


*By Regalus*

Welcome to the Directory Continent, home to Digital City; humanity's bastion from the cruel mercies of Boss digimon. Malicious digimon warlords who nurture a burning hatred towards humanity, and are capable of bending digimon turned feral by a terrible infection into their personal armies; creating great hordes to attack Digital City in the hopes of wiping out the human race. Luckily, they can always depend on the Guard Tamers and their digimon partners to protect them; working tirelessly to ensure both the safety of humanity, and the destruction of these malicious monsters before they can enact their wicked schemes.

Though a storm has begun to brew in this land as the terrorist group of tamers known as the Blood Knights have risen once more after 30 years in hiding, and have begun stirring trouble in this haggard land. You dear jumper arrive one week before a boy named Akira completes his final test to become a licensed Guard Tamer. Be careful Jumper, for not everything here is as it seems.

Here's **1000 Choice Points** to prepare you for your stay.

# Locations

Roll 1d8 to determine where you arrive, or pay **50CP .**

1) **Digital City:** The great city of humanity. Legend has that this place has been the cradle of humankind ever since their ancient ancestors first arrived to the Directory Continent on their sacred ship, The Archive. Despite that, the metropolis serves as a sanctuary for both humans and digimon; a place where they work together for a better tomorrow, and to combat the threats of Boss and Feral digimon alike
2) **Meditation Dome:** A secret colony established by digimon who fled from Digital City during the Blood Knight Rebellion 30 years ago. Here digimon with sufficient will to resist the Infection live in peace and secrecy; though that peace will soon be broken when a Boss digimon kidnaps their leader, Angemon, to coerce the rest of its inhabitants into joining his forces.
3) **Device Dome:** Built by researchers who fled from Digital City in the wake of the Blood Knight Rebellion; they while away their time advancing science and their knowledge of both the digital world and its inhabitants. They maintain loose ties with Meditation Dome through their younger tamers, but have otherwise kept themselves from the world at large.
4) **Archive Port:** Home of Ben Oldman, former leader of the Blue Falcon guard team; it's a quiet place, and a rare haven beyond the domes and Digital City. He'll be happy to have some company during his retirement; though if you get restless he'll happily call up his old contacts to help you reach Digital City. However, this bay holds an ancient secret lost to myth, and closely guarded by the former guard captain. Hidden within is the legendary ark that brought humanity's forefathers to the Directory Continent; though its key was lost long ago.
5) **Untamed Domain:** You've found your way into one of the dozens of domains that litter this continent. Each is a maze-like structure expanding underground into a dungeon or high into the sky like a mighty tower; making it the perfect home for ferals, young Boss digimon looking for a place to start building their army, and all sorts of treasures. Luckily for those not willing to brave the dangers of the domain, there's a warp pad nearby that will lead you outside.
6) **File City:** Quite a long way from the main action, aren't we? This is the capital of File Island; a surprisingly cosmopolitan realm that has mostly purged itself of The Infection. However, a trio of Boss Digimon led by someone calling themselves the Chaos Lord have begun a siege against the city. While File City's forces have managed to prevent the Chaos Lord's forces from breaching it, the two sides have been left in a deadlock. A new arrival might be just the thing they need to tilt the odds in their favor. If you're human expect to get some odd looks as it's been quite some time since the last one came through here; lucky for you they left a good impression.
7) **Kernel Space:** You are on the moon. Not sure how you got here, but you should probably avoid the dark foreboding tower in the distance. It won't be long before your arrival is detected by the Guardians; legendary figures said to have inspired the formation of the three Guard Tamer teams.So long as you don't cause any trouble they

should be able to send you back to solid ground. Of course, if you can prove yourself to them, they might mention something they could use your help with.

8) **Free Choice:** You've hit the jackpot; pick any of the above locations as your starting Location.

## Background

Now let's look at what niche you can carve out for yourself here. Non-Digimon may roll 1d8+6 to determine their age, while Blood Knights and Supporters may choose to roll 1d8+16 instead. Digimon may choose either roll set for their starting age. Alternatively, you may pay **50CP** to choose your starting age. Gender doesn't really matter here, so you may choose it for free.

**Mysterious Stranger:** You arrive in your starting location in a great flash of light, with no memories or past in this world to get in your way.

**Guard Tamer:** One of the brave defenders of humanity; you trained for most of your life to earn the right to call yourself a Guard Tamer, and join one of the prestigious Guard Teams that protect Digital City. Whether you're a noble Gold Hawk, a free-spirited Blue Falcon, or an ambitious Black Sword; you are the first line of defense in the war for humanity's survival.

**Supporter:** Fighting's all well and good, but you've never been one to play the hero. Good thing too since your kind are the lifeblood that keeps civilization going. It might not be as glamorous as riding into battle on a Digibeetle, but someone's gotta make sure these people have a home to go back to.

**Blood Knight:** The true heroes of this world, no matter what others might say. You are one of Crimson's loyal followers, ready to conquer File City after 30 years of hiding. No matter what it takes or what you must do; this time those blind fools *must* learn their place before it's too late.

**Digimon:** As a native inhabitant of this world you possess a strange body that grants you powers beyond that of a human; regardless of whether you side with the humans or join the Feral digimon in their goals, power won't be something you'll lack. You begin your time here as a Rookie digimon of your choice; however, you may pay **200 CP**, or **400CP** to begin as a Champion or an Ultimate level digimon instead. Alternatively, if you already possess a digimon form you may import it as your starting form in this world for **Free.**

# Perks

Now we're getting to the good stuff! All Perks are discounted to their origins, and gain their **100CP** perks for free.

**Data Transfer (Free):** In this world Humans have discovered a rather unique way of bypassing the innate limitations of a digimon; namely permanently fusing both digimon into a whole new gestalt entity based on the strongest digimon of the pair, with facets of the weaker partner patched into it. This digimon starts at Rookie Level, but retains the moves and skills of both its donors, and may be capable of reaching strange new digivolutions that were unavailable to its parents. This process would normally be repeated dozens of times before even one of your digimon gained the potential of reaching their mega digivolution.

Seeing as this could cause a few problems for you, for the duration of the Jump any digimon on your side may opt instead to donate their power to another; reducing themselves back to In-training Stage in exchange for granting their techniques and potential to another, who is then reduced to Rookie as normal. For **200CP** you may maintain a version of this power in future Jumps; allowing you to replace the sacrifice of a life, for 'merely' the donation of most of their power

## Mysterious Stranger

**Have We Met? (100CP):** You have one of those faces; the ones that make people feel as if they've met you before. This sense of familiarity makes it far easier for you to make a good first impression, and get strangers to relax around you. Needless to say, after meeting you people find it hard to forget you; such that even if their memories were completely rewritten, some part of them will always remember that bond you shared.

