Digimon Tamers Jumpchain CYOA

(Version 1.0)

It's the early 2000s, computer technology is growing by the day and Digimon is the most popular thing with the kids. They watch the adventures of the digidestined on TV, play the card games before and after school, even collect the toys.

Unbeknownst to all but a few, Digimon aren't just fiction. In the 1980s, a group of programmers from all over the world called the "Monster Makers" joined together and succeeded in creating artificial life, before their funding was pulled.

One member of the group, unwilling to let go, continued independent research on these new lifeforms after the team was disbanded. The man named Shibumi continued working, advancing the these "digital monsters" and the "digital world" they inhabited.

His research was said to have ended in the early 90s after a car crash reduced him to a comatose state, but a mysterious figure still lurks, spreading mysterious "Blue Cards". Human children who come upon these cards become "Tamers" of Digimon.

Working together, they defend the real world from hostile Digimon invading from the other side.

Meanwhile, a government agency known as "Hypnos" watches from the shadows, monitoring the activity of Digimon, dubbed "Wild Ones" by the group.

The conflict between humans and Digimon is only beginning, but as they focus on one another, something sinister lurks beneath it all, festering, growing. . .

You begin your adventure with 1000CP in the year 2001. Careful where you spend it.

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Locations

To determine your starting location, roll 1d8 and see your result below. Alternatively, pay 100CP to select either of the below locations at your own discretion. Notable to mention, time in the Digital World passes many times faster compared to the human world, meaning months could pass there and minutes in the human world.

-(1-3) "Shinjuku, Japan": In many ways the Shinjuku of this world resembles the Shinjuku of our world in the early 2000s. While appearing similar though, it's actually the stage of many important events to come.

All known Digimon Tamers call this place their home, and the headquarters of Hypnos is conveniently located here as well. The wall between reality and the Digital World is unstable here, causes "Wild Ones" to appear here often, usually before either Hypnos or a Tamer deals with them.

-(4-6) "Desert, Digital World": The Digital World, home of Digital Monsters! Though looking around, it's a wonder anything could actually live here. All you can see for miles around is dirt and rock and dirty and rock.

Looking up is a different story however. A pulsing globe of data and light constantly spins and twists in the sky, emitting "Data Streams", pink columns of light that transport whatever they touch to another layer of the Digital World.

Layer? Ah, yes. This Digital World exists in layers, and this is the lowest, as well as the original. By taking a Data Stream, you can visit the others, each representing a contained "world" of its own with a unique environment. Something to think on, perhaps?

-(7-8) "Free Pick": As it says on the tin, this is the Free Pick option. You can choose to start in Shinjuku, or in the lowest layer of the Digital World. If neither of those interest you, you could also pick anywhere in the Real World that you want.

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Background

Your gender is whatever it was before arrival. Your age is determine by a roll unique to each of the below Origins. For 100CP, you may choose your gender freely and your age from anywhere in the listed range for your Origin. You may pick any of the below Origins for *Free*.

-Drop In: An enigmatic adult, perhaps working for the government? Nobody seems to remember seeing or hearing about you before, but your skills and connections leave no doubt that you could have easily just hidden that information.

You will receive no background in this world, and no memories to disturb your concentration once you drop in. Roll 2d8 + 18 in order to determine your initial age.

-Tamer: A small child who through incredible luck has become a Tamer and gained a Digimon Partner. While the exact circumstances are up in the air, you'll have to be mature beyond your age and hide them or run the risk of them causing a panic and being taken away!

At the same time, it's also up to you and your new friend to take care of invading Digimon trying to cause trouble in the real world. All of this is an awful lot to put on the shoulders of a kid, but kids have a way of surprising adults in this world.

Your home is based on your starting location, Shinjuku by default, but if you landed on Free Pick then it could be anywhere in the world. You age is 1d4 + 9.

-Digimon Partner: You're a smaller Digimon of the Rookie Level that has become the partner of a small child. How you came to the real world is a bit fuzzy, you may have even been born there! You mostly try to stay hidden and follow what your Tamer says to keep out of trouble, usually.

That being said, it's in a Digimon's nature to fight. They'll go stir crazy without a good brawl every now and then! This attitude lines up perfectly with the commonly accepted duty to challenge invading, trouble-making Digimon to a fight and absorbing their data to get even stronger.

To determine your age, roll 2d8 - 2. If your age as a result ends up as "0" you were born into your partnership with your Tamer in this world and have no background memories or history in this world.

