This place seems familiar doesn't it? A digital world filled with strange creatures, inextricably linked to a world so close to the one you used to call home. Where the strength of your heart can shake the heavens, and the weight of destiny falls upon chosen children destined to bring about a new age of peace as they fight against ancient evils. An amusing place, no?

This isn't that world.

There is no prophecy here Jumper. No relics of a bygone age to be granted to the chosen few, no ancient protectors watching over the world for untold eons, and miracles are in terribly short supply. Yet by the same vein there are no ancient evils plotting their revenge. Just people, each reaching for their dreams and living their lives for good and ill.

It's a world where noble heroes might do terrible things for the good of their people. Where the wild places are just as untamed as our own, yet so much more dangerous. A place where businessmen may scheme to enslave entire races for their benefit, and creations made with the best intentions can turn their creator's dreams into nightmares. Most importantly, it is a world whose fate will be decided by its people, human and digimon alike, rather than those ordained by some higher power.

So be you hero, rebel, adventurer or scholar…
Welcome to



By Regalus

You have **1000CP** to carve your place in this world Jumper, choose wisely.

Location

You'll begin your time here in the CITY. The CITY is a wonder of human and digimon science, and a symbol of their cooperation; having been established by Dr. Kougure as a representative of the Digital Accidents Tactics Squad, along with Clavisangemon and the Four Digimon Sovereigns. Here the two races will take their first steps together, and the pioneers of this path will be the Tamers and Partner Digimon who dwell here. Upon your arrival the city will still be in its relative youth; largely populated by DATS personnel managing its day-to-day function, and allied digimon. However, most of its population is made from children and teens chosen from around the world to become Tamers.

While it's possible to return to the human world, I wouldn't suggest doing so if you have any pressing concerns as time moves much faster in the digital world. Which when combined with the unaging nature it grants to humans will lead to many Tamer's living double lives. Due to this for the purposes of your stay here your time will run up once you've experienced **10 years**' worth of time. That said, there are three major periods of this world's history that may take place during your time here.

1. **First Steps:** Humans have recently begun to settle into the digital world. The efforts being led by one Dr. Haruhiko Kogure, Clavisangemon and the Four Digimon Sovereigns with tangential support from DATS in achieve their dream of Human and Digimon working together towards a brighter future. Recruitment is high as the first union attempts to establish a proper foothold in the world by bringing in promising young trainers. However, not everyone is so keen on these aliens who seem nice but could easily invade and enslave them. Tensions are high between the wild digimon of the world and those who have sided with the Union; making the tentative peace between them a powder keg just waiting for the right spark. This is the era you would normally arrive in; though for **50CP** you may to begin your stay in one of the other two.
2. **Era of Twilight:** Time has passed since Alphamon's plot was foiled. Humans have carved out their own place in the digital world; having established multiple cities across the server. Each with their own union to manage and protect the thriving populations of both digimon and young Tamers looking to make a name for themselves. Most digimon acknowledge them as a local authority; both working with the Union on major projects and requesting their assistance in the matters of various territories from odd jobs to serious threats. However, the highest seats of power in the digital world are still watching the Unions closely; waiting to see if they will prove their worth, or if the digital world is better off without them.
3. **Grand Championship:** Dr. Kogure's Dream has finally been realized. Humanity has reached harmony with the denizen of the digital world, and the land knows peace at long last. Now the time has come to elect a new Tamer King to decide the Fate of two worlds.

Backgrounds

The day is July 15, and you find yourself in front of a computer; strange creatures frolic on your desktop as you receive a message from an unknown sender, inviting you to a fantastical adventure almost too grand to be believed. Of course, you say yes; and find yourself transported to a strange new world. A familiar situation for you, I'm sure.

Now let's determine who you were before accepting this invitation. Roll 1d8+7 for your age. Your sex is the same as it was in your previous jump, though you may change this and determine your Age for **50CP**

Wanderer: You didn't get here like everyone else; simply **Drop**ing **In**to the digital world for no apparent rhyme or reason, but don't worry! You're certainly not the first dimensional traveler to land here; though perhaps you'll decide to stick around longer than the rest. Dr. Kogure is sure to want to have a chat with you, and if given the chance will be more than happy to hear you out so long as you don't threaten The CITY.

Simple Soul: Perhaps you heard strange rumors from your friends, or in the less reputable parts of the net; some nonsensical tale about monsters stalking the secret places of the World Wide Web. Maybe you lived a dull and uninteresting life; always dreaming of the day adventure would come and find you, and today that dream became a reality. Whatever the case you now find yourself with a young digimon in your care, a whole world filled with adventure to explore, and a tendency to stumble into unlikely situations; but at least things won't be boring.

Researcher: As a young prodigy you were hand-picked by Mr. Kogure for your astounding brilliance, and you can't deny this opportunity was just as grand as he told you. A whole new world linked to our own, new life and the mysteries of bioenergy; unlocking the secrets of any of these is sure to revolutionize the world! Sure, the natives are either not too happy with you or a bit *too* eager to take advantage of your discoveries; but who said exploring a new frontier would be easy?

Visionary: You've always been an ambitious fellow, aware of the true nature of the world since a young age. Under those trials you grew strong, drawing strength from a great belief or burning desire; and it's because of that strength that you find yourself at the cusp of your greatest endeavor yet. Perhaps you were recognized by someone for your strength, or you simply saw a great opportunity and took it. Whatever the case you find yourself in a strange land, with people too blind to do what needs to be done. Some may call you a rebel, others a hero, or perhaps even a tyrant; but none will deny the purity of your convictions.

Perks

Origin's grant a 50% discount to their perks, while receiving their 100cp perks for free

Font of Life (Free): Just brimming with energy, aren't you? You could spend a day hiking through the wilderness nonstop, and still have more than enough energy left over to run for your life when that twenty-foot tall killer mantis bursts out of the woodwork. Human's brought to the digital world are always selected for their bountiful amounts of bioenergy, which is a necessity for powering digivices, and strengthening their partners. However, perhaps you aren't content with just being "good enough"?

Well, for **200CP** you'll be someone truly special. You're a truly bountiful and potent well spring of bioenergy; in another time and place you would've surely been scouted by DATS itself to be one of their agents despite your age. You see where others might channel a trickle of power to their partners, you're more like a stream suffusing them with your power. Aside from giving you an extraordinary lifeforce; this means that any digimon partnered with you will grow in power and aptitude much faster than your peers, and that on top of having extraordinary stamina you can recover from fatigue astonishingly fast. In fact, you only need about four hours of sleep before you're ready to face the day again.

Wanderer

Check Directory [100CP]: Wherever you are, there you are; and now you know where 'there' is. With a thought you can instantly find out your exact location; both in name and whichever system of coordinates you find applicable to your needs; from web addresses, longitude and latitude, or even dimensional coordinates. You might not know where home is, but with this you've gotten the hardest step out of the way.

