform into more powerful forms. In future worlds, if you acquire an Alt-Form which would include some form of stage-by-stage evolution (ex Pokemon or an Isekai) you can use this Perk to freely move between stages. The only restriction is that if you go beyond your starting stage by this method, including this Jump, instead of the normal, natural means, you will revert after an hour or if significantly damaged. Likewise lower stages can be used to preserve or save-up energy.

House Proof (Free)

Wouldn’t it suck if any time you went out as your giant island tortoise self, you would break everything around? Or break into the sewers with your weight? And don’t get me started on the chances of your ascending into the skies leaving an airplane in your way! No more, you will never damage anything unintentionally with your body now.

Mind as Body (Free)
Wouldn’t it suck if you evolved from a bipedal lizard with a wolf's pelt into a quadrupedal wolf but didn’t get the muscle memory? Well, no more! You gain instant mastery, coordination and muscle memory for any form you gain on the chain no matter how charring the change would be!

Data Packages (Variable)
Huh? Do you want more than one Digimon Form? Fusion isn’t helpful on your own? Well you’re in luck. This Perk is now available for you to purchase. What this does is it gives you another Digimon Alt-Form depending on how much you want to pay for it and may be taken multiple times.
For Free your alt-form starts at the Baby Level, the lowest in power but also with the greatest amount to grow into. You must choose an In-Training and Rookie stage for this form however.
For 50 CP you get a In-Training form, with the Baby Level being whatever is the closest to a default Baby Level of that In-Training Digimon. As an added bonus you can choose to give this form a branching evolution between two forms of Rookie Digimon they can canonically evolve into.
For 100 CP this is finally upgraded to a Rookie Form, with Baby and In-Training being defaulted to that Rookie Form’s typical lower levels, so for an Agumon that would be Botamon and Koromon.
Note: These forms will default to the average for their level among all Digimon, meaning no, you cannot game this by going Arcademon (Baby) or Lucemon (Rookie).

File Sharing Boost: Copy-Paste
Having gotten large files this way is quite useful, so why not share the fun? You may now share any of your Alt-Forms, Digimon or otherwise, with others, granting them the ability to transform into that Alt-Form. Unless the Alt-Form is a Digimon it will be an exact copy of yourself they turn into when assuming that form. You may grant 3 Perks not from this Supplement this way. File Sharing this way is limited to the level you have purchased with this Perk.

Human Disguise -100 CP
Being a Digimon is all nice and stuff, but why not take a page from a few other Digimon. With this Perk you can now change at will into a human form, it will be indistinguishable from a normal human but you can instantly change back to being a Digimon if you need to fight. You won’t have the ability to digivolve while in this form, but your physical prowess won’t be negatively affected by being in this human form. You can use your Digivice in this form to become the human partner of another Digimon with this Perk and if you take another Digimon Jump in the future, you can choose to both be a Digidestined and the like, but also a Digimon.

Natural Backing -100 CP
Well isn’t this meant to be obvious? Maybe not. This Perk is meant to guarantee that, regardless of metaphysics, the lore-based abilities and attributes of your Digimon Forms will continue to work, or work at all. Omegamon-X now has All-Delete and it works as lore states even on non-data based entities, Shakamon is as BS as she should be, and so on. This also grants fiat backing to any alterations you may make by in-Jump means, such as wishing to be a Saiyan or installing Android parts, both in Dragonball Z.

X-Antibody -200 CP (Free for Natural Carriers)
The X-Antibody is a specialized program found in the Digi Core, the soul, of some Digimon. Some of them have it as a natural part of their coding, others acquire it artificially. For the former category this has the effect of protecting you from the

X-Program but also any similar all-destroying effects and any maladies you may come in contact with. For the Latter it gains all the above effects but also a significant powerboost, enough for a Rookie to stand up to a Champion, and a Wargreymon-X to give Omnimon a hard time. Additionally, your species name will gain the "-X" suffix, which stands for (Digimon Species) X-Antibody should you not be a natural carrier.
In future Jumps, on top of all of this, you may alter your appearance to be somewhat different from your normal starting form's species, nothing too drastic, just a cosmetic change. However, the power boost of a non-Natural Digimon with the X-Antibody will naturally also apply to future forms.

File Sharing -200 CP
Digimon are made of data, humans are made of matter. But when one moves to the world of the other, they convert to what the other is. So why not go a step further? You can collect data from Digimon you defeat, if you can, and grant them to someone. This act will allow them to assume the form of such a Digimon but only one species may be given. They gain the "Evolution" Perk and can grow as any normal Digimon would. To gain the ability to do this you need to have at least a Data File comprising 100% the mass of the Digimon, however the higher the Digimon's level the less data you gain from encounters with it. Baby Level Digimon, for example, give 30% while every level above that from there on gives 5% less than the level below it. You may also include any two Perks below 600 CP in cost from this Supplement (Base Cost, no Discounts included) in this package.

Warrior Spirit Boost:
You can generate a "Spirit" of either Humanoid or Beast variety corresponding to your specific element. These can either be used by you to access the lower derivatives or be granted to somebody else to allow them to digivolve in a manner similar to Digimon Frontier.

X-Antibody Boost:
You can apply the X-Antibody to any data package you grant someone, including the Spirits you generate. With this they gain the "X-Antibody" Perk. Digimon Files that include this naturally do not benefit from the X-Antibody Perk's boosting bonus.

Slide Evolution -200 CP
Hello Jumper, I'm sure you're a bit sick of going through Alt-Form changes slowly or needing to evolve and Devolve all the time to switch Digimon forms. Well, with this no more! Thanks to this Perk your Alt-Form can be changed immediately and you may "Slide Evolve" from one Digimon to another of the same level, so for example moving from Wargreymon to Gaiomon or Victorygreymon.

Get Thee Behind Me! (-200 CP)
Humans are so fragile! They can't keep on you and survive in a giant yarn ball of violence, while flying at just below-lightspeed in a dogfight for the ages! Well, no more! With this Perk anyone who rides on you will do so in perfect safety. No damage can get them, no turbulence can knock them off and they won't even feel like they're riding a giant cyborg dinosaur while you're charging. It will not prevent your partner from being directly targeted, but it will guarantee you have a chance to notice and intercept. Additionally they won't fly off of you while flying at high speeds and won't be disturbed by the wind, nor will they get rashes or pains from sitting on you all day while you do so.

Virtue of the Soul -400 CP
Choose a virtue between Courage, Friendship, Love, Honesty, Reliability, Wisdom, Hope, Light, Miracles or Kindness. For as long as you can uphold your chosen virtue, you will find yourself growing stronger with every fight, with your virtue influencing fate so as to see you persevere even through defeats, giving you a chance to escape and regroup. No, escaping a lost battle isn't against courage, you'd be brave not foolhardy if you choose it.

X-Antibody Boost: Great Virtue
No longer is it a simple, gradual boost. With your virtue now embedded in you Digi Core, your soul as a Digimon and the very essence of your being, this great virtue suffuses your being. Courage will grant you an indomitable will, Friendship will grant you the ability to keep going and bring your friends back if they were to falter, Love will grant you and those you love even greater strength, Wisdom will grant you insights beyond mortal man, protecting you from the Eldritch, Reliability will always

let you know the way to come through for those relying on you, Kindness will let you easily overcome any barriers between yourself and others to bring understanding and prevent conflict where possible, Light and Hope both grant you purifying powers that will let you purge evil and be a shining beacon of hope. Lastly, Miracle shall be an unending font of energy, a true miracle that will let you overcome any obstacle in your way!

Warrior's Spirit -400 CP
This is the power of the ancients. You possess the spirit of one of the Ten Digimon Warriors representing one of ten elements. Fire, Light, Ice, Wind, Lightning, Dark, Water, Earth, Wood and Steel. You gain a measure of power you can draw on one of these Elements, gaining a special Digivolution that is a combination of your current level and the equivalent Hybrid (Humanoid Spirit for Champion, Beast Spirit for Perfect, Dual Spirit for Ultimate, Hyper Spirit for Super-Ultimate).

X-Antibody Boost: Legend Reborn
As a carrier of the X-Antibody, chances are you are old, or at least your Digicore is. You now possess a meassure of power from these very same legendary warriors. Namely of the one you chose above. Do not make the mistake of thinking this is merely on par with Kaisergreymon or Magnagarurumon, your power would be closer to Ancient Greymon, Ancient Garurumon and their comrades.

Limit Load (-400 CP)
I'm sure that turning into a huge knight is cool, but what if you need to go Gallantmon but can't do so in the confines of a hallway? Wouldn't it be better if you could just get the power and armor, but not the huge body? Well, now you can. You may, at the cost of reducing the form's power by half while in it, turn into the equivalent of a human wearing an armor based on a Perfect Level or above Digimon, defaulting to whatever your current or last human base is. Yes this means you'd be a guy dressing as Angewomon if that was a thing. Yes this means you'd look kinda weird as a Metalgarurumon and people would wonder where all the missiles are coming from. Moving on.

File Sharing Boost: Digi-Cards
Instead of giving people a straight-up Alt-Form to change into, you may give them a card reminiscent of Digimon TCG cards depicting the Alt-Form you give them. This card can either be used to assume the same armor-style form as this Perk grants or be Installed to fully transform into that Digimon.