**In a Hurry (100CP):** When the bombs are ticking and the sky is falling you don't have time to explain how you know that innocent old man is secretly a terrorist, or why it's critical for you to charge into a restricted area with a crate full of strangely colored fluids. In such situations, you seem to gain an aura of "I don't Have Time for This" that allows you to move unhindered and unbothered, and makes it far easier to gain people's compliance in your plans until the immediate crisis is resolved. Granted, depending on how it's resolved they'll be expecting a good explanation for what just happened.

**Why Am I here? (200CP):** Falling from the sky has many advantages. Being a wild card people aren't prepared for, being free of any compromising oaths or unwanted responsibilities; however, that also means you lack some important context to explain what's happening around you. Thankfully, you've gotten pretty good at filling in those blanks through a mixture of extraordinary intuition and expert deductive skills; allowing you to connect the dots and notice missing information with the slightest provocation. Why by simply watching people interact you could collect a wealth of information about both of them, and pick up on things they aren't saying outright. Lastly, should your memories ever disappear this same intuition will help you help find clues to what you're missing, and figure out how to make the most out of what you have left.

**Stop it! (200CP):** Don't you just hate it when people waste your time? Beating around the bush, monkeying around, or putting up a token resistance even though you all know they don't stand a chance; it's honestly just shameful at this point. Well, you're sick of it! With a sharp condemnation, you can get those around you to cut to the chase or man up as appropriate; allowing you to get even the silliest gag character to take things seriously, and resolve will-they-won't-they plots in a jiffy.

**Wallflower Espionage (400CP)**: It's surprising how a pretty thing like you can just slip into a room and out of mind just by quieting down; almost as if you become little more than a background character in other people's lives. Going about seen but unacknowledged by human, digimon and machine alike so long as you avoid interacting with anyone. As a matter of fact, it's extremely disconcerting how you can use this to stalk an armed criminal across an entire city; always a step behind them and undoing their sabotage as they go about their business assured in their success. Your foe never catching a hint of the ghost haunting their every move until you choose to dramatically "reveal" yourself.

**I can Explain Everything (400 CP):** You really can. It's mind boggling how you can compress complex topics and world-shattering revelation into short conversations; all without overwhelming your audience, breaking their minds, being stonewalled by pre-existing beliefs, or having them descend into an existential crisis from what you've told them. In just a few breaths you could explain how someone's entire life is a lie fabricated by a rogue AI who tried to shape them into being the perfect catalyst for its ascension; and not only would they believe you without having to provide mountains of evidence or arguing with them, but their will to fight would grow now that they understand who their true foe is. However, this only applies to things you know to be factually true. Coincidentally, this also makes you a great teacher for just about any subject.

**First Class Access (600CP):** You have a gift when it comes to computer systems and networks; navigating and exploiting them with intuitive know-how equal to their creator. In fact, it you always have the highest level of commonly available clearance in whatever system you try to access; almost as if the machine itself recognizes you as a trustworthy ally. This is less effective against artificial life forms; 'merely' granting you unparalleled insight into their nature and actions, granting you quite an advantage to your attempts to persuade them.

**Access Denied (600CP):** Despite its bright color and friendly demeanor this world is filled with nightmarish hazards that are next to, if not literally, impossible to reliably resist; from identity corroding viruses, forced body fusions, and god-like figures capable of puppeteering people without them realizing it, or wiping them from existence with a snap of their fingers. However, as a being from beyond their world it shouldn't be surprising that such attempts to casually warp, corrupt or eradicate its native inhabitants seem to barely affect you.

In a world where incursions against your very being and the integrity of your body are at risk; you resist such threats like an impenetrable fortress. Diseases that would wipe out planets or twist your body in horrifying ways merely giving you a slight fever, broadcasts that would trap a mind in an inescapable world of delusions just make you distractible, and forces that might 'will' you away merely making you itch in odd places.

## Guard Tamer

**Licensed Asskicker (100CP):** Not just anyone can become a Guard Tamer. It requires grueling training from a young age; covering everything from common academics and athletics, to military tactics, driving, urban and wilderness survival, investigation, basic mechanical repair, and so much more. From there the candidates are further weeded out through numerous tests; culminating in a live fire trial where the candidate must successfully lead an extermination mission against a high-level Boss digimon on their own, with the supervision and assets of a superior of course.

In short, you've proven yourself to be the crème of the crop; making you more than a match for a career soldier both physically and mentally. In fact, in future Jumps you'll find your entrance into similar military or law enforcement groups a foregone conclusion; with such groups expressing eagerness for someone of your talents to join them.

**Who Are You Calling a Kid? (100CP):** So, what if you like card games and stuffing your face with pizza? That doesn't mean you're a nosy brat in over your heads; you just know how to have fun too! You might be a kid, but anyone who spends a few minutes with you in a crisis knows you're the real deal. In more practical terms, you possess a mental switch that allows you to shift mental gears from "everyday kid" to "trained professional".

Moreover, those around you notice this change in you; causing them to treat you appropriately despite their past interactions, or your appearance. As a side effect of this training you can handle stress both in and out of the battlefield much better; never having any problems unwinding during your downtime, or adapting to day-to-day life.

**Joy Bringer (200CP):** When things are their bleakest, when people tire from the constant trials of the world, when the weight of destiny feels crushing; it would be so easy to give in, but you know better than that. Which is why your skill at empathizing with people and managing them both individually and in groups is a blessing to any force you're in. No matter the occasion you always know the right things to do or say to turn a terrible time around. Whether it's disarming and de-escalating conflicts, helping people look on the bright side, or just being a great friend to those around you; joy seems to follow in your wake. As a side benefit, this intuition also makes you an absolute genius when it comes to picking out games or ideal gifts people would enjoy.

**Frugal Trooper (200CP):** You'd think that fighting on the frontlines of humanity's survival would set you for life; but every young cadet soon learns the importance of stretching every bit. Between upgrading your digibeetle and personal gear, restocking supplies, and other assorted costs it'd be easy to end up broke. Though you've never had issues balancing your accounts; your fellow cadets often requesting you work your magic to stretch their meager allowances.

Now that you've graduated all your old dealings have made you a real wiz at both logistics and business; whether it's haggling down prices with a merchant, finding out when and with who to do business with, or just keeping your squad well fed and happy. So long as you keep an eye on your money and an ear to the ground you'll never go broke, and turning your earnings into tidy sum is always a breeze.

**The Oath (400CP):** *"To always value your comrades and partners. To do one's best to create a world where everyone can live in peace, and to challenge any evil that threatens that world".* These are not chains meant to bind you, nor burdens meant to limit your growth. When you swore these oaths, you did it because you earnestly believed in the principles they stood for.

