

By Regalus

It is a time of great turmoil in the digital world. Not long ago all contact with the Yamato Server, one of the four largest servers in the digital world was lost, and with it almost the entirety of the Digital Security Guard (or DSG for short) who had left en mass to aid the server. Worse still, a Doom Server has risen in its place; a foreboding land filled with abnormally hostile and aggressive Digimon. Captain Leomon was sent along with the expeditionary unit to scout the new server, but they have been lost. His last reports indicated a strange infection designated "The X-Virus" had spread through the server; causing the local digimon to become incredibly hostile.

With Ophanimon forced to remain at the heart of the DSG's HQ to defend Terminal Area, while an even greater threat hides in the shadows of this catastrophe, it seems like all hope is lost… except not every member of the DSG was lost. There was at least one Cadet held in reserve; too inexperienced to be sent with the main force, or to accompany Captain Leomon's unit.

Looks like you have your work cut out for you Jumper.

Since you'll be spending 10 years in this world, here's a **1000 Choice Points**; you're going to need it.

Location

You will begin your time here in the DSG's main HQ, and arguably the safest place in the Digital World; with a rather relieved digi-elf greeting you. Normally this place would be a testament to digimon innovation and power; however it's a lot emptier these days, and Yamato's crash has damaged several of its systems. Without someone to bring in outside resources who knows how long it'll take to fix everything.

Speaking of which Ophanimon, the head of the DSG and your leader, wants an urgent word with you. Though it would benefit you to learn about some of the major domains you will be visiting.

1. **Death Valley:** The entry point of Captain Leomon's expeditionary team into the Doom Server, and their last known location before losing contact. This mountainous region is home to many monster and beast-like digimon, though the major faction present is the Goblin Fortress; home to many goburimon and ogermon. Unknown to all, Apokalimon lurks within the depths of this land; slowly recovering his strength after conquering the Yamato server.

2. **Dry Land:** A vast desert region filled with pyramid and ruins; home to a great many undead and insect digimon. Recently a shift and power has occurred, and Malomyotismon now rises to power among the enslaved digimon.

3. **Venom Jungle:** A sea of trees and wetlands filled to the brim with aquatic and plant-like digimon; an incredibly dangerous zone due to the sheer amount of toxins present in both the water and the local flora. Here Lucemon serves as the X-Virus' attack dog, seeking out threats to his dominance.

4. **Machine Pit:** Here lies the secret base of operations of the Mecha Rogues forces. An industrial zone filled with mines and factories, now turned towards the cause of the Mecha Rogues. Be careful as the damages to the infrastructure has turned it into a death trap even before you take into account the roving bands of machine, cyborg and dragon digimon supplementing the Mecha Rogue's main forces.. At the heart of this domain rests Mecha Rogue X, leader of the Mecha Rogues and source of the X-Virus..

Origins

You are one of the newest recruits of the Digital Security Guard; having endured the training, and passed your lessons with flying colors. With the rest of the DSG deleted, returned to digi-eggs, or under the control of the X-Virus you are the Digital World's only hope to stop this plague and unravel the mysteries of the Doom Server before it's too late.

Of course, as a Digimon, Age and Gender are largely meaningless terms; so you may choose your own for free.

Perks

Now we're getting to the good stuff! You may choose a single **100CP** perk to gain for free, and gain a discount on a single perk of your choice at each price tier. This includes sub-perks.

- **Digital Body (Free)**: You Digimon body is crafted not of flesh and blood, but energy and code. As such you possess numerous advantages compared to such creatures. Your physical abilities are beyond that of a human; allowing you to run for hours without break, and shatter small boulders with your full strength. Moreover, injuries will never make you bleed or cripple your limbs; instead slowly destabilizing your body. In this way, you can act at your full competency until your vitality is fully exhausted.

  For an additional **200CP** you'll find this benefit crossing over to all your forms, rather than just your Digimon form. Moreover, as a digital life form your body will never degrade or have its capabilities limited by its shape. Making aging little more than an aesthetic choice, if you choose to do so at all.

- **Digital Mind (Free):** As a digital life form you possess an awareness over yourself that humans can only dream of; giving you a perfect tally of both your vital energies (measured in "health points"), and even more esoteric energies stored inside your body. Moreover, you always possess knowledge of the basic functionalities of your body and abilities; ensuring that no power you possess will be a secret even to you, and should you suddenly find your body recognizably transformed you'll never have to waste time learning how to perform basic actions.