Soul Transmigration (-400 CP)
Digimon, at least in most Media, have a rather odd life cycle. They hatch from an egg, grow up through the seven stages of evolution, have an uncertain amount of lifetime but will eventually die, and are reborn. At least this is the case for most incarnations of the franchise. You too now gain this fiat-backed ability. Should you die your data will disperse and gather in a safe location where nothing harmful can reach you but an ally can find you. Your companions naturally have a means of locating your newly formed egg. Simply rubbing the shell is enough for you to hatch though you may suffer amnesia for a short amount of time afterward. You will need to grow into the further levels too as if you took the "Newly Born" Drawback, but as long as you hatch before the 10 years are up, your jump will not be counted as failed. You may use this Perk to grant another a form of reincarnation if they die or have died recently and/or their spirit is nearby.

File Sharing Boost: That Time I was Reincarnated as a Digimon
Remember the previous point? It assumed the one who was reincarnated as reborn as a child, a new body forming for them. Now you can combine this with File Sharing! With this amazing power you may choose to reincarnate them as a Digimon instead. Doing so will allow you to grant them either a Digimon Alt-Form (and its pre-evolutions) you have or for which you have Scan Data. You may also grant them up to 10 Perks from this Document. They will have the same restrictions as you would have from above. Independent of this they gain "Mind as Body" and, if you have it, X-Antibody if you so choose.

Sovereign Soul -600 CP
The Four Digimon Sovereigns, or the Four Holy Beasts, are a group of four Ultimate Level Digimon who in some worlds, rule over the Digital World and ensure it's safety. It was the Sovereign of the East, Azulongmon, who organized the Digidestined of

Dimon Adventures 1 and 02, while in Tamers he gave form to Calumon to protect the Light of Digivolution. What is most notable of them is the fact that all Sovereigns possess 12 Digi Cores rather than a single one per body. Like them, you too have 12 Digi Cores, which grants you superior power to Digimon of your Level. Additionally, any source of energy you have will be added to each of the 12 cores, meaning that you will have 12 of each source of energy you would have.

X-Antibody Booster: Olympic Spirit
The Olympus Twelve are a group of Ultimate Level Digimon, originating from a separate Server to the one most commonly seen in the timelines. As thanks to this, you now have a fundamental authority matching one of the twelve Olympian gods of your choice much like the Olympus Twelve Digimon, excluded are Hades and Hestia, as neither has a counterpart in this group. You also gain the ability to access the code of the universe, granting you the ability to study and manipulate reality around yourself. This only affects the Digital World in this Jump but may be used to a lesser extent in future Jumps.

Warrior's Spirit Boost: Ancient Soul
Remember how before you only got some of the power of one of the Digimon Warriors? Well, now that is just something you have passively. But with this it is far from the limit. You now possess the ability to, for a short period of time, Digivolve into one of the 10 Digimon Warriors or a Hybrid of them and your current form, whether that is your DIgimon form or another. The pure form you can probably imagine, but the mixed form will see your current form outfitted with armor based on the Warrior. As such you will have the abilities of both forms combined including all of their strengths and their weaknesses. Mind you, the Legendary Warriors were roughly the equivalent of the Super-Ultimate Level.

Legend Arms -600 CP
There is a group of formidable Digimon known as the "Legend Arms", each member capable of transforming themselves into a weapon. Though few in number of evolution lines, each stage of their line can do this. Like them, you too possess this formidable capability. You can choose one weapon type for one of your evolution lines, such as Zubamon's line becoming a sword or Ludomon becoming a shield. To wield you is to wield the power of that Digimon in weapon form. Meaning wielding a Greatsword made from Omegamon will be the same as wielding a weapon of that power.

File Sharing Boost: Armamon
Ah, not happy being just the weapon? You may now transform others into weapons. This can be achieved voluntarily or by defeating them in battle and subverting them. Those willingly transformed will be able to resume their normal form or transform into their weapon form at will while those you defeat and weaponize will be permanently stuck as such unless you release them. You can infuse Scan Data of either an Alt-Form Digimon or Scan Data gathered elsewhere, into such weapons to grant them further power. You may also use this ability to fuse yourself or another with a weapon. All weapons formed this way have fiat backing and may be stored as data in your Digi-Core

Data Package Boost: Variable Weapon System
Not satisfied? You may now change what weapon type your weapon form is, meaning you can make a Metalgarurumon Sword become a Metalgarurumon Blade. In conjunction with the File Sharing boost this may also be done by those willingly transformed or by you to those you have forcefully transformed.

Vaccine Attribute:

Virus Buster -100 CP (Free for Vaccine Attribute)
A very common family among Vaccine Digimon, Virus Busters are most often holy or light-alligend Digimon and made up of angelic Digimon or those who dwell in angelic places. Many Digimon with the potential to become a sacred species of Digimon fall under this category, including the Royal Knights. As you gain this trait by Perk you are now inherently much stronger against evil, able to expel darkness and destroy viruses in the system. Post-Jump this "System" refers to any system, including the biological system.

Armor Evolution -200 CP (Discounted for Vaccine Attribute)
Digimentals are a special type of program found in the form of Digitama, or Digimon eggs. They each represent one of the Virtues and can let a Digimon Digivolve into an Armor Level Digimon which more often than not corresponds to the Champion Level but cannot be interfered with. This Perk allows you to Armor Digivolve at will into one of the canonical Armor Digimon except those of the Digimental of Miracles. The only thing that can stop this are Powerloss Drawbacks and Gauntlets.

Overclock -400 CP (Discounted for Vaccine Attribute)
Digimon are made of data, we both know that, right? Well, tweak the code here, rattle it over there, and now you can overclock yourself! With this you can instantly increase your combat parameters, becoming equivalent to a Digimon one Level above your Level when engaging this Perk, however it can only last for 2 minutes and you will revert to either your base Level or one level below your current level, which ever is lower. You cannot activate this perk for the next 5 minutes nor digivolve for the next 10 minutes.

X-Antibody Boost: Burst Mode
Now this is a step beyond. You can now gain access to the Burst Mode, a powerful transformation-type Mode Change, not a Digivolution. It alters your appearance but you remain the same level and type of Digimon as you were when activating it. However, it only lasts for 1 minute and it takes 10 minutes for you to recharge unless a human donates DNA Soul, a energy source from humans, to you. It won't revert you to below Rookie Level however. In return, Burst Mode makes you 10 times stronger than the level above your current level, with Ultimate Level Digimon becoming 10 times stronger than the closest Super-Ultimate Digimon comparative to their evolution line.

Warp Evolution -600 CP (Discounted for Vaccine Attribute)
Normally, the natural way of Digivolving is normally to gradually grow into power, much closer to Pokemon Evolution. While you can undergo this natural way anyway, why wait for thousands of years? Warp Evolution is the act of a Digimon skipping straight to Ultimate Level, what some call the Mega Level. You now have access to this powerful form of evolution though you will need to grow into it a little bit. You start off on the lower-most power-scale of your Ultimate Level form and by the end of your 10th year (or at the end of 10 years total if you end this early somehow) you will have fully mastered the form. Additionally, at first you can only hold the form for 10 minutes but with every use your time limit is increased by 1 minute up to 1 hour total.

Sovereign Soul Boost: Royal Knighthood
Your supremely powerful nature has given rise to a power only matched by a few Digimon, namely the 13 members of the Royal Knights. You now possess the overwhelming power of one of these Royal Knights, able to Warp Digivolve into one of them even if, normally, your evolution line couldn't. This also infers the power unique to Royal Knights, meaning the rank of such, to any other form that would belong to the same species as a Royal Knight. All Time limits are doubled in length and their cool-down is cute in half.

Armor Evolution Boost: True Miracle
Oh now we're cooking This grants you the ability to, on top of the Armor Digimon you chose before, Digivolve into any of the Armor Evolutions made using the Golden Digimental of Miracles (such as Magnamon and Golden Rapidmon). This Evolution

makes you easily twice as powerful as Warp Digivolving would and, while it has a permanent limit of 5 minutes it has a cooldown of 2 minutes with your energy drain being minimized as this evolution is powered by the Digimental itself.

Data Attribute:

Free -100 CP (Free for Data Attribute)
Not to be confused with the price, Free is an undefined attribute some Digimon have, most notably Digimon in the Hybrid Level category. This grants you no exact benefits but instead grants you neutrality from all other attributes, meaning that you take no extra damage when fighting against Virus or Vaccine Digimon. This will also affect Digimon unrelated types of damage, for example a Electric Type taking no super effective damage from ground-type moves in Pokemon. Lastly, attempts to control you will not work due to your Free nature.

Inheritance -200 CP (Discounted for Data Attribute)
There is an old tale, where an Omegamon gave up his power to grant an Imperialdramon Paladin Mode the strength it needed to end a fight Omegamon couldn't, thus birthing Imperialdramon Paladin Mode. Much like Imperialdramon of this story, if you find somebody willing to give up their power, they can transfer it to you, giving you a special powerboost. It may not last forever, but it will be tremendous on it's own.

Jogress Shinka -400 CP (Discounted for Data Attribute)
The process of Jogress Evolution is the act of two Digimon merging into one greater whole, unlike DIgi-Fuse which is more akin to one Digimon being infused with another Digimon. You now possess this amazing power to fuse with any Digimon of equal level to yourself, as long as they have a bond with you, creating a Digimon one level above yourself. Two Champions becoming a Perfect Level Digimon, two Perfects making an Ultimate, and two Ultimates making a Super-Ultimate Digimon like Omegamon. In this fused state your consciousness will be the dominant one between the two of you and no you cannot fuse with more than one Digimon at a time nor can a Jogress Fusion fuse with another fused Digimon, that would be madness.
If you have more than one Digimon Alt-Form you may treat that other Alt-Form as a Jogress Partner.