-Wild One: You're a Digimon, but a strong one! One that doesn't need a stupid, feeble human to do whatever they want. Whether you've penetrated the barrier between worlds and view the Real World as your new playground, or you're just romping around the Digital World, nobody tells you what to do.

Yeah, maybe a Tamer could make you stronger, but you're a free spirit that doesn't like being held down by silly things like bonds, or you just really hate humans, either one. Roll 3d8 + 1 to determine your age.

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Perks

----------(Drop In Perks)----------

-"Certifiable Genius" (100CP): The Monster Makers may have been the programmer team that created the original Digital World, but it's not like all of them specialized in programming. Specialties ranged from quantum theory to marine biology in fact.

You may choose any scientific discipline of your choosing and get the equivalent of eight years of college study and several years of independent research on the subject in question. You will also receive a degree to show your expertise in your chosen field.

No matter what you choose as your major however, you'll receive the knowledge that comes with taking programming and other relevant classes as minors. Even if it's more of a hobby, you "do" know your way around a computer.

-"Hardware" (100CP): So you're a programmer, you can write code. You know what you need now? A computer that can actually run what you wrote. Oftentimes you can't just buy the equipment you're looking for at the store, but that doesn't matter as much.

Paired together with your studies as a computer programmer, you have all the practical knowledge you need and more to put together a top of the line computer. Parts don't exist on the market? Throw enough money together for the right equipment and make the parts yourself.

You're not going to be putting together anything too amazing, not without more independent study or a teacher, but you won't have to worry about your hardware limiting your software any time soon, unless you really make something bloated and complex.

-"Certifiable Badass" (200CP): I hope you're not clinging to those outdated stereotypes of the brainy types being less than threatening when forced into a fight. "Tao" of the Monster Makers blows that old line of thought away like government agents blown away by his fists.

Choose any mundane martial art you desire, and you will gain enough expertise in it to fight multiple trained soldiers and come out on top. More than that is your ability to retain skills as long as you can remember them, even if you go years without practice.

Although, do take care and remember you don't retain your physical condition, only skill, when you're trying to play the role of a hero after working an office job for years.

-"Enigmatic Funding" (200CP): You've go a lot of fancy gadgets, don't you. You ever wonder who paid for all that? Of course not, you're the one stringing along all your investors after all, those government investors.

You're remarkably good at getting government or military funding, as long as you're actually aligned with said government in the first place, a citizen perhaps. All you need to do is find some people with some sway, make a pitch for what you're doing and bingo.

Strings will be pulled, even if you don't have much to back up your claim and the money will start to flow. It won't be much from the perspective of your charitable donor, something easily written off compared to all the other government contracts floating around.

Don't shake the boat too much and the funding will continue, actually show them results and they're liable to increase funding. Just, you know, don't fuck up too severely or ties are gonna be severed lickety split.

-"To Sleep, Perchance To Dream" (400CP): To be held down by physical limitations is natural, but becomes a tragic reality when the limitations imposed leave you imprisoned by walls of flesh in a hospital bed. Now, whether imprisoned or left sleeping, you may find a measure of freedom.

This perk grants a form of astral projection, allowing your mind to leave your body behind to explore the waking world. This manifestation is visible to others, resembling your default form and possessing limited ability to interact with the surrounding world.

This projection is semi-translucent to reflect its nature, but can be disguised by wearing concealing clothes. Barring out of context methods of damage, this projection if destroyed will simply wake you up unharmed, or reform near your body if that's impossible.

If you're ever knocked unconscious somehow, this perk will automatically activate, causing your mind to stay active even if your body is unable too. For further clarification, this project may physically interact with light and medium weight objects as normal, but is too insubstantial for much more than that.

-"Tracking System" (400CP): Did you know that Hypnos, before becoming a small anti-Digimon branch of the government, already existed to monitor electronic communications? While they may have been in a prime position to switch to tracking Digimon, not everyone is so lucky.

You though, can replace that luck with skill and this perk. Basically speaking, you become extremely good at tracking prey among other things. If there's a method to track something, you can damn well be sure that you're gonna find it.

Whether they're lurking in the internet and you need to monitor electrical communications, or they can magically teleport and leave behind trace, unique energy signatures. If there's a way, you'll figure it out, no matter how alien.

(Note: If there really is no way to track something, this obviously can't help you very much.)

-"Binary God" (600CP): You mentioned studying this stuff in college? There's no way that's the case. It's like you were touched in the head by some digital deity compared to modern programmers. Truly above and beyond with a natural gift.