  For an additional **200CP** you'll find this benefit crossing over to all your forms, rather than just your Digimon form. Moreover, your awareness of your talents will reach such heights that you'll never have to fear growing rusty, or forgetting your capabilities at a crucial moment.

- **X-Factor (Free):** The X-Virus is a terrible blight upon this land; spreading like wildfire, and evolving to overcome the defenses of Mega Level digimon. Even legendary species such as Lucemon and the Royal Knights cannot defend themselves from its control. You, then, are an anomaly, whether by fluke of your DDNA or Prophecy's guidance, you are

immune to the X-Virus in all its forms; your anti-virus protocols strong enough to completely eliminating it and, thus, preventing it from using you as a carrier as well.

- **X-Vaccine (400CP)**: However you could be so much more. Rather than eliminating the virus outright, your body has developed powerful X-Antibodies after being exposed to the terrible virus. In addition to giving you an immune system powerful enough to overcome even the deadliest of supernatural diseases and corruptive forces with nary a sniffle, your body has learned how to cultivate the X-Virus to grow stronger; allowing you to absorb traces of the virus in others to improve your attributes and capabilities without the need of any special machines to process preserved viral cores.

  This could very well allow you to purge an infected digimon if you could properly subdue them; though you could absorb the virus from their remains just as well. Post-Jump you'll find these abilities may apply to other forms of disease and corruption.
- **X-Predator (200CP):** Your X-Antibodies have evolved even further, unlocking a greater power within you. With an exertion of will you can initiate an X-Evolution, in this mode you take on a sleeker and more predatory form that greatly enhances all your capabilities; while finding ways to make your abilities even deadlier in new ways (such as a cyborg-dragon finding it's missiles and fire arms upgraded to beam weaponry). However, it is incredibly taxing to maintain; leaving it best as a trump card. Given time perhaps your X-Antibodies may evolve further, incorporating traits from other diseases and corruptions you've overcome; eventually spawning new forms drawn from their influence. Should you also possess X-Vaccine then you will find that your tolerance for these forms will slowly increase over time; perhaps one day allowing you to access these forms indefinitely.

- **Combat Role (Free):** What kind of a Guard would you be if you didn't know how to fight? You possess combat training comparable to a soldier, and are well versed in how to use your more exotic talents in combat. Moreover, you've mastered the art of charging your attacks to increase their power; allowing even an average rookie to shatter boulders with a well places strike. Of course, this training has made you familiar with live combat situations; ensuring you'll keep your cool in the field.
  - **Attribute Paragon (400CP):** Ah, but you're more than just another trainee, aren't you? In some way, you excel far beyond your peers, in ways that seem to surpass the lines drawn by evolutionary stages. In fact, as you grow and evolve you'll find your Attribute will raise to maintain its proportional advantage compared to your new peers. **Choose One** between Strength, Stamina, Dexterity and Wisdom.
    - **Strength:** Where your fellow guardsmen might be able to break a large stone by martialing their full strength; you surpass them, not merely shattering stone half again your size, but swing Champions across the field as viable weapons. Of course, your body has been honed to allow you to use this strength without harming yourself, and your training has taught you how to use it without fear of accidentally breaking your weapons or your foes.
    - **Stamina:** Your physical endurance has more in common with small land vehicles than a person; being able to take blows that would leave your

peers in critical condition, and keep coming back for more. Moreover, most poisons and diseases are at best annoyances to you; assuming they can even overwhelm your monstrous Vitality. As a matter of fact, your Vitality seems to restore itself over time; allowing you to recover from even the most brutal beatings after a good rest.

- **Dexterity:** Thought and action blended as one, you move like lightning and dance like the wind; never needing to waste time thinking to move or react. Striding into the heart of an enemy formation, and flowing between their frenzied blows or striking them all down with sudden Spin Attack are all valid tactics for you. In fact, all your actions seem to take far less time than normal; allowing you to use even ponderous charge attacks in live combat.
- **Wisdom:** Wise beyond your years, a veritable sage in this land of 1s and 0s. Riddles and puzzles left behind by ancients unfold in your mind like blossoms, and alien contraptions technology will have its secrets uncovered by you given time. You never act in haste, and need never fear your emotions dulling your keen intellect. Moreover, this enlightenment benefits you beyond simple scholarly and rationale affairs; greatly empowering your spell work, turning even a simple fire ball into a devastating explosive blast.