X-Antibody Boost: Hyper Fusion
So, remember how I said it was one level? Normally to reach beyond you need to directly Digivolve the fusion. Now that is no longer needed. You can skip right to the next level over although the fusion will hold only for one hour if you do so. However, this does mean a Paildramon can be skipped in favor of an Imperialdramon.

OmegaJumpmon -600 CP (Discounted for Data Attribute)
Omegamon is a powerful Digimon, this power comes from the Omega Inforce, a powerful ability which functions basically as a cheat code, allowing the prediction of the flow of battle and react ahead of time, an ultimate predictive power. This also raises the user's power significantly. You now possess this power, granting you a golden Digivolution much larger and humanoid than normal.

Sovereign Soul Boost: Alpha Force
Naturally the Omega Inforce isn't the only one out there. With the power vested in you, you have gained the power of the Alpha Inforce, the incredible power of the Royal Knight's leader, Alphamon. This ability grants you the power to instantaneously replay a elapsed battle over and over, basically sending thousands of attacks at the same time of which only the final one will be seen by the foe.

Jogress Shinka Boost: Paladin Mode
In ancient times, Omnimon gave his power to Imperialdramon Fighter Mode. In another set of circumstances, the virtues of eight children gave Omegamon the power of Merciful Mode. Like them you have now an incredible final form which is far superior to you at your normal peak and grants you augmented abilities. Most especially, this form will be devastating to dark or evil beings, Virus Digimon will basically melt away before your might and your strikes can cleave clean through any of their defenses. For forces sensible to this, your presence is more akin to the literal sun or holy light, than anything else. This is effective even if a evil entity is normally not affected by what is holy or could not normally be exorcised.

Virus Attribute:

Dark Area -100 CP (Free for Virus Attribute)
The Dark Area refers to both the Digimon Underworld and a family of Digimon. As you have data of this family, you now possess the "DNA" that will allow you to digivolve into any number of dark, unholy Digimon, which includes the various Fallen Angel and Undead Digimon. As the primary effect this gives you a boost for your attacks against those of the light and the holy, while also allowing you to damage and alter Data around you, altering the landscape in effect.

Data Absorption -200 CP (Discounted for Virus Attribute)
Huh, strange. In one Digital World, any number of Digimon can do this, but this is a rather villainous act. If you kill something you may decide to dissipate them into data which you can absorb to gain power and maybe an ability if you can get enough of their data. This also works on small parts of the environment if you need to. You can also reshape the data into armor if you so wish. Your stores of data can be accessed to fuel Digivolution or your attacks.

Black Rings -400 CP (Discounted for Virus Attribute)
This is a villainous Perk if I ever heard of one. This Perk allows you to spawn Dark Rings, these devices allow you to control other Digimon up to the CHampion Level onto which you have placed one of them. It doesn't give you Fine-Control but it is enough to build an army if you need to. In future Jumps this can be used on non-human entities of similar or lower power as well as being used to infect computer systems with control viruses. The range is roughly 300 meters around you but can be extended by placing a "Dark Spire" in an area, which will spread your influence.

X-Antibody Boost: Dark Spiral
Ah, the upgrade I see. This device is a Dark Spiral, it is a combination of three Dark Rings and has the power to control Digimon up to the Perfect Level such as Metalgreymon. It hasn't been shown to be capable of controlling Ultimate Level Digimon but in return it doesn't have a Range-Limit like the Rings.

Dark Power -600 CP (Discounted for Virus Attribute)
This is one of the key ingredients of Chimaeramon as well as being a great source of power for the likes of Devimon and others. Like them you are now suffused with this power, granting you the ability to corrupt other Digimon if you can get into their heads, or to empower yourself and your minions by generating "Black Gears" and implanting them. These devices cannot, with this Perk, control other Digimon, but their viruses are empowering to those like yourself and who you control.

Sovereign Soul Boost: Demon Lord
Ah, one of the seven I see. You are no longer a mere denizen of the Dark Area, you are one of it's ruler. Whether a literal Demon Lord Species like the seven, or something more akin to the Dark Masters and Apocalymon, you are now one of the strongest and highest ranking Digimon among the Dark Area. You have great authority over lesser Digimon species of the dark inclination.

Black Rings Boost: Sinful Crowns
Like Ogudomon and Lucemon Satan Mode, you now hold the seven Crowns of the Demon Lords. These seven symbols embody the seven Deadly Sins and so long as you have these and your opponent holds hatred in their heart, or any other form of these sins, you cannot be harmed. This isn't a joke, this is literally what Ogudomon's main ability is. Naturally, a hyper-virtuous being can get past this, but at this point how many of those can scratch you?
Should you not actually be evil, then these seven sins will still work for you, but they will be perceived as you sealing them, even though realistically you are controlling them. No, this doesn't give you the power to impose them onto others, or control others.

Items:

Any lost or stolen items will return to you after a week in the same condition as when you had it.

Digivice - Free/100 CP
(The 100 CP variant may be taken for free if you took the “Soul Bonded” Drawback)
This is a Digivice, your Digivice. Whether you’re a Digimon or a human, you have it. With it you can bond yourself to another of the other species and they become your partner. They, if they are willing to, become a free Companion and post-Jump this can be used once per Jump if there isn’t someone linked to it. It can be any style seen in the franchise, from the original up to the versions found in the RPGs like Cyber Sleuth. Yes this means that you can in fact be one of several partners if you chose so. It will have any functions the variant it is based on would have.
Alternatively you may pay 100 CP to alter this device’s core mechanic. This will prevent your Partner from being switched out, so you will be the Partner of whoever you select to give this Digivice to, and they cannot take this Supplement in the future. However, in return this Partner will, in all future Jumps, be imported for free independent of Companion Limits with the highest amount of CP an import option can give them, along with an additional 1000 CP and you may transfer your own CP to them if you see fit.

Terminal - Free
A handheld pocket computer as seen in the Digimon Adventures 02 Anime, this device can be called a rather large and clunky flip-phone but it has all the functions of a full on Computer with 200 Terrabyte of storage capacity. It will always have Internet access, including to your home universe although you won’t be able to post anything as time is halted there. It can store Data-based objects for you, such as Digimentals or digital metals.

Digital Portal Generator -100 CP (Free if you purchased “Digital World)
As the name implies this is a Portal generator, the portals will lead to a Digital World reminiscent of one of those seen in the franchise, your choice. You can train here, you can mine for Chrome Digizoid, of which there is of every variety several veins in varying degrees of commonality, and maybe recruit some Digimon as well. If you purchased “Digital World” this can lead there.

Grani -200 CP
A loyal steed indeed, Grani is a digital life form similar to, but separate from, Digimon. It is draconic in appearance, metallic and well armored and armed. It has the ability to fire two electric beams from the forward spikes and this version has been upgraded with a large missile silo. It comes in a color of your choosing and can fuse with you to form a Crimson Mode equivalent form. You will not fall off of Grani while riding standing on it no matter how many times the sound barrier is broken. As for maneuverability, Grani can match a Colonial Viper from BSG.

Digimon Converter -200 CP
(This Item is free if you purchased File Sharing)
Isn’t it a bit bothersome to always have to recruit other Digimon, or find volunteers to give data packages to, in order for you to do things like Jogress? Well, worry no more. This device can collect Scan Data and once it has enough of it, can create a fully functional Digimon of the source species. This may also be used to make Digimon of a species you belong to or have an Alt-Form for, same as your companions, though they will be standard members of that species. If you want this device can also dispense Digivices linking the created Digimon to a human of your choice.

Training Facility -200 CP
What do we have here? This is a moderately sized building that you can summon to your location. It has a toilet, Bunk Beds and various exercise equipment forms for you to train. Training here will rapidly increase your power at an improvement rate of 2-5% per hour for any statistics you may be training with six having specialized equipment. That being Health, Magical Energy, Strength, Durability, Wisdom and finally speed.

Digital World -600 CP

Welcome Jumper, to possibly one of the more unique Items you may buy on your chain. This is your own Digital World which will connect to whichever world you enter though how thorough the connection is, is up to you every time. You can have any variety of Digital World seen in the Franchise, from a regular planet such as in most media, the layered flat worlds of Tamer, a planet with the core being a Dark Area Prison such as Frontier, or even something like EDEN from Cyber Sleuth. By default this world is completely separate from the world you're entering and its own proper dimension, not just a manifestation of Cyberspace. The only difference between a normal universe and this, is that this is composed of a type of matter equivalent to Computer Data hosted on something best described as a Server such as Yggdrasil. The world can expand with further worlds forming as data size increases and even creating new species of Digimon based on worlds you visited. You may also choose to make this world less like a traditional Digital World and more of a Spiritual one, similar to the world seen in Digimon Survive, turning Digimon into outright Magical Creatures. The World will start out as a infantile Digital World, meaning that it won't have as much data density as the Yggdrasil or Illiad Servers, but will gradually grow until it reaches the density of the Tamers Digital World after 10 years, at which point it will spawn a second "Plane of Existence" or planet, similar to a second URL, to house more Digimon. 13 Digimon will within these 10 years also form on their own and develop into Royal Knight Equivalents.
Sovereign Soul Booster: Avatar of the Host Computer
And now we got something unique to this document, an Item with a boosted effect from a Perk. Yes, as the title says, you are no longer a mere inhabitant or even administrator of this world, you are the Host Computer. You ARE the Digital World. Your normal form, gained here or elsewhere, is a physical avatar for said "Computer" self, which you are aware of unless Drawbacks say otherwise. Additionally, you can freely empower Digimon to form Olympos 12 or Royal Knight-like Digimon, as well as Demon Lords, Banshou Teams and more. You are the Host Computer, after all. You can likewise generate Digivices and create Digidestined if you so desire, granting them methods of reaching what your purchases grant you here such as Warp Evolution.