Mask [100CP]: On the digital plane appearance is a funny thing, just a colorful wrapper really; one so easily altered by those who know how. Through this you can generate any sort of purely aesthetic change to yourself or a touched object; so long as it maintains the same general shape as the original. Change your hair to any color of the rainbow, make a vehicle plaid or make a sword look as if it were made from plastic with equal ease. However, these alterations are fragile at first, and a strong enough blow will reset them to their original appearance until you become more adept at their use.

Wise Pilgrim's Appraisal [200CP]: The first rule of camping is "don't poke or eat something unless you know what it is". A good rule to follow if one that makes things a bit boring, so what if you had a way to get around that little issue? By focusing on a target for a few moments you can divine a small description of its nature, basic attributes, functions and name; obtaining about as much information as you'd be able to uncover if you performed an in-depth investigation of it… but without risking the associated risks or extensive time-sink.

Of course, this means that as you become more knowledgeable or skilled you'll obtain more information of a higher quality through this. On objects this will often be a summary of its purpose, proper use and benefits as if you spend hours studying and messing around with it. Living targets on the other hand may provide something not dissimilar to a character sheet; presenting their most notable qualities and traits through abstract, and at times vague, but easy to interpret values.

Pack Rat [200CP]: On your journey through this world you're liable to come across all kinds of strange and wondrous things; it would be a shame to have to throw them away, but with this you'll always have some extra room in your pockets. With some focus and mental gymnastics, you can establish a "directory", an expanded subspace, within a small container; allowing it to hold far more than it should, while ensuring you always pull out your desired object when you need it.

This works best on pockets, backpacks and other small containers; allowing you to easily manage all those chips you're sure to come across. That said, the bigger the directory the more time and effort it will require to establish or repair. Though with decades of experience you might be able to apply this to entire rooms. However, be careful, if the container is damaged or destroyed anything you stored inside it will be inaccessible until you take some time to link that directory to a new container or repair the old one.

Ripples over Water [400CP]: Every world is connected, and even events in the most alien of lands can cause ripples across many worlds that few other than you can predict. You possess an intuitive grasp of how actions performed in one realm can influence those adjacent to it; allowing you to accurately predict what the consequences of these actions may be. You might foretell how an all-out war in a virtual world might affect machines in the real world, or how tampering with

specific satellite arrays might alter the landscape of the digital world. That said, perfect precision is all but impossible given the forces involved, but surely a few unexpected consequences are a small price to pay for such designs.

In addition, if you're already a bit of a **Pack Rat**, then this greater insight into dimensional interactions will grant you a few new tricks. First off, rather than having to bind a Directory to a container you may establish an entry point, typically taking the form of an intricate glowing design on a surface, which may be used to "warp" into and out of your Directories. Moreover, rather than simply being a larger version of the container, you can alter a Directory's internal space; allowing you design an alternate "background" for it and establish both internal conditions and "props" such a trees or simple furniture. Given sufficient skill and experience you might be able create a sunny island home under your bed for when you just need to get away from it all for a while.

Word on the Wind [400CP]: Traveling far from home it's easy to lose track of things. All those little issues building up, and usually you'd only hear about it once it was already too late. This is even worse if you're the kind of person that has dozens of assets spread throughout; at that point it'll be a miracle for you to keep up with the latest news, let alone stay abreast of their day-to-day happenings. However, with this those days are long behind you; having gained an awareness of the current state of all your assets, be they structures, businesses or workers.

Normally this remains at the back of your mind, only coming to the foreground if an urgent matter rises that would merit your immediate attention; though at any time you can focus on a given asset and receive a detailed summary of both its current state and any notable affairs that transpired since the last time you checked in. This way you can continue to oversee your estate even while traveling through alternate dimensions on a crusade to fight demon lords.

Measured Bites [600CP]: Along your journey you'll come across many strange wonders which will tempt you to take their power. Taking such power is often ill advised as you never know just how many strings might be attached to it, or if you'll pop like a balloon afterwards. This option grants you a measure of insurance against such boobytrapped boons; shielding you from its influences or corruptive effects, enhancing your resistance to whatever costs or strain it might have for its use, and preventing you from suffering a horrible painful death from power-overload.

Keep in mind, this doesn't mean it you can use its full power unrestricted, so much as ensures that you'll only ever tap into as much of it as you can safely use. Oh sure, you could bypass this limit with a thought; but that voids the warranty. So, try not to fry yourself if you do alright?

Pest Control [600CP]: There's a lot of nasty bugs out there you know; things that may try to infest or otherwise infect you. From super plague carrying murderflies and parthenogenic parasites, to demonic possession and mind controlling computer viruses. So it pays to get your shots in; an ounce of prevention is worth a pound of cures after all! With this purchase you'll find that your personal integrity is impossible to compromise; diseases and curses failing to take hold, corruption and poisons being neutralized, possessing spirits phasing right through you rather than into you, and even things like radiation being about as harmless to you as a day at the beach. Oh, this won't prevent that murderfly from impaling you in its attempt to infect you with space-cancer; but it will immunize you to these insidious invisible killers. If someone wants to take you out, they'll have to do it the old-fashioned way.

Simple Soul

Meddling Brat [100CP]: Through equal parts investigative skill and dumb luck you have a talent for uncovering conspiracies and finding the roots of even the most outlandish of rumors; often without meaning to. Between all the new and interesting people, you'll meet, urban legends you'll uncover, and shadowy organizations you're sure to stumble into you'll never be left wanting for clues or adventure.

Charming Youth [100CP]: Why aren't cutie? Just look at that face; how could anyone think you're a bad guy? It's like getting angry at a puppy! After all, you're a very easy person to get along with; with a charm that let's you melt the hearts the stoniest of hearts, and an utter delight to be around. Honestly, if people gave you a chance, they're sure to make an exception for you.

Red String [200CP]: It's said that there are certain people in life your destined to meet. People who are drawn together by chance or who simply click despite their histories and nature; where a single chance meeting can give away to a lifelong friendship, true love, bring dream projects to reality, or save a life. Most people see these as happy little stories, but when they see you they can't help but think there might be some truth to those old tales; being blessed to have these sorts of encounters throughout your life. They may come and go, but these people will always leave a positive impact in your life. This seems to be especially common when you're in a tight spot or stuck in a rut, often opening doors you never knew where there, brightening even the dreariest of times, and offering a hand when you're at your lowest.

Task Master [200CP]: Less to do with training, and more with getting things done. When you've decided to do something you'll never have to worry about mental fatigue or otherwise losing your motivation to keep going even when things get unpleasant; whether that means grinding low level foes for hours on end to train your digimon, or plowing through the daily paperwork involved in running a digifarm. Honestly, it's almost like you're immune to boredom or something. Though the best part is how you've learned to motivate others to keep up with you, so you'll never have to worry about your partner getting too lazy.