- **Weapon Specialization (Free):** Of course, honored guardsmen like yourself can protect themselves with more than just tooth and claw. You possess basic proficiency in all manner of basic weaponry from swords and hammers, to firearms and pikes. However, in one category of weapons (Such as Slashing weapons, bashing weapons, piercing weapons, or simply guns) is where you truly shine; easily putting your fellow guardsmen to shame.
  - **Warrior's Soul (200CP):** What you have can't be called mere "talent". Where most digimon are content to live in complacency with claw and fang; you've reached beyond yourself, dedicating yourself to a foreign tool and made its power your own. Through countless hours of practice, you've forged a bond with a category of weapons that goes beyond simple mastery; etching your experiences into your very code, and unlocking the power of "Fighter Mode".

    This transformation alters whatever form you find yourself in; such that it may express both your nigh mythical martial skill and your form's advantages in true harmony. In this way granting you far greater control and finesse over your form; allowing you to develop techniques blending both your martial skill and exotic abilities, and serving as a focus for powers that may have been too destructive or wild to use normally. Through this a monstrous insect may become a chitinous knight skilled in electrifying swordplay; while a metal wolf might become a heavily armored werewolf who excels in cryogenic gunkata.

- **Basic Spellwork (Free):** Every member of the guard is trained in some magical art, with an affinity to a classical element such as Fire, Lightning, or Ice. You'll find that effects aligned with that element are stronger when used by you, and harm you far less than others. Moreover, you will begin your time hear with knowledge of a low rank projectile spell that will allow you to blast your foes with your element's fury, and a basic healing spell. Moreover, as your skill and power grow you'll find yourself discovering new spells

that fit well with your combat style; such as spells to slow and immobilize enemies if you focus on hit and run tactics, or ones to wear down your enemies and enhance yourself if you're an endurance fighter. For more information on this world's Magic, refer to the Notes.

- **Element Mastery (200CP):** You don't just have a knack for your element, no you possess a true bond with it. Not only do forces that call upon it heal you rather than harm you, but it answers your call with far greater ease and control; allowing you to cast spells involving it at half the cost, and demonstrate the skill of an artisan when wielding it.
- **Precocious Acolyte (600CP):** A talent such as yours hasn't been seen outside of the lands of Witchelny in far too long. Not only does spellwork come naturally to you, allowing you to learn and master new spells in half the time, but unlike your fellow guardsmen, the spells you develop here are not limited solely to your nature and affinity. Moreover, so long as you completely master its theory, or have a skilled expert to teach you, there is no spell you cannot learn.

- **Personal Storage (Free):** Given their knack for change size, species, and body configuration it's no surprise that things like "backpacks" and "pockets" aren't too popular here; which is why the DSG came up with an alternative. Each member has access to a personalized digital space capable of storing currency, equipment, mission critical items, and approximately a large backpack's worth of miscellaneous items they might decide to carry to, or pick up before, missions.
  - **Efficient Inventory (100CP):** Looks the guys up-top managed to splurge for the deluxe version. Not only has your inventory's capacity tripled, but you can even activate items and consumables without having to extract them first. Make phone calls without having to manually dial a phone, activate healing items while grappling, or just have a snack without letting your friends see the wrapper.

- **Squad Tactics (100CP):** It's dangerous to go alone out there; between hazards and rogue digimon, it's far too easy to find yourself in a tight spot. That's why you're not alone. You're particularly skilled at handling inter-team dynamics; helping to smooth over conflicts and allowing groups to work together like a well-oiled machine. Why, with a bit of time, you could train a gaggle of kids into your own elite swat team.

- **Exploration (100CP):** The digital world is a strange place. If one walks for enough they're just as likely to stumble into a highly toxic swamp, as they are an abandoned super-factory. It's no surprise then that those of the DSG are highly trained scouts and dungeoneers; being able to navigate both industrial and natural hazards, while carefully mapping out the domain. In fact, you might find that your own mental maps seem far more accurate than handmade ones; making it so you'll never get lost again… assuming no one sabotages you of course.

- **Greater Valor (100CP)**: You may be well trained, but your resources aren't inexhaustible. As such it's important to prioritize objectives, and avoid wasteful expenditures. From that point of view, it's not really cowardice if you hide from an enemy or flee from them. Not only do your pride and competitive drive never seem to interfere with your tactical decisions, but you're great at putting this wisdom into practice. Whether it's tiptoeing around a pack of sleeping tyranomon, tricking tired guards, or fleeing like

the wind after an ultimate decides to crash a fight; that just means you'll be ready when it matters!