Upon purchase, you acquire extreme, intuitive skill with programming. You'll be able to read any computer languages you encounter with just a cursory once over. It's so advanced that modern leaders in the field would think what you produce to be alien.

Your expertise is so great in fact, that with the right equipment on hand and time to study them, you could destroy, modify and experiment on Digimon. What sorts of breakthroughs this could lead too is in the air.

-"Digital Progenitor" (600CP): The Monster Makers were named so for their project, which was ultimately a success. They created intelligent, digital life and a world that they could inhabit. Now, you too are capable of similar feats.

You have the power to grant programs the spark of life, and intelligence. Their sapience is questionable, at first, but given time they'll be able to evolve, becoming more complex lifeforms that can carve out their surroundings to their taste and self-police.

Anything from smartphone apps to websites to games to individual characters within a game may be targeted. The degree that they can grow depends on the resources they have access too, the resources you allow them to have access too.

The loyalty of these creations is assured as long as you treat them well, or even neutrally. It's only if you torment the life you sowed that thoughts of betrayal may creep into their minds.

----------(Tamer Perks)----------

-"Building Bridges" (100CP): Guys, guys, can't we all just get along? Why does it seem like everyone in this world is out to pick a fight? Maybe if you step in you can actually bring a little peace to these feuds, they're really getting out of hand.

You won't fumble over your words or put your foot in your mouth as often with this perk. You'll become better at peacemaking, negotiating and generally helping get along as long as they're willing to give you room to speak up.

Not every fight can be diffused with words, but some fights can and aren't, and that's just a shame. Long as you stay vigilant, you can hopefully have more potential conflict end in a peaceful resolution compared to not.

-"Tourney Champ" (200CP): Before all this real Digimon business you were still super into battling Digimon, just through cards. Even when borrowing decks and not having many cards of your own, you've won entire tournaments held for the card game!

A natural talent for card games, that's what this is. Your memory when it comes to cards, what they look like, what they do, how they interact and the possibilities regarding them is all nothing short of astounding.

Outside of just cardgames though, your ability to recognize and quickly think up applications for different cards makes Digi-Modifying your partner way easier. Finding the cards you need and using them quickly rather than fumbling around looking and thinking.

Mm? What's that? Digi-Modify is what it's called when you swipe a Digimon Card through your Digivice to empower your partner. We'll cover that a bit more later, but it's fairly important in a fight.

-"Great Cosplayer" (400CP): Lies, lies and more lies! You need to tell'em now that you're hiding the existence of a Digital Monster and secretly going out to hunt down trouble-making invaders. You're kind of a bad kid actually, what with all the lying and all.

You have a prodigious ability when it comes to having people believe your lies, as long as it lines up with their current world view that is. Your Digimon walking right next to you out in public isn't some bizarre artificial monster, it's your cosplayer friend!

You're not out late at night because you're engaged in a secret government conspiracy regarding artificial beings from another dimension, you just promised your friend to return their cards and forgot until last minute!

Just give them something believable enough and they'll just go along with it, even if you're trying to cover up something absurd with something else absurd right in front of them.

-"Clarity" (600CP): Everything was totally fine, I mean mostly it was fine outside of all the recent risky business, then things got really out of hand and things stopped being fine. They started being the opposite of fine in the seriously traumatic sort of way.

Surprisingly enough, there are some seriously menacing things lurking around dark corners in this world that wish nothing more than to break you. Some will even deceive or manipulate you or those you care about to get close.

This perk grants you mental resistance to such mental attacks, helping you keep a cool head. At the same time, it aids in piercing through deception and cutting to the truth of a matter, whether it takes the form of a physical disguise, a bold or a bold faced like.

While some things may still reduce you to tears, it'll take a truly herculean effort to actually break you down.

----------(Digimon Partner Perks)----------

-"Dangerous Eyes" (100CP): Can you smell it? Can you hear it? Maybe not, but you can definitely "see" it, when the area stops being safe for whatever reason that is. A passive ability, and a subtle one, but one that could save your life.

You have of kind natural animal instinct that pings whenever there's danger nearby. You won't know what kind, or where exactly, but it's an instant warning to keep your guard up and stay vigilant.

The edges of your vision will be tinted red when this sense pings as a visual indicator before slowly fading, but the sense will "stay on" as long as there's danger. Your eyes will also visibly dilate, causing those around you to know what's up if they're looking in them.