The Greatest Gift [400CP]: The right person, in the right place and time can make a difference; a whim of fate that can change the course of a life unrecognizably. You of all people know this well, and now you can be that person for others. Often, you'll find yourself at the perfect juncture to make a difference in another's life; perhaps you'll spot a child being chased by shady individuals, meet a despairing artist, or come across someone whose car broke down. Should you choose to involve yourself, you'll feel the weight of destiny settle upon you like a mantle; both giving you an inkling as to how you might make a difference in their lives, and when the moment has passed. While often innocuous, the ripples caused by your actions may become far reaching; often aligning with your intentions and goals in unexpected ways.

The Golden Touch [400CP]: Given how hard it is to find someone that can use a digivice, it's no surprise that most of the kids here have no real idea what they're doing. Not you though, you've got quite a knack for this "monster training" thing. Whether its finding ways to improve their attributes despite their wildly different physiologies and talents, knowing exactly where you should focus their training, managing rebirth cycles, or simply getting literal angels and devils to not only get along but function as a cohesive unit; there are very few here who can match your talent. Heck, your expertise translates well to just about anyone with exotic features or talents; just don't get too obsessed about making them strong. Monsters are people too, ya know?

Ties that Bind [600CP]: As saccharine as it sounds, the power of friendship and love are no joke; especially when they come from a heart as big as yours. Not only have you broken through the supposed "cap" of how many meaningful relationships you can sustain; but those who grow close to you are empowered by your bond. Learning and growing faster, and finding their resolve reinforced by your feelings for them. This boost seems proportional to the strength of your bond, and for someone akin to an eternal friend or your true love the strength brought about by your feelings can be truly awe inspiring; allowing them to cling to life despite mortal blows, and even access new forms or powers they never knew slept within them. Why, even the power of Burst Mode itself wouldn't be out of reach!

Conveniently you have a keen awareness of your bonds with others and can always tell when they're strengthened or weakened. In fact, you'll find they will never dull or fray without direct action. Even if you spent a thousand years away from your true love, the next time you meet your bonds and feelings for each other will be just as strong as they day you parted.

Coryphée of Hope [600CP]: You're really something special. Your spirit never bends or breaks, instead burning brighter in the face of adversity. This spark seems to spread to all who know of you, steeling their wills and strengthening their faith; letting them hold on just a little bit longer, and fight all the harder to save what's theirs. Moreover, those around you know that they can trust in you to pull them through whatever life throws your way. However, your true power shines in the darkest of times; when faced against impossible odds, and failure is not an option, you may draw upon the hopes placed on you to bring forth a single miracle to change the tides.

The scope of this miracle is largely limited by the amount of faith placed upon you during this time, and the potential consequences of your failure. Being up to bat on the last inning with two outs and bases full might be enough to net you a game changing homerun. A duel against an evil overlord for the fate of a nation might result in a seemingly invincible defense being shattered, or some new stage of power to be all-too briefly tapped into by you or your allies. While being the last line of defense between a veritable god and the destruction of an entire world would not only allow you to tank a blow meant to shatter you and the world behind you, but also have your team stand back up fresh for round two. Just be sure to make the most of this chance, as this lightning will rarely strike twice on the same occasion.

Researcher

Book Learning [100CP]: You know, they don't pick just anyone to work here. DATS only accepts the best of the best, and they certainly aren't going to cut corners for something this important. So of course, you're one of the most brilliant minds of your generation; possessing keen memory, excellent recall, and the sharp wit to put it all to use.

We Come in Peace [100CP]: First contact is never easy, and first contact with super powered monsters makes things just a bit more stressful. Thankfully you're always cool under pressure and have a knack for diplomacy; having a sixth sense for whenever you're about to do or say the wrong thing no matter how alien the other person's psyche or culture might be from your own. As a side benefit this has improved your ability to recognize individuals; allowing you to tell apart perfect twins through a myriad of tiny clues most people tend to miss, and ensuring you'll always know who you're talking to even if they all share similar names.

Trust me I'm a Doctor [200CP]: Hey, there's no shame in outsourcing. Not everyone can be a master of every field known to man and digimon kind; so when it comes to the complex stuff most people will happily accept whatever an expert tells them, even if they don't understand one whit of what was said. As such you've become quite adept at exploiting this tendency; so long as people think you know what you're talking about, and add enough technical jargon in, no one will bother to double check you. Perfectly trusting that the syringe you're going to inject them with is filled with a super soldier serum, and never once considering it be a poison that'll turn them into lukewarm goop. Of course, this will only hold up if your credibility does; and once people realize you pulled the wool over their heads, they won't be too pleased with you.

Minimum Requirements [200CP]: You know the downside to being on the bleeding edge of science? Finding someone that can use your gear without exploding or going mad with power. Thankfully, you always know whether someone can handle something you want to bestow to them; both regarding their capacity to actually use it safely, and whether giving it to them would be a bad idea.

Responsible One [400CP]: Oh sure, most kids get to run around befriending monsters and having adventures; but an alternate-dimensional colony doesn't run on happy thoughts and guts. Through experience and lengthy training courses you've become an old hat at the dreaded Ps: Politics and Paperwork. Whether you're meeting with alien kings, managing interdimensional supply lines, or simply overseeing dozens of kids and their veritable hordes of super pets; you've got all the expertise and wit necessary to keep this place running indefinitely, and still have enough time left over for a few personal projects and adventures on the side.

Fluent in Geek [400CP]: Did they think you were born yesterday or something? You've been dealing with this crap since before most of these brats learned how to read. Oh sure, they can *try* to lie to your face, maybe try some fancy talk, carefully picked phrasing or omissions; but it's not like any of that will work on you. When that happens, you can just roll your eyes at everyone's painfully transparent attempts to deceive, misdirect or "subtly" manipulate you. Moreover, they won't have any better luck doing it in writing; whether they're complex ciphers, walls of technobabble, or labyrinthine legalese, you can read and explain it as if it had been written in plain English.

Digital Artifice (600CP): The creation of the internet was one of the greatest paradigm shifts of the modern world, and the discover of the digital world was certainly not far behind. A whole new world entwined with our own, through which untold wonders where discovered and created. This is a nascent field, each day bringing with it new wonders, and you're one of its trail blazers. You've mastered the art of creating "digital technology"; constructs forged from both code and energy that seem to defy modern understandings of physics.

In its simplest form this allows you to create "devices" capable of manipulating the digital world in diverse but simple ways; teleporters, "compiling" entire structures into being, purging corruptive influences, equipment capable of modifying a digimons parameters and abilities, or even manipulating an entities code in limited ways are all possible. Though the height of this art are those creations capable of affecting those on the other side of the screen regardless of the technology used as a medium; allowing you to perform feats such as taking a child from his school's computer lab and transport him to another world with the push of a button… once you have the proper virtual infrastructure for it. Though remember to temper your curiosity with caution, as more than one tragedy has come to pass once innovation and ambition surpassed their creator's common sense.