Companions

Jump-chan understands, it is hard to lose a pet. Or friends I guess.

Access Granted (Free)
Your companions may take this Supplement, even if they weren't imported. There is no limit to how many you can import with this. They gain half as much CP as you have from the jump and Drawbacks. There is no limit on their purchases but they cannot take any scenarios.
You may use this option in later Jumps to allow your companions who joined later, to use this Supplement, as well as letting new companions you have obtained during the Jump this Supplement was added onto, use this Document. While they do gain the "Digital Monster Origin" Perk as normal they may remain as humans if they choose to during the Jump, except with the abilities purchased here.

Drawbacks:

Extra Supplement +0 CP
A toggle, yes. While normally you can supplement this to another Jump by nature, now you may also add another Out of Context Supplement on top of this one if you so wish.

Old Ways +0 CP
It appears you're not entirely Out of Context now. Well, not as much as before. Like in Digimon Survive, your kind is known in this world. However, it is only through an obscure faith in "Kemonogami", the human term for your kind, not by video games. Or maybe someone who escaped your world did invent them? Anyway, the point is that while you possess all the attributes of a Digimon, your kind won't register as foreign anymore and there will be an obscure shrine in Japan which is a natural gateway to the world of Kemonogami. This Toggle may be carried into later Jumps to keep the Kemonogami Faith.

Character Adaptation +0 CP
Want to be an AU of an established Character from the Digimon Anime, Manga or Video Games? This is your Toggle. This will set your background from this Supplement as that person, with all of their childhood events up to when it diverges, but it also comes with their experience and hey, at least you know how you'll look, right?

> Be the Adaptation +500 CP (Requires "Character Adaptation")
> Normally, the character you turn into wouldn't affect you, now it will. You will come in as a personality mix of yourself and whoever you chose to turn into, heavily leaning into your new identity.
>
> Skill Adaptation +500 CP (Requires "Character Adaptation")
> No this doesn't give you the skills of your chosen identity, rather it will reduce all skills you would have to the same level as those of your chosen Identity, meaning you will be just as experienced as them and have as much knowledge of your powers as they do. Don't think that if you go in as some big shot with thousands of years of experience you will come out just as skilled and experienced, you can't come in more skilled or experienced than the Main Character of the world you're entering.

Digital World +100 CP
The world you enter will now have a Digital World connected to it. This means that if you open a portal, there may be a chance of Digimon on the other side being more proactive in crossing over. You may choose which Digital World this is, basing it on any that have been shown in the franchise.

Digital Chosen +100 CP
What? You thought your own partner may be the only chosen? Oh not at all, now there will be another, and whether they are opposed to you must be determined with a coin flip with heads being non-hostile while tails being hostile. You may take this up to 10 times. These Chosen will have Rookie Level Digimon Partners and Digivices which, on default, will be those seen in the original series but may also be changed t othe Digivices seen in the media on which you based the Digital World.

Dark Area Invasion +100 CP
Normally, Digimon would at best be rare and few, now there will be a group of evil Digimon out there, intending to take control of the world. They are led by a Devimon with the ability to create Black Gears, which will work on animals and can corrupt humans.

Digidestined +200 CP (Exclusive with Newly Born)
You're no longer a Drop-In
In fact, you're not a Digimon either, you're a human, a Digidestined. Every Perk you bought here was for your Digimon Partner, a free companion.

Newly Born +200 CP (Exclusive with Digidestined)
You do not start as a Rookie Level Digimon, you will awaken in a Digi Egg, or Digitama, and will need someone to hatch you by rubbing your shell. You will be reborn this way as a Baby Level Digimon and must work your way up the natural way to Rookie Level which will settle down as your base level. Your Perks won't suffer from this, but you will be very small, very weak, and Capstone Perks will be locked down until you Digivolve. Hope you found a good partner.
Vampiric Ambitions +200 CP
Oh, this is bad. A group of Digimon has crossed over into this reality, led by a malevolent and particularly powerful Myotismon. His acolytes stand among the stronger Virus Digimon and while he lacks the ability to control others, he is a Perfect Level Digimon, making him far more powerful than most of his contenders. If defeated he will absorb any remaining minions and Death-X Digivolve into VenoMyotismon, a Ultimate Level Digimon although without the cunning of Myotismon.

Angemon's Role Model +300 CP [Exclusive to Vaccine Attribute]
You're now an Angelic Digimon, a being of pure virtue and you cannot abide by evil. Your Rookie Form will be something like Patamon or Salamon, depending on your sex, and you are locked into an angelic Digivolution Line.
Due to this you can only take Perks from the Vaccine Attribute line.

Neutral Ancestor +300 CP [Exclusive to Data Attribute]
You're now a Digimon of neutral nature, an ancient species of Digimon like Veemon or DORUmon. You are impartial in the conflict and will only interfere to ensure the balance of the Digital World isn't broken, whether that is by the forces of light or the forces of darkness.
Due to this you can only take Perks from the Data Attribute line.

Demonic Ambitions +300 CP [Exclusive to Virus Attribute]
Maybe the likes of Lucemon consider you their kind already or maybe you're only a lowly DemiDevimon, but you are undoubtedly a dastardly Digimon indeed. You wish to rule the world as a Demon Lord and this new world will feel your wrath.
Due to this you can only take Perks from the Virus Attribute line.

Dark Masters +300 CP
The Dark Masters were a collection of four powerful Ultimate Level Digimon led by Apocalymon from the background and the nominal leader was Piedmon. Made of Piedmon, Puppetmon, Metalseadramon and Machinedramon, the Dark Masters sealed the Harmonious Ones of another Digital World. Now they have set their sights on this world and will attack with any and all troops of their respective domains. Additionally, any redeeming or at least sympathetic qualities, such as Puppetmon being just lonely, will be absent. Should they fall, Apocalymon will step up himself, possessing the powers of the Dark Masters all at once this is a Super-Ultimate Level Digimon to be reckoned with, even able to convert data into nothing but ones and zeroes if given the chance.

Soul Bonded +300 CP
Your partner isn't just a human you bonded with, you're two parts of the same soul. If your partner dies, you die, or at least once you have met up. On the plus side they will have all the protections your Perks offer and will not die of random chance, it will take direct, conscious action to harm you, for them to die.

Hard Work Requirements +300 CP
Know all those fancy evolution powers? Well, no more! You are now required to EARN the levels! Until you have gained enough combat experience and grown strong enough in your current highest level you will be unable to reach beyond. An exception is if you took "Newly Born" as the evolution from Baby to In-Training and from there to Rookie is always easy. Basically, assume Digimon World evolution rules at least with Digimon Adventure evolution and degeneration thrown in.

In a Mirror Darkly +400 CP
Oh this is bad. This is a group of 8 Digidestined who have been set against you, whether by good or evil. They have the same partners and capabilities as the Digidestined of the first Digimon Anime Series including Kari and her Gatomon. If you are good and they are evil, they will all have the Digimon Partner's Dark coutnerpart, Black Agumon, Black Gabumon etc. Their Digimon have "Warrior's Spirit", "Warp Evolution" and "Virtue of the Soul" the latter of which takes the form of their Crests, corrupted if they are evil. Their Tai and Matt counterparts also have "Jogress Shinka", allowing their Wargreymon and Metalgarurumon to Jogress into Omegamon or Omegamon Zwart depending on whether they are good or evil.

Digimon Emperor +400 CP
Oh this is bad, this is Ken, a Digidestined paired with Wormon. But also the Digimon Emperor. With his flying fortress and Dark Rings he seeks dominion over the world. He has successfully created Chimaeramon but has not only control over it, but has evolved it into Millenniummon. It is not as powerful as the proper Milleniummon that would later use Chimaeramon's data to create itself, but it is nonetheless a powerful monstrosity of apocalyptic proportions. His Milleniummon has all the Perks of the Virus Attribute Perk Line as well as the "Virtue of the Soul" Perk for his unique Kindness Crest, although he doesn't use it. If taken with "Mirror's Sequel" and you're on the good side, he also has "Jogress Shinka" and is paired with Dark Davis to create Dinobeemon and Black Imperialdramon.

Mirror's Sequel +400 CP
Now it is getting bad. This is a group of five from the future of the same timeline as the first group mentioned here. They are made from counterparts of the Digimon Adventure 02 Digidestined other than Ken and will be opposed to you depending on your own moral status, either light or dark. They all have access to Armor Evolution, Jogress Shinka and Inheritance. If you are on the side of good they will have dark counterparts and their DigiMentals are made all of Miracle DigiMentals, which will be blackened versions.

Digital World Life +400 CP
Well, this is awkward. You are now no longer unaging. You will periodically die of old age and be reborn as a Digi-Egg in a safe space. This will reset your progress in training somewhat but a percentage of your strength will still remain with you even after reincarnating. The time until you die will be 15 days and then 5 more days for every time you evolve. Every 5th reincarnation from old age will increase your max age by 1 day, as well as increasing the amount of time you gain from evolving.

Black Wargreymon +200 CP
Oh now you have trouble. The powerful creation of 100 Dark Spires fusing into one, Black Wargreymon has set his sights on you. He has the non-Capstone Perks of the Vaccine Atribute Line. He also has the "Sovereign Soul" Perk to go along with this and is dead set on fighting you.