- **Kookie Komrades (100CP):** When you're the last able-bodied member of your organization, you can't be too picky about who helps you. Oh, sure they might be a little *too* into Elvis, or have an ego the size of an eldoradomon; but isn't the important thing that they want to help? To this end you've gotten very good at socializing with and befriending eccentric individuals; easily picking up on their quirks, understanding the meaning behind even their strangest expressions, and knowing when to flow with their oddities or keep them on track. Never again will you have to worry about losing your main supplier by accidentally insulting their keychain collection. You've even developed enough patience to avoid throttling them, no matter how frustrating they might be to deal with.

- **Domain Whisperer (200CP):** Knowledge is power, and when you're trying to fight a force that erased an entire server you'll need every ounce of power you can get! Whenever you find yourself in a new place or unfamiliar circumstances critical information seems to all but fall into your lap; especially when it comes to the dangers or special rules of the area. If you venture into a swamp some victim or scrap from a forgotten journal will warn you of its poisonous waters; while whispered gossip from a friendly maid might keep you abreast of the latest happenings in the manor. Regardless of how this intelligence reaches you, rest assured that you'll never go into a situation completely blind.

- **Jumper's Log (200CP):** Did you dream of being a journalist or researcher before joining the DSG? No one would be surprised to hear it given the surprising proficiency you've demonstrated for documenting your experiences, and knowledge. Somehow finding ways to summarize your experiences in a manner that is not only concise and easy to understand, but can make those receiving it feel as if they experienced the events themselves without ever forgetting to include crucial details. Perfect for debriefing even the most hard-assed superior, creating manuals even the most airheaded cadet can follow, or simply sharing vivid stories about your favorite vacation spot.

- **Fetch Questant (200CP)**: Your extensive experiences as both an investigator and a gopher have helped you develop a sixth sense for tracking down people, locations and objects. Targets concealed through exceptional means or a dearth of information may force you to take longer to find them; but no matter how well hidden you *will* find some trace of them, and regardless of how vague your information you will recognize what you're looking for the moment you spot it.

- **Civil Servant (200CP):** As a member of the DSG you swore to protect and serve, and you certainly do the latter with a smile. You've got an aura about you that makes you seem so much more approachable than your fellows; allowing civilians to interact with you without your rank and talents intimidating them. This means that if anyone needs help with something they're likely to talk to you about it; even if they're the sort of person who'd normally keep quiet about their troubles. Of course, you're too nice of a Mon for people to let you help them without repaying the favor; whether it's with an offered meal,

a generous tip, or an unexpected gift your labors will never be thankless or go unrewarded.

- **Lucrative Advancement (400CP)**: Everyone knows you need to spend money to make money, but in your case, this is more than a simple saying. Whenever you invest or donate resources to someone they seem to become better at the services they provide. Businesses become more profitable and begin trading in higher quality or exotic stock, laborers and craftsmen seem to grow in talent by leaps and bounds, and forlorn inventors may one day bring their wildest dreams to life. Even a child running a humble lemonade stand could one day be the head of an international chain of gourmet fruit drinks with the proper investment.

  Of course, there's no such thing as a free lunch in this world. Not only does the amount of resources needed to improve their efforts increase with the quality and rarity of their services; showing diminishing returns unless your own investments increase proportionally to their meteoric development.

- **All-Terrain Digimon (400CP)**: The DSG is in charge of the protection of the Digital World; from snowy peaks and seas of trees, to scorching deserts and poisonous swamps. To these ends you've undergone unique training that has modified your code; allowing you to travel through even the harshest of domains without danger and with the same ease as a grassy meadow. Better yet, you've learned how to replicate these benefits in others using particularly grueling training regimens. At the end of the day there will be no place evil may hide, where justice shall not follow.

- **You Are Not Alone (400CP):** Despite their mighty bodies and credulity straining might; even the greatest of digimon is not impervious to the tribulations they face. The weight of a life on inconceivable length, the consequences of a life on the front lines, the deletion of loved ones, partially foiled attempts to convert them into alien lifeforms, or being driven half-mad after being connected to a vast hivemind which attempted to erode their identity; there are so many things that can leave them scarred forever should they somehow endure them. It is a blessing then, that so long as you live and breathe; they will not have to go through this alone.

  Your presence is like a balm to those around you; easing their pains, both physical and not, and giving them the chance to truly recover from what they've faced no matter how crippling or devastating. Such kindness can never be forgotten, and should you ever find yourself in their shoes you'll find that your dearest friends and companions will bestow the same blessing on you through their love and support. Never forget Jumper, you are not alone.