Prodigious Productions (600CP): Bioenergy; the corner stone of technological revolution headed by DATS, and the key to humans and digimon working together in harmony. However, greater still is the understanding it has brought to light regarding digimon themselves. While this field is barely understood, you've mastered it well enough to create simple digital lifeforms. After extensively studying a subject you're capable of creating a "dot" variant of that digimon. These "Dot" digimon are simultaneously simpler than the originals in both nature and appearance, being unable to digivolve further on their own, yet often a "step" more powerful due to your meticulous programming. With greater research and experimentation, it may be possible to further refine these techniques; eventually allowing you to create new digimon whole cloth without these limitations, or even splice data from multiple ones. However, such feats are a long way off from your current level of expertise.

Visionary

From the Masses [100CP]: Greatness is rarely heralded from the heavens, all too often it comes from the common folk; overlooked and underestimated until it leaves its mark non the world, and you are no different. It's easy for you to blend in among the masses; slipping under the radar of the powers that be, and those who might foil your dreams before they come to fruition. Only in hindsight may they realize all the signs that they missed, but by then it'll be far too late.

Smoldering Presence[100CP]: There is a spark inside you that sets you apart from the rest. A passionate blaze in your eyes that draws others towards you; your zeal cracking the walls of cynicism and indifference others use to remain numb to the world. Before your fiery discourse stoic facades break down, and people find themselves truly feeling and reacting to your words and actions; rather than simply brushing them aside or ignoring your message. Given the chance you could bring pause to would-be hecklers, hope to the jade, and command the attention of those around you regardless of your appearance or how many had come before you.

Not Good Enough [200CP]: This world is flawed. So many things that are lacking, that could be greater! Yet they are often overlooked or ignored by those who don't know any better, or those too complacent to care; but not you. You can easily discern the flaws in the world around you, and how it could be improved; understanding with a glance what would take others intense analysis. This doesn't mean you have the skills to fix or take advantage of these flaws on your own; but knowing what *should* be changed and *why* will guide your way.

To Rise Again [200CP]: Life is about growing, becoming better and maturing in body and mind. It is an awkward and painful process filled with many false starts, where even the most determined can lose their way. In the end everyone fails, that's why the important part of life isn't doing things perfectly; but learning how to fall with grace and get back up again. As such you've learned how to handle both failure and humiliation wisely, accepting your mistakes and learning from them rather than be overwhelmed by indignation and despair. Moreover, you've learned the difference between confidence and pride; as such you'll never need to worry about underestimating a foe, or being deaf to the advice of your friends.

Beneath the Veil [400CP]: People wear many masks in their lives; who they are at work differing from who they are with their family or lovers. Some people even lose track of who they really are; though you've never feared this. You've always been self-aware of who are deep down, and have learned to pierce through the countless facades others use to see who they are at their core. More importantly, you can bring their true nature to the forefront; revealing a conceited politician for the slime he truly is, and releasing the lion sleeping in the hearts of even the most timid of souls. With this talent you could bring forth a legion of heroes like the world has never seen… or a horde of monsters they'll never forget.

Rebellious Razor Mind [400CP]: There are those out there who seek to control the masses. Entities that which to move them like little toy soldiers and will crush whoever to follow the beat of their drum. Such entities soon find you embody their nightmares; throwing the best laid plans into disarray and confounding their every attempt to predict your interference. Attempts to coerce you don't fair much better, and those foolish enough to attempt to control you through more exotic means will find the experience disastrous at best and excruciating for them at worst.

Banner of Faith [600CP]: Change cannot be done by one person, no matter how strong. It takes the concerted effort of countless lives to make a true and lasting change in the world. However, when you decide to stand for something the winds of change don't merely blow; they stir into a mighty hurricane. You are an Icon; a figure whose presence seems larger than life. Your words resound with the hearts of those around you, and tales of your actions spread like wild fire; inspiring others to rise up and follow your example. When you fight for a cause those that share your goals and ideals flock to you; seeing this as their chance to make their dreams a reality.

Should you wish it you may soon find yourself at the heart of a grand crusade or social movement, and the more momentum you pick up the harder it will be for others to crush it; such that not even your defeat will bring it to an end. As a matter of fact, it may well do the opposite; lighting a fire in all your followers that will give them greater strength to fight for their beliefs. This is a great power and a terrible responsibility Jumper, use it wisely.

Crucible of Desire[600CP]: Passion, followers, and assets mean nothing if you lack the resolve to see things through. In an ideal world your determination would be enough for your dreams to bear fruit, but you've learned that in this world everything has a cost. Sometimes you'll be faced with a choice between furthering your goals or making a great sacrifice, and it is a leader's duty to make those hard decisions. Yet with every sacrifice you make, and every gamble taken; you seem to reach further beyond your limits and your resolve strengthens to an unmatched degree.

Risking your life to buy your men time might allow you to occupy, if not briefly push back, a foe far superior than yourself at the cost of crippling a limb in the process. Betraying both your sworn oaths and allies, and risking your very way of life for the sake of saving them from a threat they refuse to acknowledge might lead to you not only discovering the final resting place of a great hero thought to be nothing more than a fairy tale; but also devise a way to resurrect them at their full strength. And if you were to truly sacrifice your own life for your cause? Well, there's no telling what you might be able to accomplish with that final act.

Just be aware that whatever the risk or sacrifice you make, the strength you gain through this trait is measured by how meaningful that risk or sacrifice is to you. Blood is cheap for remorseless killers, and flesh less so for those who can grow back limbs in an instant. After all, how can you ever hope to reach the stars if you're afraid of getting burned?

Items

Now I won't send you out there empty handed. So, here's a few things that might make your stay a bit easier. Each background receives their 100CP item for free, and a discount on their associated items. Moreover, since I'm feeling generous, I'll throw in **200CP** which can only be spent on items.

Digivice Ic (Free): Coming in your favorite color, this device is the corner stone of humanity's efforts to establish themselves in the digital world. This is a variant of the Data-Link Digivice used by DATS, created by Haruhiko Kogure to widen the pool from which users could be chosen. Rather than charge a digimon with the user's bioenergy, it instead infuses their digimon partners with it over time; a constant drip or trickle rather than the explosive rush created by DATS Agents. While this prevents it from spontaneously evolving a digimon partner; it allows the energy to have a more lasting effect, greatly accelerating a digimon's rate of development.

In this way an In-Training digimon can evolve into a Rookie in a matter of days or hours depending on the user, rather than after years of hardship. In fact, it will notify the user when a bonded digimon is capable of digivolving; at which point it can not only induce digivolution, but also guide it to a specific species… assuming the digimon meets the requisites for it of course. These can vary from absorbing a certain amount of a certain type of data, exposure to unique objects of power such as digimentals, possessing certain attributes at a minimum level, or even assimilating the data of a certain digimon. Thankfully the digivice notes whether your partners qualify for a given path; even offering suggestions for evolutions they've partially qualified for.

However, on its own it can't allow a Digimon to go beyond their "Aptitude"; a measure of the amount of "density and complexity" their current code can handle. This is the effective limit of a digimon's development, and even digivolving only increases slightly. To get around this limitation the Digivice Ic can also regress a partner digimon; returning it to a prior evolution to correct errors and optimize its code more efficiently than a digimon's natural life cycle.