This conviction is proof of the great determination and willpower that burns within you; allowing you to withstand great hardships and temptations with ease. Those who would try to tempt or trick you into betraying what you stand for would have an easier time breaking down a brick wall with their faces. Moreover, depending on which version of the Oath you swore you may draw additional boons from your beliefs:

- **"To Fight for Power and Authority":** The Oath of the Black Sword is not for the faint of heart, or those satisfied with complacency. It is a harsh Guard Team where each member pushes the other to be the best they can be; a place for those who acknowledge their faults and shortcomings, and desire to rise above them. As such its members are particularly gifted at recognizing flaws in both themselves and the world around them; the better to crush their foes under the weight of their weakness, unravel plots, demolish structures, help someone improve, or simply dish-out sweet burns. Moreover, despite their company being an acquired taste; no one can dismiss their skill, ensuring that personal biases against you won't affect your professional dealings.
- **"To Fight for Freedom and Harmony":** The Oath of the Blue Falcon is often sworn by the free-spirited, and those who stand out in the crowd. It's a lively Guard Team where its members treat one another more like a family than coworkers. Its members are incredibly charming allowing them to help even the most diverse or heated of groups to get along and work together towards their goals. Curiously, organizations you join seem to inherit an echo of the Blue Falcon's spirit; being more accepting of individual differences, and promoting better relations between its members regardless of rank.
- **"To Fight for Honor and Justice":** The Oath of the Gold Hawk is for those who seek to hold themselves to a higher standard, and become paragons of nobility. The members of the Gold Hawks are all comrades in the battle against wickedness within and without; seeking those who would escape justice, and embodying their virtuous ideals even when the world seems intent on mocking them. Those who swear this oath will find that when faced with a situation which might only be resolved by compromising your values and ethics, there will always be a third option.

  It might be more challenging than succumbing to evil; asking you to face yourself, swallow your pride, or endure great trials. However, so long as you do not falter, you will never be forced to betray your beliefs. Moreover, as a paragon of your ideals you will help others find inner strength and nobility that they may have never known themselves capable of; in time helping them rise above the darkness in their own lives.

**Mix-and-Match King (400CP):** Between digibeetle parts, digimon partners, DNA evolution, and techniques there are thousands of possible ways to arrange your team; it's no surprise that young Guard Tamers can easily be overwhelmed by the breath of choices they're confronted with. However through a bit of luck, intuition, and good old experimentation you've developed a

great system for finding out how to get the most out of your assets, and create surprisingly effective synergies between them. In fact, the greater the variety of choices and assets at your disposal; the better you seem to be at optimizing their use. Often finding ways to turn a veritable grab bags of assets into a whole that is far more effective than its ingredients may suggest.

Moreover, with a bit of practice you'll find you can apply this knack to all sorts of things; from picking the right people to assign to specific tasks, improving infrastructure, or even finding new and surprising ways to use your more exotic gifts together.

**Tamer's Hunch (600CP):** The most important lesson any cadet will learn is that their training didn't prepare them for everything. Books and lessons are good and all; but it's your ability to make decisions in the field that separates a mediocre tamer from a great one, and often the living from the dead. This means that sometimes you just need to listen to your gut, even if it doesn't make sense at the time; and boy howdy does yours have a lot to say! You often find yourself developing strong hunches or feelings about things, that prove to be of great boon in any situation; helping you to avoid traps, find weak spots, stumble upon critical clues and secrets, pick out conmen, or even save a date from foot-in-mouth disease.

These feelings even help you avoid terrible situations you would have had no way of preparing for beforehand; like picking up a doodad from the floor that proves to be the one defense against the enemy's surprise insanity ray, or deciding to swap your team on a whim, only to run into an encounter later that day that would have wrecked your usual crew.

**Until Then, Train Hard (600CP):** You are exceptional. Your potential to grow and learn shine like a beacon to everyone around you; making you immensely desirable to all but your most adamant opposition. Reclusive masters offering apprenticeships, and allies trusting you with great secrets and positions of importance; while your enemies will often show you greater mercy and consideration, no doubt with the hope of tempting you to join them.

In addition, you seem drawn to opportunities that will help you reach your full potential. As your journey progresses, you will occasionally feel a pull towards interesting events happening around you. Allowing yourself to be drawn into these situations will present you with an opportunity to face some manner of challenge that will test your capabilities. Overcoming these trials will always help you progress and grow in some way; such as by gaining greater insight about yourself, your abilities, or your situation, helping you resolve a personal struggle, or simply provide you renewed confidence.

These opportunities will arise more frequently as your need for them grows, and will reliably strike when you seem to hit a wall in your training, or learn of an impending trial you must overcome. However, you may always refuse this call if you are otherwise engaged.

## Supporter

**Tinkering (100CP):** A city this advanced doesn't run itself you know. It requires lots of good old elbow grease, and a healthy serving of scientific knowledge. So, to pull your weight, you've become something of a handyman; skilled at repairing and maintaining complex machinery, and figuring out how to use them. That said, while you can get it working again; figuring out the purpose of something truly alien beyond the basics will take some work.

**Nothing I can't Find (100CP):** Nothing sucks quite like being *this* close to finishing your queue only to find out that you're missing a critical tool or parts, or special permissions from an absent superior that'll delay the whole affair for who knows how long! Though you've managed to get around this by becoming somewhat of a bloodhound when it comes to finding things or people; always having some general idea of where they might be. Better yet, you've learned to never overlook things when doing your searches; the embarrassing days of looking all over the house for your keys, only for them to be on your coffee table are long behind you now.

**All is Forgiven (200CP):** So maybe you've got some sticky fingers, and maybe you've "borrowed" a few generator parts; but they'll forgive once they see this super awesome engine you've made! Aside from a significant improvement to your attempts to "discreetly borrow" things from people; you never seem to get in trouble for doing so, as long as you give it back eventually or show it was for a noteworthy cause. This improvement to your skills, and people's leniency, scales with how important it was for you to 'borrow' something; allowing you to get a slap on the wrist for things that might get you jailed or worse with good enough reason for it.

**Fostering Growth (200CP):** Tamers and scientists don't come out of nowhere you know; someone had to help those brats grow up into heroes and productive members of society, and you're one of the best in the biz. Whether its physical training or cramming books in their heads, you know the best way to teach anything to anyone you meet; allowing them to learn the subject and benefit from their training far faster and less stressfully. In fact, you can find a way to make just about anything fun to learn; something especially effective against children and adolescents, helping them develop an active interest in their lessons.

**Designer Skylines (400CP):** Tamers might fight the good fight; but when it comes down to it, it's builders like you that have allowed humanity to endure for so long. Places like Digital City and the Domes that formed bastions against rampaging digimon and viral infections alike; and you know how to build similar bastions elsewhere. When it comes to constructing infrastructure, and designing the architecture of buildings and cities alike you're a grade-A champ; allowing those under your guidance to build them in a fraction of the time and cost.

However, where you really shine is ensuring that these structures are not only future proof, but that they also serve as havens from the dangers of the world. Whether it's a zombie virus, worldwide disasters, or demonic incursions; any place your work on will be a sanctuary to its inhabitants. Let the tamers go out to fight evil, you'll make sure they have a home to go back to when they're done.