- **Adaptive Learning (600CP)**: Many digimon live out their lives waiting for the day they digivolve. Others seek out strange items of power, or form contracts with even stranger beings to cheat their limitations. You've always thought they were foolish; true growth comes one hard earned step at a time. Perhaps it's something special in your DDNA, faith, or your incredible work ethic, but you can prove it. If you devote time and effort into a skill, you'll yourself improving little by little each time you use it; regardless of whether your training in a simulation room, researching in a dusty library, or fighting for your life. As if by instinct you'll discover new techniques and insights, improve old ones, correct old flaws, and otherwise improve on your own comparably to those receiving dedicated

mentorship. With enough time and training you could find your skills transcend your limitations; allowing even a Rookie to face a Mega on even footing.

- **Even the Odds (600CP)**: Faced with the might of the DSG evil will resort to even the most dishonorable means to gain an advantage over them. However, the DSG did not rise to prominence by allowing such cheats to get the best of them. Indeed, your training has made you an expert at evening the odds in fights that have been rigged against you. If a mook would be no threat to you, then a swarm of them would be little more than a distraction as their numbers simply provide a target rich enticement where they can't act freely. Traps will be swiftly identified, and your spatial awareness will ensure you never forget their locations even while partaking in a fast paced battle. Meanwhile gargantuan foes will inevitable have weak spots exposed, if not created, or otherwise find their immense bulk turned against them rather than render your efforts ineffectual. In the end they might make you sweat, but the only way they'll beat you is by proving themselves your better.

- **From on High (600CP)**: Curious… in this world only a handful of people can hear the voice of Prophecy; the High Seraphs, leaders of the DSG, and now you. As the benevolent administrator of this world Prophecy may provide a wealth of information rivaling that of even the greatest libraries and intelligence networks to those who request answers from him. It will even provide you sudden insights to aid you in desperate situations, or warnings of otherwise unknowable threats. Indeed, it is thanks to Prophecy's guidance that the DSG has managed to defend the Digital World despite the many individual servers that compose it. However as recent events have shown it is far from perfect. His Sight cannot easily observe forces that are truly alien to the world, and the truly powerful can hide from it for a time with the proper skill.

  Taking this perk will ensure that Prophecy will be able to continue to advise you in future worlds; though as an outside observer his insights will not be as all-encompassing. Moreover, should you earn the ire of an existence that could be considered the Administrator of that world, it may be possible for them to prevent Prophecy's words from reaching you. Though perhaps their favor might achieve the opposite? Either way, so long as act in good faith Prophecy shall be a priceless comrade throughout your journey.

Items

Now before I send you off here are some toys you might find useful. As an extra bonus you may choose **2** items to gain a discount on. If you choose to apply your discount to **100CP or lower** item will get it for free instead.

- **Basic Gear (Free):** Everything a proper guard needs to get the job done. You receive a beam pistol, a melee weapon of your choice, and a basic Armor Core that will provide a significant defense against Rookies and some Champions. Armor Core's are a peculiar piece of equipment; in so far as rather than being worn it's assimilated into your Code to provide its function. Contrary to what you may expect, it's as easy to remove and put on

as a shirt. The beam-pistol on the other hand are lightweight, and don't do that much damage compared to your melee weapon; but they never run out of shots.

- **Elite Gear (100CP):** Somehow you managed to catch Princemamemon's eye, enough that he was willing to gift you with a few toys from his personal collection. You'll begin your time here with a masterwork quality weapon and armor core; allowing you to take hits and dish'em out even to foes one evolutionary stage above you. Moreover, your improved armor core may enhance a single attribute of your choice, or grant you immunity to a common status ailment such as poison, confusion, paralysis, or stat reduction. If you already have weapons (single or paired) you're fond of, or an armor you're attached to you may import them through this option; improving their quality and gaining the traits listed here.
- **Evolving Gear (400CP):** Curious. It seems that when you hatched from your Digi-Egg you came out with a little extra. This set of Armor Core and Weapons feel completely natural too you; more of an extension of your body than something you use. They will never dull, or break, and their weight will never be a burden to you. While at first, they may be no better than the basic gear given to all starting Guards; you'll find that they will evolve alongside you no matter the heights you may reach, or how you may change. In your journeys you may come across equipment more powerful than them, but you will never find ones more suited to you.

  Alternatively, should you feel attached to an existing set of equipment you you may import them through this option, and granting them the aforementioned boons.

- **DDNA Sample (Variable):** A preserved sample of the DDNA of a single species of Digimon, which when utilized will grant you access to that Digimon species as an Alt-Form. You may purchase a Rookie sample for **50CP,** a Champion sample for **100CP,** an Ultimate sample for **200CP,** and a Mega sample for **300CP.** Of course, for such a low price you've certainly guessed that there's a few downsides to this. For one you can't access forms of a lower rank; meaning that if you gain a Metalgreymon sample you will be unable to become a greymon or access forms branching off it such as Skullgreymon. Secondly while this gives you access the form… it doesn't grant you the raw power or exotic traits associated with that stage.