Thus, the further you push their boundaries, and the further back you regress them; the greater their aptitude will rise. Not only that, but they will keep any techniques they gained along the way, and maintain more of their original attributes each time. This way digimon that go through these cycles can be far stronger than they appear, and even overwhelm ones who haven't gone through it. So, don't feel too bad when your weregarurumon gets curbed stomped by a koromon's terra destroyer attack!

Of course, Kogure added several extras to this baby; including a scanner capable of analyzing creatures they encounter, and providing some basic data on their capabilities, general health, and elemental affinities. It can also store up to six digimon and a small cache of items inside it's personal directory, allowing you to deploy them or hide them as needed; while still being able to communicate, equip, and treat them as needed. In addition, to future proof it he made sure users could swap which 6 digimon where registered to their Digivice at any time. Of course, it also doubles as a communicator; because of course it does.

If you already possess a digivice or equivalent of some sort, you may upgrade it for free; adding the Digivice Ic's functionalities to it. Moreover, if your digivice could already induce at-will digivolution than they'll create a special interaction; generating "micro-regression cycles" each time you do so, slightly increasing the digimon's natural aptitude until they'll be able to maintain higher evolutionary stages on their own. This process is slower than a proper regression Cycle, but surely the convenience more than makes up for this.

Digifarm (Free): Ah yes, your home away from home. We can't very well have 10-year olds and their monster pals sleeping in the streets; so everyone gets one of these babies, you're very own digifarm! Basically, a large plot of land with a Tamer Home large and comfy enough to house you, and all your pals. Now normally you'd start with just the basic package; but since I'm feeling nice I'll make sure it produces enough food to feed all of you each day, and I'll let your inactive companions crash here too. In future worlds you can access your digifarm from your warehouse, or simply drop it somewhere somewhere if you're feeling adventurous. That said, if you want all the bells and whistles that'll cost you extra.

- **Well-Equipped (50CP):** Now, we can't have your digimon just lazying around all day. With this your digifarm will come equipped with everything you need to work them down to the bone. From basic exercise equipment usable by even the strangest of digimon, to more exotic gear that can be used to train similarly esoteric traits or skills.
- **Diverse Environments (50CP):** Not happy with a sunny little farmland? Well, know a special terminal will be placed within your Tamer Home that will allow you to modify its general terrain; whether you want to build a veritable water park, or a frozen tundra is up to you; just be careful about where you put the lava. As a bonus, you'll be able to setup a soundtrack to play as background music for it.
- **Medical center (100CP):** Sometimes an HP chip isn't enough to help a friend, and there are somethings out there that the general cure-alls won't help with. So, when you're in a pinch you'll be happy you made this investment. This adds a medical center to your digifarm that can treat just about any injury or physical malady short of death, and is completely autonomous; though it can certainly serve as an excellent operating room if you feel the need to exercise your own medical talents.
- **Digi Island (100CP):** Not content with your own Ranch? Well, for a little extra we'll super-size it! This wouldn't even be on the open market until later; but you've been chosen to receive your very own digi-island! Enjoy having fun in the sun on your own island paradise.
- **Scanner Room (Free/200CP):** Ah, the gem of every digifarm. This terminal can take the scan-data obtained by your digivice and cannibalize it to birth a digi-egg containing a member of that line; if at a tiny fraction of the original's strength, and none of their special skills or knowledge. Now, you get this for free with your digifarm; however, unless you pay extra it'll be unable to function upon leaving the Union's network at the end of your stay.

Wanderer

Tourist Guide (100CP): What's the point of visiting somewhere new if you miss all the sights? This map is a tourist's dream; not only containing the names of every noteworthy area in their region, but even providing a wealth of information on them when prompted. This includes a brief description of the area and its common inhabitants, any ongoing events that might catch your interest, and other minor details information such as its general danger rating and how to get there quickly from your current location.

Lasso of Peace (200CP): A deceptively simple rope; though its properties reveal it to be far more. Not only is it far stronger than it should be, being able to restrain ultimate level digimon if used properly; but it also pacifies those bound by it, slowly sapping away their aggression and leaving them more open to conversation. Fair warning it's pacifying effect doesn't last long once it's been removed, and if the subject is attacked they'll be able to break free. I suppose this would also make it ideal for kidnaping an unsuspecting digimon, but that'd be a bit rude.

Resource Manager DS (400CP): While appearing suspiciously like a gaming hand-held; this miraculous device is beloved by entrepreneurs everywhere! Providing you with the means to your assets even while worlds away, allowing you to perform simple acts; such as moving around or storing equipment, harvesting crops, posting notices, checking files and accounts, or move workers around as if they were picked up by the hand of god! In future worlds this will work on your warehouse and locales you own; allowing you to manage them with ease.

Simple Soul

Stylish Headgear (100CP): Whether a ribbon, a cap, or a pair of goggles; this is an accessory that is gorgeous and uniquely yours. Guaranteed never to be dirtied, withstand whatever wear and tear is part and parcel to your adventures, never fall off against your will, and will reappear in your warehouse an hour after it goes missing. If you already have an accessory you're attached to, you may import it through this option; granting it all of these benefits.

Valhalla Membership (200CP): Congratulations! You've just been accepted into one of the most prestigious clubs for champions across Yggdrasil's many branches! This gives you access to their newsletter, filled with all sorts of neat tips and tricks regarding all things training, fighting, and monster related; where you're sure to find a few interesting articles to read in each one. However, the big boon is that you've now been added to their Weekly Rumble roster; a frequent special event where teams face off to find out who's the best across a series of special challenges. Should you be interested all you have to do is walk to the warp pad that will appear in your warehouse at the appointed time, and you'll be whisked away to the battlefield along with anyone who decided to come along.

Each challenge takes place in its own isolated subspace with literally countless locations to choose from; the rules of the challenges will be laid out before hand, giving you a chance to select who'll participate, or if you'd just like to sit back and watch from the lobby. Some of these might be straight forward brawls on an open plain, others might elaborate scenarios like infiltrating a Victorian castle to disable a device protected by the other team, and others might be akin to party games cranked up to 11.

In the spirit of sportsmanship, no permanent injury can be suffered during these challenges; with "death" merely knocking out the victim. Moreover, you'll always be paired off against teams in roughly the same ability and skill "bracket" as your team's. Once the games are over you'll have a chance to mingle with the other teams before everyone heads on home; though I'm sad to say you won't be able to take anything you find here with you when you go back. Still, with this you'll always have a fun and challenging experience to look forward to!

Researcher

Power Coat (100CP): A pristine lab coat that radiates authority and competency. One look at this and people will know you're a professional; even if you're not old enough to have facial hair yet. Moreover, this provides a slight boost to your social skills in environments where your expertise would be respected. If you have a favorite coat or jacket, you may import it through this option; granting it the aforementioned benefits.