**Mission Chief Jumper (400CP):** It takes more than just fancy toys and friendship to run a city in a hostile world; it takes paperwork too! Not to mention laws and procedures capable of accounting for the presence of child soldiers, supernatural monsters, pseudo-independent military/law enforcement units, and super science grade technology just lying around. After enduring that grinder it's no surprise that you've become a savant when it comes to administrative and bureaucratic endeavors; possessing almost encyclopedic knowledge of local laws, able to navigate legalese with ease, create policies so simple even children can follow them, and cut away at excess procedures that do nothing but bloat the bureaucratic machine. Such is your skill that attempts to stonewall you or entangle you in even the most labyrinthine of legalities not only fall flat; but also grant you opportunities to turn the tables in returnt.

**Deconstruct (600CP):** This world is full of so many wonders and marvels, things so easily overlooked by more militant minds. People who only care about how many metal spikes a digimon can shoot, rather than deciphering the fascinating process it uses to synthesize such rare alloys. Thankfully, you are a true scholar at heart and a genius with an astounding IQ; so long as you draw breath, you will not allow such wondrous mysteries to go ignored! Years of studying digimon and the digital world have made you an expert towards deciphering the rules behind even the most fantastical phenomenons; better yet, you can use the knowledge gained through these studies to create objects based on those principles.

From vending machines that can materialize objects from raw data and purifiers that automatically neutralize and recycle contaminants, to creating materials based on chrome digizoid for use in vehicles and construction, creating vaccines for mind altering infections, or whipping out teleport pads for quick transport. Given time there's no mystery you can't unravel, and there's no doubt that the wonders you create will someday change the world! Maniacal laughter is optional, but greatly improved if invoked.

**Moving Forward (600CP):** According to legend it's only by the grace of the Three Guardians, mythical being whom the Guard Tamers have named their teams after, that humanity has endured its tribulations. Lost in a strange and hostile land, they descended from the heavens to gift our forefathers with many secrets; the greatest of which was the secret of evolution. The art of unlocking a digimon's full potential by artificially catalyzing their digivolution; as well as how to combine two digimon to form a new life bearing the combined potential of both.

Regardless of the veracity of these legends, many whisper that you've been visited by these mythical beings; for how else can they explain your mastery of these sciences? Flawlessly guiding a digimon's evolutionary path, discovering completely unknown branches of evolution, or showing such fine control over the process of DNA Evolution that you can determine the specifics of the resulting fusion rather than leaving it to chance. However, this seems to be only the beginning as your astounding insights have showed you the way to modify these technologies to work on more than just digimon; allowing you to transform common household pets into powerful beasts, fusing man and digimon, or even create technology that seems to grow and adapt to its use. Some might fear what you can do, but that matters little; progress waits for no man.

## Blood Knight

**From Discipline, Victory (100CP):** There is no room for the spineless and weak hearts in this war; such weakness having long since been stomped out of you through training and experience. Whether simple pain, poor meals, arduous training, attempts to turn you by force, or take a life; you have the willpower to grit your teeth and endure, pushing on with great determination until you succeed at your task or have nothing left to give.

**Karate Power (100CP):** In a world of mobile tanks and digital monsters it's easy to forget the value of honing your body; however, those who rely on the strengths of others will inevitably find defeat once they lose their toys. As such you will always relish the expressions on those who think such a fallacy applies to you; having trained your body to its peak, and possessing enough mastery of close quarters combat to trounce four armed soldiers on your own.

**Desperate Times (200CP):**. Unlike the forces of Digital City, every soldier counts in Crimson's legion; and while failure or unprofessional behavior might get you in trouble elsewhere. There just isn't enough time to waste blaming your allies for your enemy's strength or the whims of fate, performing petty punishments, or wasting valuable assets to inflate your superior's ego. No matter how terrible the loss or setback, your efforts and the bond of brotherhood you share with your fellows means that you will never have to fear being punished or wrongfully blamed for them so long as you did your best… or at least gave the appearance that you did.

**Face of the Revolution (200CP):** It's not easy being this infamous; but great change needs a great icon to spur it forward, and you are the most qualified for the job. You are charismatic and stylish, with a flair that makes you hard to forget, and a silver tongue that can make even the most frigid law keeper find you charming. Won't be long before you have them cheering at the chance to face you and your quirky mini-boss squad instead of your more forgettable compatriots; easily turning your fights into a good game of cops and robbers they can look forward too, rather than a fight to the death. Ofcourse, this makes you the ideal distraction for when your forces need to move unseen.

**Shadow's Edge (400CP):** Not to say you don't know how to be discreet when you must; you just like having a bit of fun instead of running around like some dreary ninja. However, in truth you're an expert when it comes to espionage and infiltration; slipping in and out of enemy strongholds like a ghost. Why on a whim you could simply pick up a stolen uniform, and casually waltz into the enemy's capital city without alerting even your dearest nemesis; taking a happy stroll through sensitive areas, bluffing or forging your way past checkpoints, and sabotaging critical systems without raising a single alert.

Heck, by the time anyone found out something was wrong, not only would it be too late to stop it; but you'd be long gone. Finally, such is your expertise at counter-intelligence that you could render a small army untraceable; allowing your foes to go decades believing you're all dead until you're poised for your next strike.

**Not the Man You Used to be (400CP):** Who needs sycophants and yes men? Cowards the lot of them, too afraid to speak your name; let alone give their honest opinions! When things are this bad there's no time to cater to such fragile sensitivities and inflated egos. So when you legitimately disagree with a superior on a course of action you'll find that they will sincerely consider your words and reasoning; allowing them to reevaluate their own decisions and rationalizations in the process. With a little bluntness you could make both them and yourself aware of how their thoughts or actions are being influenced through mundane or supernatural means; even if it's just their own vendetta or ennui blinding them. Better yet, once you've identified such an issue your efforts to help them through it or break free are greatly enhanced.

Of course, you're not a hypocrite and have instilled a similar environment with your own crew; easily recognizing when your thoughts and actions have been compromised, and having better odds at setting your head straight.

**Light of Truth (600CP):** Once you were lost; blinded by lies and complacency. However, one fateful day those dark clouds parted and you saw the Light; uncovering truths that had been forgotten and written over, and ever since that day you've carried that spark of truth inside you. This world is a lie, a fabrication created by a terrible evil that must never be allowed to reach its goal; compared to that the deceptions of mortals are little more than morning mist to you. Lies fall flat to your ears, illusions are disbelieved, riddles proclaim the truth they try too hard to hide, disguises are little better than props under your gaze, forgeries and fabrications easily sorted from originals, and personas revealed to be the flawed acts that they truly are.