Rise of the Morning Star +200 CP
Oh boy, you now have to deal with Lucemon it seems. Lucemon is a Rookie Level Digimon but on his own is strong enough to easily defeat Perfect Level Digimon and was only taken down by an entire group of 10 Ultimate Level Digimon. He sealed

Huanlongmon away, the leader of the Four Digimon Sovereigns, and mortally wounded those who had beaten him. This Lucemon has the full Data Attribute Line as well as “Dark Power” and Sovereign Soul, although it is sealed until he can gather enough data to Digivolve.

Titamon +200 CP
Titamon is the powerful force born of Digimon who had been deleted by the Olympus Twelve on the Iliad Server, now seeking revenge. This powerful Digimon now sees you as an ally of the Olympus Twelve and will stop at nothing to end you, bearing the Virus Attribute Line’s Perks and the Sovereign Soul Perk. However he has no access to the Sinful Crowns upgrade of Dark Power.

D-Reaper +600 CP
The D-Reaper is a dangerous program originally created to clean up the, at the time, limited Network of junk data. Going out of control it was put to rest in the Digital World at much cost. Now, this horrible program has awoken and set its sight on this new world. Within 2 years of your arrival, D-Reaper will manifest in the physical world like he did in Digimon Tamers, only he won’t be confined to one city and instead be spread all over the real world. Your mission is to destroy the D-Reaper before the end of your time here and prevent it from destroying too much of the world, otherwise you will fail the chain.

Sovereign Rage +600/+800 CP
Oh this is bad, this Drawback sets the Digimon Sovereigns against you. For 600 CP it is only the four basic ones, Azulongmon, Zhuquiaomon, Baihumon and Ebonwumon. For 800 CP, the Super-Ultimate Level Digimon, Huanglongmon will also be after you, separate from its usual Fusion Materials. They also have Sovereign Soul.

Eater Infestation +600 CP
The eaters are… a strange form of digital life. They originate from a world separate from both the Real World and Digital World and originally were only meant to gather data passively, but due to corruption from contact with humans they mutated into the current, monstrous form. They do not have a human boy restraining them within their hivemind, and will instead slowly corrode the barrier between the Digital and Real Worlds and corrode both of them at the same time. Anyone caught by them will become comatose as their mental data is absorbed by the Eaters and will only awaken when the Eaters are destroyed or reverted to their original forms. Digimon are more resistant to Eater attacks but can suffer death and subsequent absorption. Should you fail to stop the Eaters in time, you will fail this Jump though not your chain, only losing what you gained here.
King Drasil’s Rage +800/1000 CP
Oh this is bad. Yggdrasil, the omnipotent supercomputer and main server of the digital world, has slated the human world you’re in for destruction. No idea why, that computer’s been on the fritz in almost every world it has been in. At 800 CP, 6 of the 13 Royal Knights will be sent after you, for 1000 CP this will be the full might, all 13 Royal Knights, coming to destroy the world you’re in and you with it. All of them count among the most powerful Digimon in the world. If you manage to defeat enough of them you may be able to convince the remaining ones to side with you, at which point Yggdrasil will arrive himself, a powerful entity of near omnipotent might, able to bend reality to its will and far superior to the Royal Knights it commands. It will not stop until significantly damaged, in its genocidal ambitions.

Generic Drawbacks:

Accident Prone +100 CP
You’re prone to minor accidents that, while inconvenient, painful or embarrassing, are not likely to kill you. You can expect any plans you make to suffer some kind of bad luck.

Acrophobic +100 CP
You are terrified of heights and anything deeper than a 10 foot drop will make you weak in the knees.

Age Problems +100 CP

For the duration of this Jump you lose all age resistance perks and powers.

Almost Entirely Dark +100 CP
Has the sun gone out or something? Everywhere you go, it seems like it's so dark that you could mistake midday for early night.

Always Left Behind +100 CP
Why do they keep leaving you behind?! Companions, allies, and benefactors always ditch you to deal with whatever's going on.

Amnesia; Jumpdoc +100 CP
You lose all memories and knowledge of what you purchased in this Out of Context Supplement and any connected Jumpchain.

Angered Factions +100 CP
Each time you take this, a different, random local faction will consider you an enemy once they become aware of you. There isn't a limit to how many times this may be taken.

Antagonistic Timing +100 CP
Your enemies keep showing up at inappropriate times.

Artificial Flashbacks +100 CP
You have horrific flashbacks to horrible events involving your family and yourself. These events never actually took place, and the flashbacks happen randomly.

As You Know +100 CP
Everyone expects you to already know what's going on so don't expect to get any explanations.

At Least Buy Me Dinner First +100 CP
Dangerous entities have a habit of taking an interest in you… a romantic interest.

Awkward Affection +100 CP
You are really bad at expressing your affection with every attempt you make being extremely awkward and unpleasant for anyone who observes it.

Bad Name +100 CP
Everyone you meet will assume your name is something that you find insulting or annoying and nothing you can do will change it in your mind.

Behind Your Back +100 CP
People always say horrible, hurtful things about you whenever they *think* you're out of earshot.

Black Cat +100 CP
Expect to see ill omens that seem to suggest terrible things coming your way. Mirrors break in your presence, lone magpies drop dead at your feet and other strange, malign portents follow you. Let's hope these superstitions are just that.

Bounty +100 CP
It seems you've pissed off the wrong people. You have a notable bounty on your head, and while it's not enough to get the big guys interested, it *is* enough to draw the attention of random thugs.

Culture Shock +100 CP
This world doesn't have the same cultural standards you're used to, which isn't a problem if you're quick to adapt. Unfortunately, you *won't* be. You'll constantly butt heads with anyone whose cultural norms and social mores are different to your own. While you can slowly adapt, they'll always rub you the wrong way and your overall experience here will be much less enjoyable.

Crop Rotation +100 CP
Pests and poor weather have had a serious impact on the local farming industry. Food will be harder to come across and far more expensive as a result.

Dark Memories +100 CP
You will now gain memories of a lifetime of abuse since early childhood though these memories are false you will not be able to differentiate them from real memories beyond knowing they are fake.

Didn't Read The Instructions +100 CP
You don't know how anything works and refuse to have anything explained to you. Using any sort of equipment will require trial and error.

Disinteresting +100 CP
You seem to emit an aura of monotony causing everyone who doesn't know you to think you are a boring stick in the mud that wouldn't know fun if it hit them.

Do you Feel Lucky Punk +100 CP
You keep unintentionally making pop culture references that no one else seems to recognise.

Double Trouble +100 CP
You will always encounter twice as many enemies in the world, because every foe you face will have an identical copy who only *you* can see. The worst part is that this seems to be a Schrödinger situation as the *real* one is the one who you *don't* go after.

Easily Deceived +100 CP
You're too trusting, willing to believe almost anything you're told, and become confused when you're told conflicting things.

Elites Everywhere +100 CP
Every group of opponents that you face will have at least one additional elite member.

Extended Stay +100 CP
You can increase the duration of this Jump by ten years. You can take this a maximum of ten times, increasing it by up to one-hundred additional years.

Faulty Wires +100 CP
You always believe that anything you go to use will work as expected the first time you try to use it, and you won't realize that something may be malfunctioning until you're proven wrong through firsthand experience.

Friend List +100 CP
Random people claiming to be your friends keep showing up, but you won't remember any of them. Although some of them may be, most are trying to maliciously use you for their own benefit.

The Glitch +100 CP
Technology fails around you, usually when you need it most. This could be anything from airlocks glitching when you're short on air, powerpacks falling out of your blaster when the cyborg-bounty hunter is taking aim, or your

cybernetic arm locking up when you need to lift rubble off of yourself. You might be able to jury-rig a quick repair, but you better act quickly because while this won't be instantly fatal, it will make things more dangerous.

Gore Galore +100 CP
It seems that every creature you kill has ten times the amount of blood and viscera that you would expect making it a real possibility of drowning in the blood of your enemies.

Heroic Sayings +100 CP
You unintentionally use quotes and sayings that come across as annoying or cheesy every time you try to talk with others.

Hidden Knowledge +100 CP
People keep forgetting to tell you important things until it's *just* about to become relevant.

Hideous Haircut +100 CP
You have a haircut that everyone finds disgusting. They'll make comments about how ugly it is and nothing you do will change it.

The Holiday Special +100 CP
Whenever you reach an in Jump Holiday the world around you will start to follow the tropes of a Special Holiday Episode. This will happen for every Main Holiday such as Christmas or Halloween and at least once during the Jump for each Less Celebrated Holiday such as May Day or April Fools Day.

Honorbound +100 CP
You always do things as honorably as possible, such as informing someone if you intend to arrest (or kill) them before giving them time to surrender (or prepare) before taking actions.

How Do I Keep Falling Into These Situations? +100 CP
Anytime you're not busy with something - whenever you aimlessly wander around, going for a jog or you just have free time - you'll find yourself walking right into the middle of active trouble.

I Must Nap +100 CP
You need at least seven hours of sleep per day or you'll feel exhausted.

I Spy +100 CP
Your enemies can easily spy on you without being detected.

In Another Castle +100 CP
Each time you attempt to complete a task or objective, you will find that you have been tricked and will have to repeat the process all over again. You'll not only forget this Drawback, you'll also forget every previous time you've been affected by it whenever you start a different task. This only triggers once per task and will not become an endless loop of deception.