Gordian Razor (200CP): In your hands is a tool that will make even the most powerful men in the world quiver with jealousy. Touching this jet-black pen to any piece of paperwork will find it perfectly filled out within moments; as if you'd spent days pouring over the relevant documents, and double checked every line. It even comes with a USB on the back allowing you to slay digital paperwork with equal ease.

Cleaner (400CP): A curious set of white chips. Once per jump, you may designate a single specific malady you've encountered; after which pressing them against a target will both purge it from their system, and undo whatever harm it caused. You get a bag of ten chips, which refresh at a rate of 1 chip per week.

Visionary

Icons (100CP): A bag full of a variety of stylish pins and badges for you to share with all your friends. They might not look like much, but that's the point! Anyone who wasn't explicitly bestowed one will happily overlook it so long as the owner doesn't do something to point it out, and even machines will fail to recognize it unless used by an icon bearer. I'm sure a creative soul like yourself can find a few uses for this.

Digimentals (200CP): A treasure trove of power to be certain. A full set of digimentals serving as both an evolutionary aids for many digimon, and potent power sources of their own as manifestation of "virtue data". Not only can they be used to digivolve multiple digimon, but together they serve as a kind of "skeleton key" for all kinds of barriers and wards; though you'll have to find the right combination for the job, and the right spot to use'em to slip through.

Tattered Notes (400CP): When the present turns bleak, sometimes you must look to the past to find a way towards a brighter future. This well-worn journal contains many hidden truths and forgotten tales; many mired in myth or written as twisting riddles. However, for those willing and able to tear its secrets from its pages will find a wealth of knowledge at their fingertips; especially those that the powers that be would be loath to have discovered, or that have been lost to the ages.

The true origins of nations, clues towards the ancient resting places of great heroes, and warnings of future disasters are but a few of the things that might be uncovered; though the greater the secret the harder it will be to decipher the journal's notes. This tome updates itself with each world you travel to; adding more and more pages to itself without ever growing larger, or more difficult to peruse.

Companions

Now it'd be a shame if you had spent your time here by yourself, so here's a few ways to bring some friends along. Oh, and **Simple Souls**? They'll receive a discount on all options.

Your New Best Friend (Free): It's dangerous out their Jumper, so you better take one of these! This is your very own Digimon Partner, a cute and cuddly In-Training level digimon that's decided to join you. They're pretty young, but have a surprisingly high Aptitud; enough to reach Ultimate before accounting for any tricks you might have up your sleeve. They even gain their own Synchro Effect; a kind of "aura" that grants nearby allies benefits such as greatly increased speed or protection against a kind of condition. I'm sure the two of you will get along like a house on fire. Alternatively, you may Import an existing Companion as your partner. **Simple Souls** may instead start their time here with a Rookie level digimon as their Partner.

Cadre of Friends (50CP): Want to start with a few extra digimon on your side? Then for **50CP** you may receive an additional digimon Follower, or import a Companion as one, of In-Training rank. They'll start off with enough Aptitude to reach Champion level with ease, and their own synchro effect. You may purchase this option multiple times, either gaining a new digimon friend to create and import; or elect an existing one; allowing it to start one rank higher until hitting ultimate. **Simple Souls** get an even better deal; gaining two for every **50CP** spent; allowing you to receive two In-Training digimon, upgrade two you already have, or start with an extra rookie for one purchase**.**

Together Again (Free): Oh, do you have any Digimon among your traveling troupe? We'll I'm sure they'll fit right in; so, feel free to import all of them! They'll each gain a history in this world, and may have the option to come in as a new digimon species; though doing so will have them start as In-Training Digimon with a high enough Aptitude to reach their previous evolutionary stage. They'll even get their own Synchro Effect just for coming here.

Comrades and Colleagues (100CP): Though maybe you want some human buddies too? If so, you may purchase this option multiple times; creating or importing a new human Companion with each time. They'll gain a background of their choice with **600CP** to spend as they see fit, and a single In-Training Digimon which will count as their Follower.

Destined Meeting (200CP): Did someone here catch your eye? Well, for a small price I'll be able to arrange an ideal meeting between the two of you, and they'll have the option to join you at the end of your time here. If they're human, they'll be able to take up to three of their Digimon with them as Followers. As for Digimon, I'm sad to say that the Four Sovereigns, the seven demon lords, the members of the Gaia Origin, Chronomon, and Calumon aren't available as part of this arrangement.

Drawbacks

Strapped for CP? Then feel free to look around; pick your poison, and you'll get some extra points in exchange.

The Gate Opens (+0CP): If the cosmos is a tree, where each branch is a universe, and each leaf a world; than this one must be particularly close the trunk, as all sorts of individuals travel to it. So if you've ever been to a Digimon jump before now, don't be too surprised if you run into a few familiar faces during your stay.

Unchosen (+100CP): Even with Haruhiko's modifications there are very few people that can use digivices; so much so that they could only find 30 children across the world capable of using them. The odds of having been chosen at all are astronomically small, and this time you weren't. Taking this option forsakes both your Digivice, and the chances to gain or import any Digimon during your stay. You'll certainly still end up in the CITY for one reason or another, but if you want to be the Hero you'll need to find your own path.

Reality Ensues (+100CP): An endless summer of adventure in a brave new world; it's the kind of thing childhood dreams are made of. However, every dream must end. Taking this option will diminish the temporal differential between worlds from its current blinding speed, to a mere four hours for every human-world hour. Moreover, you'll find a great many reasons why you can't simply run away from your boring old life for more than a few real-world hours at a time, even before accounting for DATS' new regulations on the matter. And yes, this applies even if you're a Drop In.

- **Reality Pursues (+100CP):** Where before you lost the ability to stay away from your mundane life; now you'll find it following you into the digital world throughout your stay. Perhaps the kids who picked on you happened to be chosen as well, your over-protective parent happens to be an officer in the CITY, or it might just be that events in your mundane life have a way of hindering your goals. Whatever the case, you're chances of keeping your lives in the digital and physical worlds separate is slim to none.

Troubled Partner (+100CP): You didn't think your Partner came out of thin air, did you? Each one is an individual with their own hopes and dreams, along with a colorful past that stretches back long before they met you. Maybe their actions from a past incarnation are coming back to haunt them. Perhaps they tried to get away from a bad place only for soemthing to try and drag them back? Or do they lack any past at all; an innocent soul with no experiences to draw on, identity to define them, and no one who they trust but you? Regardless, it will be an issue that will greatly affect your time with them.

You may take this drawback up to three times; each time choosing a new partner or Companion as its target. However, you'll find that their problems will interact as well; making issues that may have been simple for you to resolve into far more tangled affairs. However, you may not take this drawback if you already selected **Unchosen**.