Greater yet is that you have perceived the true nature of this world, and the puppet master between all the tragedies and horrors you and your loved ones have endured. If you're a Blood Knight you are no doubt Crimson's most trusted confidant, and one of the few who know of the true nature of his rebellion.

**Crimson Warlord (600CP):** It's nice to have ideals, and pretty words to share; but sometimes that's not enough. Some evils can't be talked down, some truths are too harsh to be accepted, and some situations are too desperate to wait out. Sometimes you need a bloodied gauntlet, rather than a silk glove. When those times arrive, you are never caught off guard; unerringly identifying the signs as a situation comes close to the point when soft diplomacy will no longer be effective; and when the time for action comes you will always be ready, preparing your forces for the upcoming conflict in complete secrecy. When the time for battle finally comes your new foes will doubtlessly regret pushing you this far as they find themselves facing a military genius heralded as a modern Sun Tzu.

Whether it's urban warfare between armies, or guerilla tactics in alien wilds with squads of monsters, you know how to extract every possible advantage from both the battlefield and your units. Even if you were facing a force superior to yours in capability, resources and manpower; under your direction you could turn your foe's assured victory into a crushing defeat, or at least ensure the escape of all your forces. In fact, if there was a single path to victory you could even outwit god-like figures, and pave the way for their defeat! Anyone who tries to destroy you better be swift and thorough, as even your final words spoken to the right person could assure their destruction.

# Digimon

**Pixie Power House (100CP):** Well aren't you a sight for sore eyes? Must be hard getting fawned over so much, but bullies beware; in a world where things that look like supermodels can suplex dragons into submission, it pays to respect the little guy. You seem to have picked up this quality during your time here; allowing you to determine to what degree your form reflects your true capabilities.

**Shout it Out (100CP):** Something you learn quickly around here is that battles are filled with a surprising amount of dialogue. Not that they're having a debate or anything, so much as loudly proclaiming their attacks; even if they've already spammed the same one five times in a row. While it may seem like madness to the uninitiated, you now understand the logic behind this; turns out that shouting a move's name makes them better, providing a minor but tangible boost to all its traits. As a matter of fact, you've gotten so skilled at this technique that your physical actions in no way hinder your capacity to speak; perform a soliloquy while dodging bullets, or call out your attack's nineteen syllable long name while firing your laser breath with equal ease.

**World View (200CP):** Maybe your code was derived from a security suite, or you lived a life full of danger and adventure, but your senses are astoundingly sharp and crystal clear; enough that you could read a book from the other side of the room, or listen in on a conversation in a crowded party. Unsurprisingly, this makes you incredibly hard to surprise as you detect threats and individuals with nigh supernatural accuracy once they enter your perceptive field.

**Pack Master(200CP):** Whether it's digimon squads or feral packs, someone needs to lead the way to turn that rag tag group into a proper fighting force; and that person's you. You've become an expert at squad based combat, and can nurture teamwork with your companion's that is positively sublime; covering each other's weaknesses, and setting up combo after combo against an enemy is child's play for you.

**War Zone (400CP):** A fight between titans can't just happen on the street you know! Such clashes require a proper arena where combatants can face one another without petty distractions. So with an exertion of power and will you can seemingly stretch your immediate surroundings; turning even a narrow hallway into a space where dragons and mechas can comfortably brawl. However, this is only the beginning as with greater experience and power you may be able to alter this space as it's made; creating panels that inflict special effects on those who stand on them ranging from draining their energy or damaging them to enhancing individuals or granting special resistances. That said, once the space has settled it can't be further altered. Moreover, it'll usually only last long enough for one battle before it returns to its original state; luckily you and your allies always have just enough time to adjust yourselves before that happens.

**Unbreakable (400CP):** You are a digital lifeform, unlike humans, your form is a simple byproduct of your own code and will; is it any surprise those with the strongest forms often have the strongest wills? From now on you'll find that the same applies to you regardless of the form you find yourself in; being able to reinforce your body with your willpower, while your mental resilience is magnified by your endurance, and as one grows so will the other. Moreover, your integrity is such that even the Great Infection cannot corrupt your mind, and Once Per Jump you may simply refuse to die through sheer force of will; not only negating the effect that would have slain you, but returning yourself to your prime in both mind and body. As a side effect of this, extracts from you could potentially be used to cure all kinds of physical and mental maladies in the hands of a sufficiently brilliant mind.

**All for One (600CP):** How... how did you get this power? It seems that your code is… unique, and surprisingly compatible with those around you. Should they be willing you may initiate a DNA Evolution that is rather different from the ones engineered by the humans of this world; as the resulting form is both temporary, and far more powerful. The resulting entity carries the strengths of its components, balancing out their weaknesses, and may even combine their abilities in new and surprising ways that render it greater than the sum of its parts.

However, its energy requirements to maintain it ensures that you'll only be able to use it for a while, and that it'll leave you and your partner greatly fatigued. Though as you strengthen the bonds you have with your comrades, you'll find this burden lessening. Moreover, whenever you're involved in a fusion of any sort, be it DNA Evolution or assimilation, you always have a say in how the mental space of the resulting entity forms. Whether one of you should be completely dominant, swap controls, or even form a gestalt mind as the manifestation of your bond with one another. Finally should you ever find yourself in a fusion you no longer wish to be a part of you can always terminate it, even if it was triggered or sustained by someone or something else; causing the fusion to harmlessly break down into its component entities.

**Beast King (600CP):** In a land where survival of the fittest is the rule of the day, most feral respect power no matter how insane they may be; a truth etched into your code through harsh experience. The obstacles you've surmounted granting you primal authority that impresses your will upon those weaker than you be they man or monster. Not only does the gulf between your own power and theirs become instinctively clear to all involved, but even the most stubborn of beasts and foes will step aside once you've proven your superiority. In fact, you could easily rise to the ranks of the vaunted Boss digimon if you desired; as foes you impress through your skill, character or power find that they eagerly wish to follow you afterwards, swiftly forming bonds of loyalty towards their new alpha.

With the proper power and ambition you could quickly gather a horde of powerful individuals; joined under your banner despite their former natures and mentalities, such that even the wildest and maddest of their number would be tamed by your presence in their lives. Just be careful not to grow your legion too quickly, that sort of thing tends to draw unwanted attention

# Items

Now before I send you off here are some toys you might find useful, along with an extra **200CP** that may only spend in this section. Items with a background listed next to them, are discounted to that Background.e.

**Gift Box (50CP):** A box containing an unlimited supply of toys that any kid would love; from teddy bears and toy airplanes, to virtual pets and toy robots.

**Tamer's License (50CP) [Free to Guard Tamers]:** This license proves that you are a certified Guard Tamer, and can both pilot Digibeetle and train your own digimon team. In future worlds, you'll find that you can use this as a valid ID for all purposes, and as an ownership permit for your equipment.