Inconveniences +100 CP
You will constantly encounter minor obstacles that are uncomfortable to deal with.

Kick The Cook +100 CP
You are a terrible chef and everything you cook is disgusting. You can't even cook toast without making it *monstrously* vile.

Knowledge Lockout +100 CP

You lose all of your knowledge of the setting's universe and its continuities once you start the Jump.

Language Barrier +100 CP
You do not speak the local language and no one here knows what you're saying until you learn.

Looser +100 CP
Anyone who doesn't know you will automatically expect you to fail at whatever you are trying to do. This will cause those who mean well to push you to work harder and those who don't mean well to attempt to discredit you.

Low Budget +100 CP
Something about this world just seems... *cheap*, with flying wires, plastic shields, old school lights and tatty looking monsters.

Magnet For Misfortune +100 CP
You have *terrible* luck. You're almost constantly hit by random, unpleasant and painful bouts of misfortune.

Money Money Money +100 CP
Your avaricious desire for money and other symbols of wealth leave you willing to go to extreme lengths to get more.

Never Mind My Head Trauma +100 CP
People don't care when you're injured.

Nightmare +100 CP
Each and every night, you'll fall asleep and suffer terrible dreams that you can't separate from reality.

No Hard Feelings +100 CP
There's one random person who constantly tries to outdo you… and somehow, they keep succeeding before rubbing it in your face.

Optician Required +100 CP
Your eyesight is highly restrictive as you can not see anything other than indistinct blurs without wearing glasses. No form of healing can remove this drawback and any form of contact lens will feel incredibly itchy.

Orphan +100 CP
Your in-universe parents are dead and you are an orphan.

Pixelated Objects +100 CP
This pixelation in this Jump would shame an NES. Everything is blocky!

Plot Anchor +100 CP
Every plot seems to revolve around you and no matter what you do you will always be dragged into the story.

The Pollen +100 CP
You have hay fever and it's really, *really* bad. Just a handful of flowers could leave you with blurred vision and sneezing for hours.

Prove Your Worth +100 CP
Every time you try to do anything, it seems that everyone wants you to complete an arbitrary task to somehow prove your worthiness. This won't be hard, but it happens all the time for every little thing. It may even cause you to get

stuck in a worthiness spiral, requiring you to prove your worth in order to get things needed to prove you worth for some totally unrelated task.

Recurring Foe +100 CP
You have an enemy who you have no way to convince to leave you alone. Each time they face you, they learn more about you and how better to face you in the future.

Rough Childhood +100 CP
You were not as lucky as some people. Your in-universe childhood was - or will be - abusive and painful to such a degree that you will be affected by it, even if you didn't really live through it.

Scarred +100 CP
You either have horrible burns or horrible wounds, none of which you can hide. You appear monstrous to others.

Scripted Encounters +100 CP
You'll run into whatever threat you're dealing with more often. You won't automatically become a priority target, but sheer proximity is likely to put you at risk.

Shameful Attraction +100 CP
The worst kind of perverts keep seeking you out and trying to get you to fulfill their fetish.

Shy +100 CP
You find that it's incredibly difficult to talk with people you want to be friends with.

Sickly +100 CP
You have a poor immune system and are more susceptible to illness. You'll get sick at least once a month.

Silent Night +100 CP
Unfortunately not. An annoying narrator who constantly insults you and reiterates things that you already know will rhyme in your inner ear every. Single. Christmas.

Silent World +100 CP
The world seems emptier than it ought to be. You don't know what happened, but the population of your starting planet (or nearest equivalent) is *drastically* lower than expected, even after including every named character. If you would normally see eight-billion humans, you can instead expect to see as few as seven-*million* instead.

Simple Minded +100 CP
You find it difficult to understand somewhat complex topics, and you have trouble remembering when holidays are.

Stalker +100 CP
A random, ordinary human knows *everything* about you and is *obsessed* with you. They're also protected from any Perks or Powers that would help you find them quickly.

Stranded +100 CP
Instead of whatever your normal starting location would have been, you find yourself in the middle of a deserted island somewhere in an ocean.

Team Up +100 CP

It seems that you can't go anywhere without some random person showing up and joining you. What's worse, *they* always seem to get any of the praise you may have earned and *you* always get all of the criticism.

They Heard You +100 CP
Any time you say something mean about someone, they'll overhear you and probably get upset. You will forget you took this Drawback.

They Took My Loot! +100 CP
Any time you leave any treasure unguarded, expect thieves to show up and steal it.

This Is A Holdup +100 CP
For some reason, every two bit henchmen, sidekick, minor minion and comedy relief character thinks they can kick your ass and they're going to go out of their way to prove it! Expect to get mugged *a lot*.

This Is A Really Good Book +100 CP
Whenever you try to read a book, you get sucked into the narrative and ignore everything happening around you.

Thugs For Days +100 CP
Everyday, a minimum of ten random thugs will show up and target you.

Touch Of Madness +100 CP
Things keep happening that leave you thinking you're going crazy… and maybe you are.

Turn Based +100 CP
Whenever you enter into a fight with someone you will find yourself transported into a weird pocket dimension where you are only able to take an action after each of your opponents in a fight.

Two Of A Kind +100 CP
People keep drawing parallels between you and other people, and these comparisons are *not* flattering.

Unknown Rival +100 CP
It appears someone has taken a shine to you, but not in a good way. They have abilities or a similar area of expertise to you, and they're *not* taking it well. They won't do anything to outright harm you, but they *will* try to one-up or challenge you, and there's not much you can do to get rid of them. If you beat them at their own game, they'll double-down. If you try to help them beat *you* to get them to leave you alone, you'll come out on top purely by accident which will, again, spur them to double-down.

Unnecessarily Slow +100 CP
Everything that happens here seems to take forever, moving at a snail's pace. I hope you're a patient person.

Unwanted Crossover +100 CP
This drawback acts like a magnet to other settings resulting in some strange individuals from other worlds popping up and potentially causing us issues. These individuals tend to be in line with the power level of the chosen setting but you won't have any way of knowing when someone new has shown up.

Wanted +100 CP
You have a criminal record somewhere out there. It has a surprisingly high bounty, but not so much that you will be sought out. People *probably* won't go after you as long as you stay away from wherever your wanted poster is.

Wearing Underwear on the Outside +100 CP
You have terrible dress sense with everything you wear being the worst possible combination of clothing.

The Weirdo +100 CP
Everyone seems to think you're strange. They'll go out of their way to avoid you unless they actually want to speak to you.

What's His Name? +100 CP
No one seems to remember your name, so you've been given a nickname that really winds you up. What's worse, most people think that it's your actual name.

What's That Smell? +100 CP
No matter where you go, no matter what you do, something always smells slightly off. The source of the smell changes depending on where you are, but it's always distracting.

What's Wrong With His Face? +100 CP
Your face has been messed up, leaving you grotesquely ugly and near unrecognizable to everyone who knows you.

Where Did I Go Wrong? +100 CP
You can't tell the difference between confidence and arrogance.

Why Am I Naked +100 CP
You start this Jump naked and your clothing are incredibly fragile as they keep getting destroyed leaving you in the nude.

X-Rated +100 CP
Things in this Jump are a little more… *explicit* than normal. Sex, drugs, murder and a lot more are out there, and it's almost like this world is desperate to show it all off.

Amnesia; Local +200 CP
Until the end of this Jump, you can not remember the events of the setting you have entered.

Amnesia; Personal +200 CP
You have no memories of your personal life before entering the current Jump but this does not affect academic, social or media knowledge.

Amnesia; Jumper +200 CP
You lose all memories and knowledge you gained since beginning your first Jumpchain.

An Accident +200 CP
You keep accidentally falling into compromising positions.

Betrayal +200 CP
You keep trusting people who don't deserve it and they keep betraying you.
Whether you're just that naive or it's against your better judgement, you keep trusting people who don't deserve it and they keep betraying you.

Bigger Boss +200 CP
Any time you defeat an enemy, not only will their superior know, they'll also know *how* you did it.

Blinded +200 CP
You have lost your eyesight and will not regain it this jump.

Dark Minions +200 CP
Some odd physical embodiments of evil will seem to appear everywhere and they always attack you, no one else ever seems to see them or interact with them but those things seem to be drawn to you like ants to sugar.

Dead Or Alive +200 CP
You have a local criminal record and anyone who recognizes you as the target will attempt to turn you in for the bounty.

Demonic Disturbance +200 CP
Your presence has caused discomfort for the demonic entities within your chosen setting. They will attack you on sight and may go out of there way to make sure any acts of evil in your area are directed towards you.

Discount Budget +200 CP
Anything you get your hands on is always the cheapest alternative option.

Fighting Myself +200 CP
At least once per week you will have to fight a fake copy of yourself.

Friends From Beyond Your Dimension +200 CP
A powerful godlike being will interfere in your life making it more interesting or fun for them to observe.

Godly Distractions +200 CP
Your presence has drawn the attention of the universe's local divinity. Though they will not take direct actions against you they will pull strings to make things difficult for you until you choose to confront them. If no gods exist within the Jump continuity your Jump-chan may choose to retroactively add the Gods, such as the Greek Gods to the setting for this Drawback.

Hormone Problems +200 CP
You have a heightened state of arousal that makes it so that you are constantly in the mood and find those you are attracted to far more attractive.

Lemming Friends +200 CP
All of your in-universe allies gain an unfortunate lack of self-preservation, causing them to take actions that are obviously stupid or will likely end very poorly for them.