  Even a Mega level sample will still be comparable to an exceptional rookie or a weak champion. That said, their rate of growth and natural limits are far larger than those of a rookie. As such, the true power of that form will only be accessible to individuals willing to put in the time and effort to reach their full potential; and never doubt that it *will* take hard work to even scratch the surface when it comes to more powerful species. This option may be elected multiple times, granting you a different Sample; however, discounts will only apply to your first purchase.

- **Safe Zone (100CP):** This metal plate can be deployed at any time by pressing it against a flat surface; after several minutes charging up it will produce a powerful force field large enough to fit up to nine individuals safely, and stand up against most things a digimon might dish out. Moreover, it doubles as a teleport beacon, allowing you to teleport back to base mid-mission in a pinch or call in reinforcements. Post-Jump, you may even use this as a secure way to access your warehouse; however, if you do so

once you exit the warehouse you will return to the Safe Zone. De-activating it is a breeze as well, however doing so will render it inoperable for twice as long as it remained active.

- **Master ID (200CP):** A gift from Prophecy itself; this Code Key acts as a Skeleton key for just about any lock you may come across in the digital world. In meatspace it will instead allow you to bypass any kind of electronic lock, as if you had the correct password or ID on hand.

- **Helper Elves (200CP):** This gaggle of Digi-Elfs have been transferred under your command. While child-like and poor combatants these elvish creatures are experts when it comes to both logistics, homecare, and keeping up morale. They'll do everything they can to support you from the sidelines, so you can focus on more important work, and will always be there if you need someone to talk too or play with.

- **Heal Circle (200CP):** Reminiscent of a Sci-Fi teleporter, this station can house up to 4 people at once and can fix whatever ails you. Those who stands upon the platform will be engulfed in a beam of energy; healing any harm or physical ailment, and restoring their internal energy pools to full.
    - **Purification Chamber (200CP):** For an additional **200CP** this station came be upgraded even further; restoring individuals rather than 'merely' repair harm. So long as you have a sample of an individual in their 'proper' state; purging parasites, cleansing corruption, and even allowing partially mechanized individuals to become whole and hale again. Just remember, while this may restore them in body and spirit they may still need help to recover from the experience.

Companions

Brothers in Arm: No guard works alone. Each is part of a squad, a brotherhood, that stands by them through thick and thin, and often know each other better than they know themselves. You are no different. You may freely import or create up to 3 Companions to join you during your stay. If you select to have 3 they each have **600CP** to Spend, **800CP** if you elect only two, or **1000 CP** if you decide to have only one partner during your stay.

Platoon Leader (100CP): We're having a special offer for any extra friends you have waiting in the wings. **100CP** each in fact, or **300CP** for 5 extra Companions. Each has one gains **300CP** to spend as they see fit.

Drawbacks

Oh? Desperate for more points? Well, nothing in this world is for free. However, should you be willing to pay the price in otherwise we might be able to work something out.

- **A History of Service (+0CP):** File Island, GAIA, MAGAMI… do these words mean something to you? Countless lives touched, countless enemies faced, and a legacy etched into the digital world. As a member of the DSG you might never come across them, but with this the Worlds will be connected and your story in this World will enter its next chapter.

- **Swarmed (+100CP):** Was it what you had for lunch, or maybe they just hate your guts? Whatever the case Mecha Rogue 01, a bat-like mechanized lifeform, seem to harass you wherever you go. Be careful when you spot one flying by, as a swarm is no doubt nearby. That said, while unlikely to be a credible threat they'll certainly be annoying and never drop any good loot. For an extra **+100CP** it seems like all your foes find your face especially punchable, and will prioritize you over most other targets if given the choice.

- **A Surprise in Every Step! (+100CP):** Not literally, but it will certainly feel that way with how you keep stumbling into traps. From shock panels to pit traps, and so much more; you'll certainly have an encyclopedias worth of first hand knowledge when it comes to them.

- **Royal Engagement (+100CP):** Among the digimon of this world there are special ones known as "Royal" digimon. These rare variants are greater foes than the rest of their kin, but are usually so rare that you're unlikely to come across them. Now though it seems like you're guaranteed to face off against several of them whenever you venture to the outside world.