Rival Opposition (+100CP): The CITY is a place of new beginnings for many; for the adults it is a symbol of a bright future to come, and for those lucky chosen children it's a brand-new start. It's no surprise that everyone tries to get along; how could they not while walking in a veritable wonderland? And then there's *this jerk*. Whether you did something to earn their ire, or they simply hate the air you breathe; they and their little posse seem dead-set on taking every chance they can to rain on your parade. For now, it might be no worse than playground bullying, but if pushed too hard they may just turn into surprisingly effective villains just to spite you.

Pacifist Run (+200CP): Every digimon, even the most sage-like and kind, possess a fighting instinct; but the ones who join you seem to be exceptions to the rule. They're not big fans of combat; preferring to dedicate their time to other pursuits, and actively avoiding it when possible. Should they be forced into a conflict they'll opt to focus on defense and escape over defeating their foes, in all but the direst of circumstances. This probably wouldn't be that big of a problem, if it weren't for how often your group gets dragged into conflicts; and looking at the crises awaiting you here you'll have to either find some way to get them to compromise, or learn to make the most of your limited options.

Stewardship (+200CP): You must've done something to impress someone awfully important! Why else would you have been chosen to be the guide and protector of a wayward youth; either a particularly young child, or a newly reborn digimon. They might be a bit difficult to deal with at first; but soon you'll get an inkling that things aren't quite that simple, and the reason for your assignment will become clear. As a powerful mega level digimon is after them, and while at first, he'll be content to send his least minions after them; over time he'll send stronger, and stronger servants until at last they will personally seek them out. A terrifying prospect given that he alone would serve as an uphill battle for an entire team of mega level digimon.

Why don't they just send them to the real world you ask? Simple really, before DATS managed to rescue them this digimon took something from them; a fragment of their code, without which sending them to the human world would prove disastrous. So your challenge is simple jumper; ensure your ward's well-being and happiness until the end of the jump, or of the threat after them. Now, as shoving them into a stasis pod and hiding them on the moon or something would be boring; you'll find similar tactics will fail in increasingly spectacular ways. That said, if you succeed, you'll have the option to take your ward with you as a Companion at the end of the jump.

Some Assembly Required (+200CP): It seems there's been a slight mistake. Rather than starting with all your digimon and companions, you instead begin with this handy dandy recipe list. What are they for? Why your friends of course! Each recipe calls for varying amounts of data from a set of digimon you'll need to scan with your digivice to obtain; and while each digimon might be evocative of some aspect of those companions, they aren't exactly labeled by name. Moreover, the more powerful and useful the Companion, the harder it'll be to complete their recipe. Once you have the required data, you'll be able to materialize them in your Digi-farm's scanner room. What's that? This is your first jump?

In that case you'll find it impossible to recruit any digimon into your team, and while you'll still get your Partner; buying more here will just give you their recipes, which you'll have to complete as normal to obtain. In any case, happy hunting Jumper!

Up the Waterfall (+200CP): Now it'd be boring if you just plowed through everything here with out of context powers, so I'll make you a deal. In return for sealing away everything you and your companions have picked up other than what you bought here and your body mod, I'll give you some extra points. However, to make things interesting, you'll have a way to get them back. You see the CITY has 5 Tamer Ranks: Bronze, Silver, Gold, Platinum and Tamer King. For each rank you earn you'll get roughly a fifth of your stuff back; starting with your simplest and most mundane tricks and equipment; working your way up in power and ability, until you finally becoming Tamer King. Of course, you won't get anything that would let you breeze through this challenge until the very end.

If this is your first Jump, then you'll find that your Digimon's growth will be limited by your rank; making them unable to digivolve to a higher stage, and making you unable to recruit stronger digimon, until you've gone up a rank as well. Becoming a Bronze rank trainer granting access to Rookies, Silver unlocking Champions, Gold opening the way to Ultimate level, and finally placing Megas within your reach upon becoming a Gold Rank Tamer.

Full Party (+200CP): Despite recruiting a bunch of kids to help establish relationships with aliens, this place isn't some lawless wasteland. There's actually a quite a few rules Tamer's are subject to, and one of the most important ones is the 6-party limit to avoid any kids from walking around with a small horde. Normally you might've found some way around that, but not anymore. Henceforth whenever you're away from your digi-farm you may only be accompanied by up to 6 Digimon, of which no more than three may be out on the field with you during a fight

Now, in the spirit of fair play if this isn't your first jump, then this'll apply to your Companions and Followers as well. You only get three active slots, and three reserve slots to assign as you see fit; though if you want to switch any of them out you'll need to make a stop at your warehouse to do it. Unless an individual Companion or Follower is assigned in a slot, they may not accompany you through your adventures here.

Rebirth (+300CP): Something is missing. You're not sure what, and you're pretty sure your parents didn't give you any errands to run before your first real adventure; but the feeling is there at the back of your mind, an absence that leaves you feeling like you're *less* than you should be. An itch you just can't scratch, which is terribly annoying for an otherwise normal kid like yourself. It doesn't help that you've been having some pretty weird dreams lately; of far off places, and even stranger creatures.

However lately you've begun to dream of something else. An iridescent crystal, that shines with an inner flame; almost entrancing as it beckons you towards it. Before you arrived to the digital world you thought of it as just a weird dream, but after recognizing a landmark from your dreams you're not too sure. Now you wonder if perhaps they're not *just* dreams, and that maybe, just maybe, if you find this crystal, you might recover what you're missing.

World at War (+300CP): In another time the human's would have been welcomed with caution by most, and only a minority actively working against them. However, it seems many heeded Alphamon's warnings this time around; leaving your allies in the minority. Now the digital world marches against humanity, with the CITY as humanity's bastion; should it fall the encroaching army will surely find a way to continue their crusade into the human world to ensure that man will never become a threat to them. Now you are counted as one of mankind's defenders. Will you hold the line until your time runs up, or will you find some way to end this war? Either way, this won't be the carefree adventure you were hoping for.

Thirteenth Hour (+300CP): Once Alphamon would have chosen one the CITY's disfranchised youths to fuel the resurrection of Chronomon; an ancient hero said to wield power that could shake the foundations of the digital world with his mere presence. However, the boy's black heart would leave this Hero as a mindless monster, and his weakness in power would make this resurrection a temporary affair. This time Alphamon has choosen a more promising candidate. This time he's chosen you, and rather than draining you all at once he has found a way to link your heart with that of the sleeping Hero; allowing your emotions to fuel his resurrection.

Something so discrete as to be undetectable to most, and those same ideals and emotions will fill the heart of the resurrected warrior. Eventually he will have collected enough to enact his plans, and then everyone will see the fruit of your Heart. Will he be reborn a Hero, as noble and pure as the day he fell defending the world, or will a monster unlike any the world has seen take his place? Whatever the result maybe, I'm sure it'll be entertaining.

Sadly, or thankfully, the process is still imperfect and his time on this world will be numbered even if he's reborn as a Saint. However, if you managed to ensure he awakened as a Hero rather than a Monster he will entrust you with his digiegg; in turn allowing you to take his reborn-self as a Companion.