**Tamer Armor (100CP) [Guard Tamers, Free to Blood Knights]:** Just because you drive around in a tank doesn't mind you wouldn't benefit from extra protection. This uniform doubles as a military grade armor; able to stand up against rookie level digimon, and might just save you from getting pulped by Champion. Moreover, it is insulated to keep you warm in the cold, and cool when it's heat. The included face mask for the helmet even doubles as a respirator.

**Item Making Machines (400CP) [Supporter]:** A humble vending machine like device with slots on the side to interface with data storage units, and scan documents. This special gizmo can reproduce virtually any device it has a complete blueprint for; converting energy and data into the finished product. However, the cost to produce them increases based on the complexity of the device and exotic nature of its materials; with some options being next to impossible to recreate due to their bit cost or energy requirement. In future worlds, the bit requirement will be exchanged for "processing time" required to produce the item; which may result in products being impossible to craft during a standard ten year stay.

**Tower of Chaos (400CP) [Digimon]:** Attached to your warehouse you'll find a teleport pad that will lead you to a lobby containing two doors. The first leads to an immense Domain; a complex dungeon seemingly without end, and designed by someone who truly believed in the term "survival of the fittest". While it will always scale to those who brave its depths, each subsequent floor becomes more challenging than the last; progressively becoming a trial by fire that will push anyone to their limits. Thankfully, despite being the product of some cruel taskmaster it was designed primarily as a training area; as such any resources expended or damage sustained through this tower are instantly restored once you leave.

In fact, even death will merely boot you to your Warehouse exhausted and defeated rather than end your chain. As for the second door? It leads to a viewing area where visitors can observe the performance of those challenging the Domain; it even has a special control panel which can be used to slightly modify floors, or coordinate the deployment of traps and mobs for those who wish to take a more active role in the experience.

**Neo Jumper Key (600CP) [Blood Knight]:** This handheld device is the pinnacle of Blood Knight technology. With it you may collect and store the data of up to four separate digimon after defeating them; which may then be used to transform into those digimon, or into hybrid forms derived from them. This later option involves utilizing the stored data of these digimon as building blocks to design a new chimeric form; electing parts of each Digimon to create a force to be reckoned with, or perhaps ones specialized towards specific tasks and encounters. Better yet, this one is far more advanced than the one made in this world; ensuring that these transformations won't drive you mad or leave you vulnerable to mental influences.

**The Backup Plan (600CP) [Drop In]**: This innocuous hand-held metal cube is far more than it seems, and could be used to bring hope to an otherwise doomed situation. Upon activation you may elect a single entity that plays a critical role in your Current Jump, from Gods on high to terrible demons, or even eldritch horrors whose dreams form the very world you live in. Once selected the box will unfold into a simple robot wielding a far lesser version of that beings' authority, and whose morality is more in tune with your own views of what a benevolent being of its template's position should be like. In fact, it may even be a younger or 'purified' version of its template should you desire.

However, for the moment it can't do much beyond provide insights into its templates nature and psychology, conceal itself and others from its template, insert subtle flaws into their templates designs and interventions, or perform minor but useful acts within its domain. That said, its true power comes into play should its template be destroyed or otherwise leave their position vacant; at which point The Backup Plan may ascend to a higher state, effectively replacing their predecessor while preventing or undoing the negative repercussions their template's absence could have caused.

Afterwards the Backup will retain friendly relations with you, but will be more focused on attending its new duties and responsibilities; especially if it needs to undo anything done by its predecessor to set things right. Moreover, you may never take it as a Companion. Once you've used a Back Up, a new one will appear in your warehouse at the start of your next Jump.

**Digibeetle (Free and Exclusive to All Non-Digimon):** The digibeetle is a marvel of technology, and forms the vanguard of Humanity's forces; being the only machine maneuverable enough to handle the digital wilds, and robust enough to survive the attentions of its inhabitants. This baby is a six-limbed tank with a main canon that would give a Champion level digimon pause, and contains an internal server where you can store 8 digimon (3 of which can be primed for immediate deployment in case of a fight) and several crates worth of supplies and ammunition for lengthy expeditions. In addition, it has an onboard radar, and a communications system that can work even deep underground.

However, the best part is that the entire design is built to be future proof; every aspect of its design is highly customizable by its owner, and entire systems and component can easily be upgraded or swapped for new ones given its compatibility with a wide range of technology. Finally, should it ever be damaged or destroyed, a quick stop at the warehouse will repair it, and take care of any maintenance it might need.

That said, if you're willing to pay some CP we could make yours something real special! All upgrades are **Discounted to Guard Tamers, and 50CP upgrades are free to them.**

**DB-Browser (Free)**: This smartphone-like device grants you remote access to your Digibeetle's basic systems; allowing you to keep track of your inventory and team wherever you go. Of course, this includes both the radar onboard radar unit, and use of its communication array; allowing it to provide information regarding its surroundings remotely, or facilitate communication like a cellphone. For **50CP** we can upgrade this device, giving you full remote control of all its systems; allowing you to pilot it remotely, and summon your Active team of digimon to your location. Oh, and if you happen to have an electronic device lying around that you're fond of, such as An Innocent Toy or a digivice, you may choose to upgrade it instead; allowing it to function as your DB-Browser for free.

**Experimental Chassis (50CP):** Do you have a heavy land vehicle you're already attached to? With this option you can Import it to serve as the core of your brand new digibeetle.

**Unlimited Power (50CP):** With this experimental battery, your power troubles are a thing of the past; allowing your digibeetle to keep going for as long as you want without running out of charge. The days of having to cut a mission short a few meters away from the Boss digimon are no more.

**Hot Rod (50CP):** Digibeetle's are favored for their hardiness and the sheer amount of tech you can shove inside them; but not for their speed. However, for a minor cost we can fix that; ensuring it'll be able to make modern speedsters green with envy, and maneuverable enough to pull off some sick stunts. Free red paint job is optional, but recommended.

**All-Terrain Buggy (50CP):** An upgrade to your digibeetle's treads, allowing them to have perfect handling regardless of the surface you drive on. For another **50CP** we'll even make them immune to hazardous substances they might go over; leaving even the most corrosive acids as harmful as mud.

**Gigahand (50CP)**: A set of manipulators added to your digibeetle with sufficient dexterity and built in multitools to disarm all kinds of traps, or interact with objects you find during your expeditions..

**Sensor Suite (100CP):** Well, radar's nice and all; but we can do better than that. With a little investment we'll give your whole sensory system an overhaul; infrared, night vision, 360-degree cameras, electronic countermeasures, and even an inbuilt mini-map with a full topographical display for your surroundings. As an extra bonus, we'll even throw in a scanner capable of identifying creatures and traps.

**Chrome Finish (200CP):** If you're going to have a tank, might as well make it as tanky as possible, right? With this upgrade, your digibeetle will now be composed of your favorite color of Chrome Digizoid; allowing it to endure even the toughest punishment you might encounter during your stay. This special package also includes some inertial dampers to prevent you from getting rocked around during these encounters, and completely removes your beetle's need for maintenance.