- **Password Please (+100CP):** It's understandable that after such a disaster everyone would try to up their security, but isn't this a bit much? It seems like you'll have to jump through several hoops to get anything done here. Try to requisition a weapon at HQ? You need to pass a certification test to get licensed in it first. Go to explore a dungeon? You'll need to search for a key, or complete a puzzle every other chamber. Attempt to follow a lead to the source of the local X-Virus infestation? The last free digimon will decide to uphold their duty to guard the route; preventing you from passing until you receive their Lord's blessing. Either way, expect

- **No Scouting Party Messages (+200CP):** It seems as if the Mecha Rogues were far more thorough with the expeditionary party; ensuring that none of their messages survived their capture. Without their foreknowledge you and your squad will have to go in blind against the forces that took out the rest of the DSG; best of luck Jumper.

- **Vendor Trash (+200CP):** Given the current state of affairs you'd normally need to rely just as much, if not more, on equipment or resources recovered or claimed in the field than those from HQ as it will take a while for their operations to get back up. Now though it seems you've met with a nasty streak of bad luck as you rarely if ever find equipment suitable for your use, and what you do find is often worth little and far worse than what you already have. Oh sure, you might be able to get a quick buck by selling them off but you'll be relying mostly on your skill during your time here.

- **Catastrophe Conga (+200CP):** Now normally after completing an assignment you'd have quite some time to rest and train while HQ sorts through the information you've recovered, and locates the next priority area or simply waits for the next crisis starts up. However, those days are long gone; from the moment you arrive here you'll have to hit the ground running, often taking multiple assignments a day and having a single day of rest at most. Not too surprising when you remember that you're one of the last remaining able-bodied members of the DSG; but at least you have your friends to shoulder the burden.

- **Fresh off the Grid (+200CP):** Seems like there was a bit of a glitch when you were called up, and you've forgotten all of your knowledge regarding not only this setting but digimon as a whole. Hope your quick learner, because you'll have to learn the ropes as you go.
    - **Factory Reset (+200CP):** … Bit may not have been the right word. It seems the digi-elves truly messed up your transport; leaving you with no memories of your time before this world. While your powers are still intact, it seems like your skills have suffered greatly by the loss of your memories; but I'm sure you're squadmates will cover for you will you find your way again.

- **Solo Run (+300CP): …** Or at least you did. It seems as if you truly are the last Guard remaining. With Ophanimon stuck defending HQ and captain Leomon MIA it'll be up to you, and you alone, to unravel this mystery and save the day before it's too late. Not only does this mean that you will not arrive with your Squadmates, but any other Companion or pet will be unavailable during your stay.

- **We Can Do It (+300CP):** … Or maybe you'll wish you were on your own, as it seems like this world is hellbent on teaching you the value of teamwork. Important paths will be locked unless multiple individuals work on opposite ends of a room, foes may require precision coordination to outmaneuver, and any noteworthy obstacle will require everyone to chip in to have any hope of overcoming it regardless of your individual strengths. On the Brightside, you'll likely work like a well-oiled machine if you and your allies rise to the occasion.

- **Digivania (+300CP):** The digital world is a big place jumper; even with teleporters you aren't going to root out a server-wide threat by just visiting a handful of random spots once. Prepare to become very familiar with the geography of the digital world jumper as it's gotten for more in-depth; with several additional dungeons per domain, and a whole

host of puzzles which will require you to travel between them repeatedly to get anything done. Hope you weren't planning to resolve things quickly.

- **Tyrant Beast (+400CP) [Cannot be taken with Leomon Must Die Mode]:** When Captain Leomon is found he won't be his old self. After enduring horrifying experiences and narrowly avoiding the dark fate of beign converted into a Mecha Rogue it'd be stranger if he came out on phased. Normally the trauma of this experience would simply render him unfit as he wrestles with his inner demons, and the left over traces of the conversion. However, in then he would have provided key intelligence which would serve as a keystone to the entire operation… now things are different. Leomon is not merely a victim, but the Mecha Rogue's ace in the hole; having been fully converted long before he could be rescued.

  At first he will discretely sabotage the DSG's efforts using all the trust and knowledge he's accumulated as a Captain of the DSG; bidding his time carefully to ensure he can cause as much damage as possible. Should he be caught, or a suitable opportunity present he will reveal his true nature; a twisted beast more machine than digimon, and the newest general of the Mecha Rogue army. On his own he is more than a match for even true Mega level digimon such as Ophanimon and Seraphimon, but when coupled with the Mecha Rogues numbers and his own military acumen he will become one of the greatest threats this world will have seen. His goal? The conversion of all Digimon life into Mecha Rogues, and the conquest of the Digital World and beyond. Perhaps you can save him Jumper, free the proud Lion buried within, or you can put him out of his misery; either way if you cannot stop him then the future of the digital world will be dark indeed.