Chichimon lacks the power and expertise of his past life; but holds within him the potential to reach those lofty heights once more, if partnered with a suitably skilled Tamer. As it stands he's a prodigy in the holy arts and the arts of war; with an affinity for dazzling swordsmanship and martial arts. Moreover, while most of his knowledge was lost he occasionally receives flashes of great insight and wisdom drawn from the echoes of his past life.

Gaia's Judgement (+600CP): In this world there are 9 brave souls that act as the digital world's last line of defense, collectively known as Gaia Origin. The 9 strongest modern day digimon who intervene only in matters where the safety of the digital world and digimonkind are at stake. Such is their power that single one of these 9 would be enough to crush most of the foes you could hope to face here. These 9 digimon have now grown interested in you; seeing you as the first soul in countless ages that might prove an entertaining challenge. They will not hunt you down, and they will not plot against you; all they have done is declared a challenge. Defeat all 9 of them before your time here is up, and a single member who you've impressed may choose to join you on your journey.

You may challenge them as many times as you wish, and should you fail they will drop you off at the CITY safely. However, to ensure that you do not simply ignore them your Chain will be held as collateral. Should you fail to defeat all 9 before your time here is up, you'll be heading home.

End Choice

Time's up jumper, hope you didn't regret any of your choices. As all ways, all drawbacks and maladies you've suffered have been wiped away; and as an extra bonus any nasty viruses or corruption you've picked up will be purged. Moreover, you and any Human Companions that joined you may choose up to 6 digimon you tamed during your time here to join you as Followers through the rest of your journey.

Now it's time to make your choice.

End of Summer: Well, nothing lasts forever; not even here. I'll send you back home now, and you may keep everything you've earned throughout your journey.

Endless Summer: Once a guard, always a guard I suppose. You may remain in this world for the rest of your days Jumper. It's been an honor Jumper, take care.

Autumn Comes: You're not satisfied yet, huh? Good, there's still so many worlds out there to explore; I'd be a bit disappointed if you called it quits now. Head on to your next Jump.

Summer Solstice: Actually, things might not be over just yet. I hear that the local demon lords are stirring up quite a stink; enough that all your old friends here are mobilizing against them. They could probably use your help since things aren't going to go to plan; some of them may end up flung across space and time. If you want, I could send you with them. I'm sure they'll find your experience world hopping quite useful. If so, you'll be heading over to the world of Digimon Cyber Sleuths; see you in a bit Jumper~

Hmm, what is it? Oh, during your time here you helped the CITY blossom. You even played a key role in closing the divide between humans and digimon; turning the CITY from a simple human outpost, to a place where man and digimon can live together in peace Well, it seems someone wants to have a word with you.



Hello, hello Mr. Jumper! I've been watching you for a long while, and I'd like to give ya big thanks for everything you've done for us. Things were getting a pretty bad when you got here, but you've a super big help. You deserve a big prize as thanks!

But… I don't think you'd like any of my toys, and cake's too little for all the good stuff you've done. Maybe…no, that's dumb; where would I even get that much pudding before you go?

Hmm, oh I know! How 'bout I travel with you for a while! I might just be an In-Training level Digimon, but I pack a big punch!

Okay, not really; but I can be real useful! Mr. Kogure says I've got way more power in me than any digimon he's ever met I'm… just not very good at hurting things. Which is okay really, I like helping people and keeping them safe tons more! I can make barriers that can take just about anything other digimon can throw at it, I can heal just about anything even if you're dying, get rid of any ailment you can name, and I can do it all to a whole bunch of people at a time. Not to mention I got enough energy to do it all a bunch of times, and even though I'm cute and fluffy I can take a hit from Megas and dance around whole swarms of attacks! I'm even immune to anything that could count as a status condition… though I am kinda small…

Anyway, even though the Nice Lady says I won't be able to use most of my really cool powers until you get that Spark thing, she used a lot of big words when I asked why, I can still make you and all your friends get better at stuff least twice as fast! She even said I could still use my Light like a digivice if we need to digivolve someone in a hurry.

So, what do you say? Friends?

Notes

- This jump covers the events of Digimon World DS, Dawn & Dusk, and World Championship.
- Yes Jumper, you are the Self-Insert Protagonist of the first game.
- This world is basically an alternate timeline from Digimon Data Squad; if you've gone their you'll probably recognize a lot of faces, but don't expect things to be the same.
- Digimon are ageless and do not even fathom the concept of a lifespan prior to the arrival of humanity.
- Most wild digimon will still attack humans out of simple territoriality, or personal reasons much like in the anime. However, this does mean you can still negotiate with them unlike in most Digimon World settings.
- Aside from Gaia Origin and the Demon Lords, we know several other digimon factions exist; including the Koloon Company, though we don't get names for any of them.
- Calumon is the anthropomorphic avatar of a cosmic force in the digital world, and most of his powers aren't tied to his actual Code; as his powers are less things that he does, and more *what he is*. That being the literal force of Evolution, also known as Digi-Entellechia; the Light of Digivolution. Jumpers are free to study him if they wish, but anything resembling his full powers will beyond their reach until post-spark.
- While Gaia Origin are certainly the strongest Digimon you face in the games, and stupidly strong even by Post-Game secret boss standards none of them are conceptual or dimensional threats.
    - The members of Gaia Origin are Sleipmon, Duftmon, Apocalymon, Susanoomon, ZeedMilleniumon, Alphamon, Omnimon, Gallantmon Crimson Mode, and Beezlemon Blast Mode.
- Despite the fact that this place has entire regions populated by mega level digimon almost all of them fail to live up to the hype in their digi-dex entries fluff; so you don't need to worry about taking a planet buster to the face in a random encounter or friendly spar with another Tamer.
- If you can find a way to prevent Chronomon's resurrection the plot of Digimon Dusk and Dawn never happens, as the Chrono Core is born from the remains of his original power and skill.
- Do not attempt to tap into the full power of the Chrono Core, "Energy Fields Larger than your Head" protocols are in full effect guys. This thing spent tons of time and resources hand-making a digimon to fulfill it's exact specifications for an ideal host, and all it took was one beatdown to cause them to de-stabilize and eradicate themselves from existence without a trace. Attempting to wield its full power or experimenting with it will end badly for all involved.
- While Chichimon might one day have a chance to reintegrate the core; he's far from up to the task of doing so right now and would be burned out by the power if he tried.

- **Rebirth:** Yes, this is a Powerloss+Amnesia drawback, but you can get all your stuff back if you're willing to go on a quest. This is meant to be an adventure prompt and a handicap, not a death sentence; at least before taking other Drawbacks into account.

Changelog 2.0

- Typos hunted down, and options rewarded for improved flow. If it's not mentioned here; the overhaul wasn't significant, or had little to no effect on the value of the perk
- Smoldering Presence rewritten to clarify its benefit.
- Digimon can be imported for free to gain a history in the world, and a synergy effect of their own
- Allowed Cadre of Friends ot be purchased to increase a digimon's starting evolution, and clarified how it interacts with Simple Soul's Companion discount.