**Super Pilot (200CP)**: It pays to have an escape plan, and with this you should be able to get out of even the stickiest situation. This is a specialized teleportation system capable of transporting the digibeetle and its contents to a preset location. However, if you've upgraded your DB-Browser you may also use this to instantly teleport it to you; whether to a nearby space, or materializing in a way that results in you sitting in its cockpit.

**Fire Power (Varies):** Oh sure, the digibeetle might come with a good boomstick; but there's no such thing as enough fire power. Here's a set of options for you to consider. Each one comes with a modest supply of ammunition, enough for a few hectic encounters or the whole day if used sparingly, which restocks at the start of the next day.

**Gift Launcher (100CP)**: For when you feel like spreading cheer instead of explosions. Load any object you want into a special slot in the cockpit, and watch as it's launched at your target faster than sound! Accurate up to 6km away, and will never damage your special package or its receiver.

**Omega Cannon (200CP):** Just because your Digimon are the main fighters, doesn't mean you can't get in on the action. This upgrade modifies the Digibeetle's main cannon, turning the vehicle into a mobile howitzer. Watch as Champion's flee in fear,  cheer Ultimates groan in pain, and revel in the wary looks given by Megas.

**Blaster Gun (200CP):** Well this is different. This option adds a special secondary firearm to your digibeetles; however rather than launching bolts of pain and fire, this beauty fires high precision shots that heal those struck by it. For an additional **100CP** we'll upgrade this into the **Blaster Launcher** which allows you to deliver **explosive** medical support to a small area.

**Ray Launcher (200CP):** A sister technology derived from the Gift Launcher, this cannon is capable of firing specially prepared canisters that unleash waves of energy upon impact. These can be prepared beforehand to either enhance or weaken specific attributes in those affected by them.

**Bug Buster (200CP):** An interesting weapon meant to disarm other weapons and traps through potent electrical discharges; equally effective on strange energy fields, mines, and spike traps.

**WH Transfer (400CP):** This upgrade enhances the Beetle's Server, not only tripling its storage capacity for both Digimon and Items; but allowing you to transfer objects and even Companions stored in either your Warehouse or Server to the other. However, this process takes a few minutes, so it's best used between skirmishes.

# Companions

**Call in the J Team:** Now this wouldn't be Digimon if we had your running around on your own. You may freely import or create up to 3 Companions to join you during your stay; though their starting assets depend on how many you bring in. A squad of 3 will gain **400CP** to spend, **600CP** if you elect only two, or **800 CP** if you decide to start your time here with a single partner; though none of them gain Item Stipends.

**Reinforcements (100CP):** Now if you have some extra friends you want to bring over, that'll cost extra. **100CP** each in fact, or **300CP** for 5 extra Companions. Each one gains **400CP** to spend as they see fit but don't gain an item stipend.

**Transfer Request (200CP):** Oh, did someone here catch your eye? We'll be happy to arrange things so the both of you can meet up under ideal circumstances and have a chance at building a solid rapport with each other. Once your time is done they may even choose to follow you as a Companion; in the case of Tamers they may bring no more than 3 of their digimon with them as part of a shared companion slot. That said, a certain OVERLORD is unavailable for purchase here.

## Drawbacks

Short on funds for that part upgrade you want? Well no worries, if you're willing to make your time hear a bit more challenging we should be able to spare some extra resources for your use.

**Another World, Another Time (0+CP):** Have you already been to Digimon World? With this your current jump continues its continuity; however, depending on the choices you made then, and where you go now, you might not see much of a difference.

**Shut Up! (+100CP):** Oh god will they ever quiet down? It doesn't matter whether you're about to fight for your life, or just buying things at the store, but people just prattle on and on whenever you're around. Often taking the most roundabout ways to tell you what they want, or even repeating things you've already been told several times. Also, if you thought you could interrupt the villain's monologue; prepare to be very disappointed.

**Energy Shortage (+100CP):** Not again! It seems that you're cursed when it comes to battery life, as devices always fluctuate or run low on energy at the worst possible moment. Moreover, energy draining traps seem to be particularly common whenever you go to a domain; all but ensuring you'll have to perform multiple expeditions per mission unless you careful manage every point of energy. If you purchase **Unlimited Power** for your digibeetle; then I'm afraid that experimental battery still has some serious kinks to work out, but it should live up to its reputation by the time your ready to leave this world.

**Terrain Trauma (+100CP):** It's like the world hates you. No matter where you go the terrain always seems to put you at a disadvantage; filled with hazardous terrain your foes are immune to, panels you should carefully navigate to avoid strengthening your enemies, or just being terrible for your footing. Don't think that staying out of Domains will save you either; prepare for banana peels, having to sit in positions with inconvenient lighting, or having your bedroom near a major industrial zone.

**Item Embargo (+200CP):** It seems we're having some bandwidth problems; nothing too serious, but it seems to be affecting the Warehouse. For the duration of the Jump you will be unable to keep more than 12 Out of Jump items with you, and unable to store more than 12 native objects in your warehouse. This has even affected your unimported Companions preventing you from taking **Reinforcements**, or having more than 3 active companions at a time.

**Conflict Drive (+200CP):** Why can't people just talk things out? Whenever there's a problem people are quick to ready their weapons, and knock out teeth; with diplomacy either outright failing, or only having a chance once several keisters have been kicked. In the worse cases, some might even fight to the death over conflicts that really should have been settled through careful discussion.

**Attention Magnet (+200CP):** Well, aren't you popular. Whenever you come into a room everyone seems to immediately notice you; all too often interrupting your plans by coming up to talk to you, or give you a job to do even if you were just passing by. This is far worse in the Domains where it seems like every digimon is constantly aware of your current location regardless of what you do. Whatever the case, I hope you weren't planning to spend your time in the background.

**Mind Hacks (+200CP):** Now this is just sad. It looks like your friends have a terrible propensity to having their minds messed with. Whether it's somehow getting infected by The Virus despite all their protections, getting zapped by experimental weaponry, or just getting utterly wasted; you can barely go a week without having to pull their butts out of the fire, and setting their heads on straight. Worse still, if you try to ignore these incidents they'll only get worse; going on until you finally decide to personally beat some sense into them.

**A Learning Experience (+300CP):** Oh dear… it seems you've been caught in this worlds narrative Jumper; a narrative where an 11-year-old boy is pre-destined to become the greatest Tamer alive, and the world has no room for useless actors in its story. As such you've been chosen to "help" young Akira reach his true potential. If you go along with this twist of fate you'll find yourself constantly forced into situations where you must not only make use of Akira to solve your problems, but also help him grow if you want to make meaningful progress in any of your goals.