- **Leomon Must Die Mode (+400CP) [Cannot be taken with Tyrant Beast]:** Across the many worlds of Digimon there are many constants. The battle between good and evil, the strength of our bonds, the power of miracles, and Leomon's suffering. In fact, most every iteration of him across the many worlds seems cursed to suffer terrible fates at his own hand or those of others; and while the good Captain managed to avoid death and a fate far worse than it, he was left a hollow shell of the digimon he once was. But perhaps you can change that jumper? With your determination anything is possible, even defying Fate itself.

  Should you accept this task your arrival will be quite different; rather than being the last surviving Guard, you will arrive in time to join Leomon and his expeditionary team to the Dark Continent as his subordinate. There it will be your task to ensure that he survives the expedition both able bodied and with an unbroken spirit. However, Fate will not take kindly to this; as Leomon's doom will hang like an ever-present cloud over your efforts, ensuring that you will face great trials and dangers along the way. Many of which might claim the mighty lion's life without your intervention, and their threat increasing as the time of Leomon's capture would draw close.

  However, should you succeed in this mission you will be awarded with more than the satisfaction of saving a noble soul against all odds. Should you accept Captain Leomon as the Expeditionary Unit (a squad of elite digi-elves) will be willing to join you your adventures, taking up a single Companion slot as the digi-elves serve as Leomon's followers.

End Choice

Well done Jumper. Whether you succeeded or failed in your endeavors, you've managed to survive another 10 years in this world. 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.

Now it's time to make your choice.

Honorable Discharge:. You've completed your duties here, and now it's time to go home and may keep everything you've gained along your journey. Make us Proud.

Career Guard: 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.

Transfer Request: It's been fun, but with your duties fulfilled it's time to move on to the next world.

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Notes

- Prophecy is the Administrator in charge of the Network, a collection of Servers which form the Digital World. Much like GAIA and King Drasil it oversees keeping everything running properly, with the DSG serving as his answer to King Drasil's Royal Knights. Not much is known about it as we only know what it says through its intermediaries. However, it has shown itself to be a benevolent figure with a keen sense of justice; often frustrated by its inability to act directly to aid others, and having to rely on the very beings he wants to protect.

- Canon never establishes what exactly happened with the Yamato Server before it was converted into the Doom Server; beyond the fact that a large chunk of the DSG tried to stop it, Apokalimon curbed stomp them, and the X-Virus arose at some point during that mess

- The Mecha Rogues are digital lifeforms, but not Digimon. We don't know anything about their origins, or motive behind their borg-esque takeover plot. So if it becomes relevant to your jump, feel free to come up with whatever makes for a good story in your narrative.

- Mecha Rogue X is the source of the X-Virus. Take him out, and the X-Virus will die out with him; freeing the surviving digimon.

- Magic in this setting is derived from the Witchelny system popularized by digimon such as Wizardmon, Witchmon and MedievalDukemon. Magic is a highly personalized affair, and usually Digimon don't learn new spells; as much as they suddenly discover them in a moment of epiphany. These spells are usually being in theme to the digimon's play style, with elemental spells being the first ones developed. Unlike in most magic systems spells grow in power as your mastery increases, causing them to evolve through 5 stages of power; making them comparable to attacks performed by digimon of equivalent rank. These are Petty, Mega, Giga, Terra and Infinity rank spells. As a whole magic comes in three main categories:
    - Burst which deals with the sudden manifestation of some kind of phenomenon. This is where attack spells can be found, and is the home of both classical elemental spells, and things such as blasts of venomous substances, bolts of force, and even remote explosions
    - Force deals with the modification of existing targets. These cover your standard buffing and debuffing spells, as well as status conditions such as Sleep or binding.
    - Heal is rather self-explanatory; focusing on the restoration of targets. Doing everything from repairing damage to large groups, neutralizing ailments, and even Raising the recently defeated.

- Witchelny system is a discipline of magic that essentially treats spells as programs that execute a function in the world, while how you cast it is basically just the programming language you use. Some languages are more suited for certain tasks, others may be easier to decipher, but in the end you can eventually achieve the same effect. If with more or less effort depending on your approach. To this end **Precocious Acolyte** allows you to effectively Reverse Engineer spells by gaining an understanding of what a spell does, how it does it, and what it is; thus allowing you to devise a way for you to generate the effect using your own "programming language".