I Hate Fighting Me +200 CP
At least once per week you will have to fight a fake copy of yourself, some will be shapeshifters, artificial replicas and occasionally incomplete clones.

Instructional Video +200 CP
Whenever you do something for the first time you will be forced to watch a long boring tape that doesn’t actually explain anything.

Is this Blood +200 CP
You have an unfortunate habit of coming across fresh corpses without any excuse or explanation.

Lemming Behaviour +200 CP
You seem to lack any, no matter the danger no matter the threat you seem to face it as though you are invulnerable. The greater the chances of you being crippled maimed or killed the more excited you become.

Looking For Help +200 CP
You have difficulty finding allies and will often find yourself alone without anyone to trust.

Mirror Match +200 CP
It seems that you have a Clone out there causing chaos. They will have all the perks and race options you picked in this Jump but their minds are empty.

Nightmares +200 CP
You will suffer terrible nightmares showing you the dark and twisted actions of your enemies.

Perfection +200 CP
You are now a perfectionist and will refuse to accept anything less than perfection.

Pet Food +200 CP
Creatures of every shape and size will want to eat you from the smallest bug to the largest lion, the only exception to this are sentient creatures such as humans.

Pig +200 CP
You are always hungry with no amount of food truly satisfying your appetite.

Poor Underestimation +200 CP
You forget this drawback and whenever you underestimate an opponent they will get stronger.

Publicity +200 CP
Every mistake you make will become public knowledge, and every negative misinterpretation of your actions will be pushed to the front. It's almost like someone is trying to make you look bad.

Read People Like A Brick +200 CP
You can’t read people, you can not understand people's emotions, and you often misconstrue what they mean causing you to be oblivious to the intentions of others.

Sore Thumb +200 CP
There is something odd about you that makes you seem noticeable as a foreign being to anyone who deals with anything not native to Earth or this dimension.

Stealthless +200
You are very bad at sneaking.

The Bad People +200 CP
For some reason everybody is an asshole to you. They will treat you like dirt and if you dare refuse to do anything for anyone don't expect any kind of help from them ever.

The Good People +200 CP
It seems that everybody wants something from you, they want you to get their cats out of trees or fetch them milk for their tea, regardless if you refuse to do a task for someone you're the asshole. On the bright side, if someone has already given you a task that you are currently working on, people are less likely to give you new tasks.

Thou Shalt Not Kill +200 CP
You are not capable of killing someone, giving anyone who may be killed by you selective immortality.

Too Soon +200 CP
Every attempt at a romantic confession or to kindle a relationship will crash and burn in a humiliating way.

Too Nice +200 CP
You tend to be overly accommodating for others, allowing them to dictate or make decisions for you. While most of the time this will be simple things such as what to eat or where to go if left unchecked you could find others determining your whole life for you.

True To Myself +200 CP
Alternative versions of you from the future keep showing up and causing disturbances before disintegrating.

What The Heart Wants +200 CP
You have a massive crush on one of the main characters as appropriate for you, you will discover which one when the jump starts.

Wider World +200 CP
This world is bigger than you would normally think but this makes the world more dangerous. There are more magical schools, more super martial arts, more alien races who will target the planet, more magical creatures that will show up to cause trouble, and more that would normally not be shown and all of them seem to think they should involve themselves in the plot.

You’re A Joke +200 CP
It seems that no matter what you do or how effective you are, everyone will see you as a failure and treat you like a joke.

You're only Paranoid if You're Wrong! +200 CP
You expect every word to be a thinly veiled threat, every offer to be a chance of preempt betrayal, every moment of weakness is an opportunity to be attacked.

Amnesia +300 CP
You have forgotten everything about yourself other than what you learn in jump and from your origin and background.

Cat Got your Tongue +300 CP
You are now Mute and unable to speak verbally for the duration of this jump.

Competent Enemies +300 CP
All of your enemies will get situational intelligence whenever you face them making them twice as competent.

Crippled Limbs +300 CP
This can be taken up to four times with each time affecting a different limb for the duration of this Jump.
You may select from either a left or right crippled arm with each crippled arm lowering your hand-to-hand damage and accuracy with all weapons.
You may select from either a left or right crippled leg with each crippled leg severely lowering mobility during combat. With one crippled leg, movement speed is halved and with both legs crippled movement speed is reduced to one-tenth.

Death Takes a Holiday +300 CP

You enemies now seem to have some form of immortality no matter what happens to them. While someone remains your foe they can't die, they can be crippled or imprisoned but not die.

Everything Is Fine Now +300 CP
There are consequences for your actions and it seems that after each battle you are going to need to help clean up the mess.

The Ghosts Of Murder's Past +300 CP
Anyone you kill in this Jump will haunt you in a very annoying way possible.

Holy Problems +300 CP
You have an aversion to all religions and will feel weak whenever you come into the proximity of any religious symbols or objects.

I Saw You Barely Over A Year Ago +300 CP
Your sense of time is terrible, you can't tell if a week has gone by or eight years.

I'm Going To Take A Walk +300 CP
You seem to be a walking magnet for issues as every time you go for a simple walk you will be pulled into the middle of some kind of event.

I've Come To Duel You! +300 CP
It seems that your list of enemies has expanded, growing to include beings from other settings. Perhaps you will face Egyptian pharaohs, strange children, furry animals, or something stranger.

Just A Child +300 CP
Instead of starting this jump as an adult, you will start it as a newborn baby, you will not start the jump time until you are socially considered an adult at which point the Jump time will start and all other non-narrative drawbacks will begin to activate.

Living In Exciting Times +300 CP
Completely random but exciting things will nearly constantly occur around you and often attack you.

Local Scale +300/+600 CP
For **+300 CP** your initial level of power will be capped at the general range of the supporting cast at the start of the fictional setting. For **+600 CP** your level of growth will be capped at 90% of the scale of growth of the local protagonist.

Outside Problems +300 CP
You keep getting stuck in situations outside of the regular continuity such as monsters, demons, and extra-planetary problems.

Part-Time Janitor +300 CP
There are consequences for your actions and it seems that after each time events you are part of make a mess you will have to help clean up.

Prepare For Evasive Actions +300 CP
Any time you are in a form of transportation it will be attacked.

Split-Personality +300 CP

It seems that you are not alone there. You have an alternative persona within you, one who cannot take control unless you lose control. They seem to be the antithesis of you but they seek out what desires you refuse.

Today's Kind Of A Bad Day +300 CP
During this Jump you will have one really bad day as someone really strong will show up, beat you up, kidnap someone you care about, and no matter what you do you will definitely die at least once so let's hope you have a 1-UP.

Villain of the week +300 CP
It seems you're a magnet for odd enemies as every week a new enemy will show up to battle you ranging from a weakling with delusions of grandeur to those who are a genuine threat to you.

Where are the Instructions +300 CP
You have no idea how to use your perks, powers or abilities requiring trial and error to figure out the basics let alone the full power.

You're A Right Git +300 CP
Everyone thinks you're an arsehole and a cheat, and nothing you can do will prove this wrong.

You Get One More +300 CP
If you do something annoying more than twice you will get punished. How, why by who? Well, that will be situational.

Alone +400 CP
For the duration of this Jump you can not import any out of Jump companions or followers with the option of them being frozen in stasis for the duration of the Jump.
If this document is taken as a Supplement this drawback will not affect the items gained in the attached Jumpchain.
You must reserve this drawback with the effects of the drawback taking place for the entire Jump.

Butterfly Wings +400 CP
Your mere existence will cause massive butterfly effects, the canon events are no longer protected and every action you take will cause reactions that change the plot dramatically.

Empty Handed +400 CP
For the duration of this Jump all out-of-Jump Items and Warehouse options other than body mods are blocked.
If this document is taken as a Supplement this drawback will not affect the items gained in the attached Jumpchain.
You must reserve this drawback with the effects of the drawback taking place for the entire Jump.

Find And Seek +400 CP
Every year you will gain a list of 12 MacGuffins that will be scattered around the world. Failure to find them within a year will count as a jump failure.

Here Comes The Bad Part +400
Whenever you get new information there will always be a bad part of it.

I Am Bound By My Word +400 CP
You are bound by any promises you willingly make.

The Importance Of Education +400 CP
You will be forced to attend 10% of your total time in this jump inside of an education institute. Failure to do so will count as a jump failure.

Known Enemy +400 CP
Someone doesn't like you. Maybe you wronged them, maybe your friends wronged them, or maybe there's just a huge bounty on your head. The point is, this person is going to try to kill you, and they will not stop trying to kill you until you or they are dead. They cannot be reasoned with, attempting to pacify them through supernatural means will not work, and restraining them will buy you time but they'll find a way out.

Lost Or Found +400 CP
It seems that your possessions keep winding up in the hands of the worst person to have them, let's hope it's not world-shattering.

Powerless +400 CP
For the duration of this Jump all out of Jump perks, powers, and abilities other than body mods are blocked.
If this document is taken as a Supplement this drawback will not affect the perks gained in the attached Jumpchain.
You must reserve this drawback with the effects of the drawback taking place for the entire Jump.

That Wasn't So Difficult +400 CP
You will forget this drawback and any time you act overconfident for solving an issue, a more difficult issue will occur.

Where Am I? Why Am I Here? +400 CP
You keep getting randomly teleported to locations to complete tasks without any idea of where you are or why you are there.

Deathbound +500 CP
Every year you will be stalked by death and suffer from dangers that are guaranteed to kill you at least once a year.

False Friends +500 CP
At least 12 times a year an imposter will appear replacing one of your friends or allies, they are almost identical to them but will have malicious intentions.