However, should you attempt to fight this you'll find fate twisting most unpleasantly; as that same boy will now prove a constant obstacle to every one of your plans, forcing the two of you into direct conflict with him as the hero. At best, you'll only manage to send him away or escape for a time. However, with each encounter he and his team will grow in strength and skill to oppose you; even developing countermeasures for whatever strategy you used last time. Be it as his friend, his mentor, his rival or his nemesis you *will* help his growth; and should you be completely obstinate in trying to avoid this, you'll find the alternative far too costly to you and those you hold dear.

**My Name is Ju-Ju… (+300CP):** I'm afraid there was an accident when you arrived here. For whatever reason, it looks like you and your Companions have lost all memory of your previous adventures and of how to use your power and exotic devices; fully believing yourselves to be natives of this world. For an additional **+100CP** even that is gone, rendering you all as true amnesiacs. As a special note, Drop Ins may only purchase the **+400CP** version of this drawback.

**World's Favor (+400CP):** Lucky dog! You've caught the eye of a new benefactor. Don't worry, I'm not jealous; they seem quite eager to attend to you during your stay, and will be more than happy to help you accomplish your dreams of achieving fame and power. The hard way. Henceforth you'll be living in some truly interesting times Jumper; no matter where you go there will always be some great efoe to face, or some plot that only you can unravel before it's too late. You will meet great friends and terrible foes, and be pushed to your limits time and time

again. On a side note, any method you had to escape this world no longer functions; but I'm sure your time here will be a blast despite that.

- **World's Favorite (+200CP):** Oh, you charmer you! Looks like you've really won over your new benefactor; even replacing their previous pupil in their heart. I'm sure you're eager to meet them; but it'll have to wait a bit. At the end of your ten years here you'll come to face with your new patron OVERLORD GAIA, and they're quite eager to make your partnership far more intimate and permanent. They'll come at you using everything they've learned from you during your stay, and even taking into account a few tricks you thought had been kept secret.

  It'll take all your power, skill and cunning to survive this battle. Should you lose, OVERLORD GAIA will assimilate you; completing its goal of transcending its limitations and becoming the Ultimate Lifeform, as well as taking your place in the Chain. However, should you be victorious you may offer their broken remains *your* patronage; taking them along as a Companion.

  Even lessened by your battle GAIA is still a scientific mind far beyond even the greatest human scholars; especially when it comes to biological and technological fields. In addition, they're a blisteringly swift learner whose insight is invaluable when searching for new or unheard-of ways to improve just about anything; making sure those breakthroughs never stop coming. Finally, if they should ever find themselves in a virtual world they'll take to it like a fish to water; abusing its mechanics in surprising ways as they learn more about its code. You may freely choose whether to take them as an AI companion with their own robot body, or to grant them a human form upon defeating them.

# End Choice

And so, your time here is at end dear jumper; did you enjoy yourself, or did you leave with a few regrets? Either way, it’s time to make your choice.

**Sign Out:** Time to go home? Well, as a parting gift you may keep everything you’ve gained along your journey; and remember, just because your journey is at an end doesn’t mean you should stop growing.

**Subscribe:** Has this world won you over? If so then I hope you enjoy your stay jumper; live your life to the fullest, and never look back.

**Move Forward:** I suppose it should have been expected. No matter the experiences you’ve had here, there’s still so much more to do and see. It's time to move on to the next world.

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# Notes

- Special Thanks to Softanon for being a huge help nailing down **Until Then, Work Hard**, and getting its word count down to a reasonable level.
- If you already possess a Digimon Form belonging to a different evolutionary line, you may assume digivolutions that would normally require a fusion between digimon of evolutionary lines you have access too. (Ex: Having an Veemon-line form and a Wormmon-line form would allow you to digivolve into Paildramon without a partner)
- Post Jump you may use your Digibeetle's Server to store both Companions and Pets if desired; not just Digimon.
- The humans present in the Jump came to the Directory Continent from File Island aboard the Archive Ship, which now rest in the Archive Port. All humans, including children, are real world individuals associated with Project GAIA which was an experiment in the creation of artificial life; resulting in the creation of the Digimon World. However, during the experiment GAIA (the AI that serves as the system administrator, and the embodiment of the Digital World itself) went Rampant. While its safeties prevented it from killing off the Humans it could Rewrite all their memories, as well install backdoors into the minds of several of them to allow it to influence their thoughts and actions.

  When Crimson discovered this, he attempted to break GAIA's control over humanity, but GAIA managed to manipulate everyone into starting a war and making Crimson too paranoid to trust anyone with the Truth. Not that he had a way to prove anything, especially with GAIA subtly manipulating things in the background. GAIA is also responsible for the hostility Infected digimon have against humanity; as it has been manipulating humanity into developing a militaristic culture, so that they may produce The Ultimate Tamer. An individual who upon reaching their full potential could be consumed by Gaia to transcend its limitations. In canon, this is Akira.
- Due to the memory tampering, there's no way of knowing how long the humans have been in the Digital World
- Even if you find your way into Kernel Space, where GAIA's avatar is located; destroying him early is a bad idea as it's tantamount to deleting your computer's OS while you're inside it. Assuming you don't mess too much with Akira's journey a young girl in Device Dome named Kim will eventually discover GAIA's Back Up; while Akira will discover an amnesiac girl named Esteena, the only remaining human who still has access to their Admin account and knowledge regarding the nature of Project GAIA.

  Together they'll be able to setup a circumstance where GAIA can be defeated without causing the End of the World in the process. Assuming you didn't take World's Favorite; at which point it will be impossible to execute this plan until your tenth year, and will require you to face GAIA directly.
- Currently, everyone's real bodies are still located in the physical world inside of special pods. So, if you have any powers that allow you to travel into meat space you should be able to do a lot of good here.

- Despite the picture I've painted, the cities are perfect sanctuaries that never once become invaded or suffer a major attack during the narrative. So, if you want to play it safe you can hang back in the Domes or Digital City, and allow the plot to resolve itself.
- Due to their preparations for transcendence GAIA isn't actively keeping an eye on everything these days, and is incapable of making any new backdoors into people's heads.
- Once GAIA's defeated Project GAIA will continue properly, and kids will still be allowed to freely enter the digital world as active participants of the project thanks to their close connection to their digimon

**Change Log V2**

- Went grammar error hunting
- Added the ability to import your Digimon Alt-forms for free instead of having to buy a new one just to get digimon perks. Also moved the line about counting separate Digimon Alt-forms as if you had that digimon's data for the purpose of accessing fusion evolutions to the Notes section. So now you can either run with your old form for free; or you can pay to collect a bunch of different ones to 'DNA Digivolve with yourself'.
- Beast King has been clarified; particularly it's recruitment effect.
- Tower of Chaos had a viewing area added, and a control panel which may be used to play Dungeon Master for those tackling the domain.
- Slightly increased the CP pool for Imported and created companions