PS1 Game +500 CP/+1000 CP
It seems that there is something wrong with this jump and instead of it being the anime universe you are instead in a PS1 game.
For **+500 CP** this means that what you see of the world will be blocky with flat textures on the floors, walls and people who are now complex NPCs.
For **+1000 CP** the entire world will function as a PS1 video game of the World with events forced to stick to a linear plot with optional time-sensitive subplots; you will not gain a lives system or any of the in-game power-ups however there may be collectibles that do nothing.
You must reserve this drawback with the effects of the drawback taking place for the entire Jump.

Auto-Punishment +600 CP
Every time you make a mistake you unintentionally react violently, harming yourself as punishment. This results in minor wounds and injuries which build up over time, these injuries heal at a "normal" human rate despite any healing abilities you might have.

So Weak +600 CP
At some point during this Jump you and all your allies will be defeated, there is no way around this, you will lose and you will all be captured.

Us Humans Are Full Of Surprises +600 CP
It seems that the humans of this world are not necessarily the same as expected. It seems that there are mutants, metahumans, or otherwise superpowered people.

Boss Rush +600/1000 CP
Post jump you will have to have a 1v1 fight against every enemy you have faced in the jump one after another, you will not be able to move on the next jump until you have beaten them all. For **+1000 CP** all the opponents will have their raw power to reach yours but they won't gain any extra training or proficiency.

AU Continuity +1000 CP
You are not in the canonical story but an alternative universe randomly created from all the FanFictions and Fan Theories.
In Context Foe +1000 CP (Requires 2 or more of the following Drawback "Powerless", **"Empty Handed", "Alone")**
To take this drawback your jump setting must have a Jumpchain that you have not used. A new opponent will be added to this jump with their only goal being to destroy you. They will have double the total **CP** you gain in this Document which they can spend however they wish in the unused Jumpchain.

Random Setting +1000 CP
By taking this drawback you are no longer allowed to select the setting of your Jump instead you must use the following link and choose one of the six options it provides. If that setting has a Jump Document already you may use that Document for this Jump.
If none of the settings are appropriate you may change the genre option to: Animation, Fantasy, Horror, Science Fiction.
https://www.bestrandoms.com/random-movie-generator?genre=Fantasy

Scenario

Bancho's Mantle

(Requires "Dark Area Invasion", "Vampiric Ambitions", "Dark Masters", "In a Mirror Darkly", "Digimon Emperor", "Mirror's Sequel", "Black Wargreymon", "Rise of the Morning Star", "Titamon", "Boss Rush" and either "Sovereign's Wrath" or "King Drasil's Rage)
The Bancho are a group of five Ultimate-Level Digimon who hadn't reached this level by digivolving, but by nothing of combat prowess. Great champions of the Battlefield they have overcome countless battles without reaching the Ultimate Level until finally the world itself declared them as such, elevating them to the Ultimate Level not by Evolution but by pure strength and prowess.
Oh seeker of strength, if you take this challenge you will be tasked with a feat as incredible as this. Many foes are arrayed against you today and your task is to fight your way through them without ever reaching for the Ultimate Level. This shall disable the Capstone Perks available to you except Sovereign Soul should you have it and even then you shall not be able to evolve to the lofty heights it allows.

Reward:

BanchoJumpermon

"Hail Friend! Ha! It looks like we have yet another to join us!" So declares Bancholeomon as any of your pre-Ultimate forms finds itself clad in an attire befitting the Bancho title with a jacket/longcoat settling upon your shoulders. You have become the sixth of the Bancho, gaining the ability to set your Bancho State as your Base State in future Jumps. This may be applied to any evolution form you have right now.
On a more practical note, this Perk will not only give you the above, but multiply every statistic you could possible ask for by a factor of 100, yet if you enter your Bancho State this boost shall be further augmented by no less than a further factor of 10 when compared to your strongest Perfect Level Digimon. This will stack multiplicatively with any other Perks you obtained here or in other Jumps.
Furthermore, as a Bancho you command respect, sinister or Virus-Attribute Digimon may be drawn to you, wishing to follow the strongest. They will express their normal evil in rowdiness, becoming more akin to school delinquents but will follow your commands and never dare to lift a finger against the weak unless you command, for the Bancho, while unruly, are justice itself as is exemplified by the coat of the Bancho. This command will extend in future jumps to anyone whose leader you beat in a fight and the sorts of people who would be attracted to a Bancho or respect the strong will naturally feel great respect for you as you are the very pinnacle of what the coat represents.
Also, you can summon the coat and attire at will in any form you have and everyone will understand the power this represents, though you don't need it for the base x100 boost to your power.

True Beginning

Requires: Must be First Jump, hasn't taken "Extra Supplement", 0 Starting CP, "Newly Born", "Digital World Life"
Hm? Oh you're taking this for your first Jump? Well, I have an offer. This is independent of any Bodymod you would have. Why does that matter? Well simply put? If you take this scenario, you get this bodymodded. A few rules however:

1. This must be your first Jump or supplement to your first jump.
2. There cannot be any other OoC Supplements taken
3. You take the "Newly Born" Drawback for no points.
4. You will be bound to Digital World Life and thus have a life cycle.

What is your goal? Survive and prevent evil from ruling the world. Hope you're ready to deal with anything you took for Drawbacks.

Reward:

Bodymod!

Yup, you get everything you purchased and earned in this Jump as a Bodymod addition. This doesn't preclude you from using the Bodymod Supplement, but man you got some serious power now I imagine.

Late Bodymod (Incompatible with "First Jump Supplement")

Oh you're not taking this as your first Jump? Well, you can still accomplish a Scenario to add onto your Bodymod. Here are the rules:

1. You cannot take the "Second Supplement" Toggle.
2. You are stripped of all Perks and Items from before this Jump as well as your Bodymod, reducing you to only purchases from this Jump including this Supplement.
3. You must take the "Boss Rush" and "Random Setting" Drawbacks.
4. If you are using the Universal Drawbacks Supplement or other means of increasing your CP beyond basic Drawbacks they are suspended.
5. All purchases in this Supplement cost twice their normal cost.

Reward:
Everything you purchased and earned (Scenarios) in this Supplement is added to your Bodymod.

Heavy Punishment

To take this scenario you need to have taken at least 20 Drawbacks from this Supplement.

Reward:
Digimon Troubles
You may apply Drawbacks from this Supplement in future Jumps as if they were Drawbacks native to that Jump.

Notes:

Credit to DeverosSphere on Reddit for the template and giving me permission to make this Supplement. Also Credit to him for the General Drawbacks.

If you have any questions, please don't hesitate to ask me.

Note: While not explicitly stated, you can choose to add 1 member of the Digimon Sovereigns, except Huanlongmon, as one of your Ultimate Level forms if you took "Sovereign Soul". This isn't limited by your own species relative to the Sovereign you want.

Interaction/Digivolution Notes:

1. Sovereign Soul: If there is some manner of media in which a Digimon is seen evolving into a Sovereign (the partners of the first generation Digidestined as revealed in Digimon Adventure Tri or those partners blessed by the Sovereigns in Digimon Survive) then they may still evolve into the Sovereign they are normally able to evolve into separat from the one given by the Perk itself, this acting similar to that blessing. Examples I know are Labramon to Baihumon, Floramon to Ebonwumon, Syakomon to Azulongmon and Falcomon (Green) to Zhuqiuaomon.
2. Royal Knighthood: Aside from it's primary effect, this Perk has another: If your Digimon form can evolve into a Royal Knight Species (Guilmon with Gallantmon, Veemon with UlforceVeedramon and Magnamon, DORUmon and Alphamon) then that evolution will also be the fully powered Royal Knight variant rather than the common Digimon variant. This applies to any Digimon Form you have.
3. Bancho's Mantle Scenario: No using Magnamon (Royal Knight), or comparable Digimon. No using Double-Spirit Evolution Hybrid Level Digimon like Aldamon or Beowulfmon, which are Mega/Ultimate adjacent. If you're a Lucemon, no going beyond Rookie Level. I would ban Lucemon outright but this is me doing a favor for NeoDraconis on Reddit, not on request but because I'm nice like that. Basically, any Digimon that is Mega Adjacent in power on its own, is off-limits.

Version History:

1.0. Finished Document

1.1. Added "File Sharing", some minor adjustments and corrections in formatting of some titles.

1.2. Expanded Drawback Section with several new Drawbacks.

1.3 Added "Bancho's Mantle" Scenario.

1.4 Minor update, added some clarifications and notes.

1.5 Corrected a mistake in the X-Antibody Perk, as it is Digimon who aren't natural carriers who get the powerboost. (Edit: Added rule of being free for natural carriers to X-Anttibody)

1.6 Added several new Perks, a Toggle and a Drawback. Why? The scenario takes so many Drawbacks you can't spend all of the CP.

1.7 Added a lot of new stuff I came up with while unable to use my PC. Highlights are “Legend Arms”, based on that group of Digimon with the same name, and a few new Drawbacks. I hope you guys like them.

1.8 Improved the Companion option so as to make it more useful in a First Jump Scenario, added a cover image 😀

1.9 Altered the Digivice Item, added Digimon Converter and Training Facility Items

2.1 Corrected some issues with the scenarios

2.2 Updated the Generic Drawbacks from those added by Deverosphere

2.3 Character Adaptation Added

2.4 Digital World Addition and altered page size and format alteration

2.5 Updated Generic Drawbacks Section, Resized pages to Din A4 format