-"Just A Toy" (200CP): Act casual. Act natural. Fake it till you make it. You have no idea where you heard any of those terms or phrases but you've taken the advice to heart and remember it whenever you're at risk of being exposed.

You've mastered the art of blending or getting looked over by doing nothing at all. Rather, you can freeze or ragdoll for hours without moving. To the unobservant you'll simply appear as a weird statue or a toy depending on what you actually look like.

If you're small enough, children might even play with you and still have no idea you're a living, breathing creature and not a stuffed animal. They could play tea party every other day and think you're one of their unliving friends.

That being said, to those who are actually perceptive enough to notice you give off your own body heat or look a bit too alive you might only be able to buy a few minutes tops.

-"Data Absorption" (400CP): A common ability among Digimon, yet one only those hungry or desperate for power actually employ. You possess the power to "load" some of the data that once belonged to a destroyed enemy Digimon.

After slaying your enemy, and their body explodes into a cloud of 0s and 1s, simply concentrate a bit on the act and you will be able to take the data into yourself. Absorbing the data of a Digimon of similar strength or above can provide noticeable benefits.

It makes it easier to one day Digivolve, there's a marginal increase in power, and if enough Data is absorbed you might even be able to use attacks of the departed enemy. That being said, you'll hardly see any real benefits from absorbing the Digimon weaker than you.

This ability can also be used to sustain yourself by eating data found in computers or other tools with digital interfaces. Doing so will do nothing except substitute food or rest. The stronger you are, the more you'll need to consume to get by.

While this is a natural ability of Digimon, purchasing this allows it to be kept and potentially used outside of Digimon form, allowing you to strengthen other forms with Digimon data and sustain them with various programs.

-"World Tunneler" (600CP): Your eyes may be able to "see" danger, but your nose has a power all its own. There are space vulnerabilities in the boundary between this world and the digital world, and you can "smell them."

Once purchased, World Tunneler allows you to sniff out unstable pockets of space, the more unstable and closer you are, the stronger the smell. You might be questioning what use this is right about now. Well, smelling these places and spaces out isn't all you can do.

Once you find a suitable enough instability, you can actually get your hands dirty and start "digging through it", carving a tunnel/wormhole through space that leads to an adjacent dimension or distant locations within the same one.

The hole formed through space and leading across vast distances becomes stabilized as you build it, but can be collapsed by relevant forms of damage, meaning precautions should be taken ahead of time.

----------(Tamer & Digimon Partner Perks)----------

This is section of perks is discounted to both Tamers AND Digimon Partners if the title wasn't self-explanatory enough. It holds perks that benefit both sides of the relationship, yet depending on which of the two origins is buying them, there are additional unique benefits. Other origins buying into this tree will be lacking by comparison.

-"Empathic Connection" (100CP): You and your partner are more than partners in name. It isn't just your Digivice that links the two of you, there's an invisible bond beneath the surface.

This perk establishes a connection between you and your Digimon Partner (if a Tamer), or your Tamer (if a Digimon) that is used to sense the emotions of the other. Other origins who buy this may designate a preexisting companion to bond with.

Tamers who obtain this perk gain additional utility in more easily transmitting complex feelings to their partner. Digimon Partners who obtain this perk gain additional utility in being able to sense underlying emotions their Tamer might not be aware of themselves.

If both members of a partnership have this perk, it becomes more pronounced, stronger.

-"Disappearing Act" (200CP): Digimon aren't real, you wouldn't just find one walking down the street or through your local park. That's what most people tend to believe, and if this world view is confronted, a lot of panicking tends to happen.

You have an incredible knack for hearing people coming before they see you and figuring out available hiding spots in the area that can both accommodate you and are unlikely to be searched. As long as you keep on your toes, your chances of being discovered are real low.

Digimon Partners who buy this perk become better at cramming themselves into tight space despite potential bulky limbs or strange body types, allowing them to somehow squeeze into absurd hiding spots you'd never expect.

Tamers who buy this perk gain additional utility, able to help others besides themselves quickly hide before being discovered. They're also good at looking extra casual until whoever was passing by leaves, lowering the chances of their friend being discovered.

-"Last Straw" (400CP): Human or Digimon, kind of cold, there's something that sleeps dormant within your soul. An unholy wrath lurks within and, as if you were a sleeping lion, only regrets lay on the other side if you're provoked.

When you get mad, you have the power to tap into a kind of EXTREME wrath of which will be at the very least surprising for everyone around you at the time, and much more likely to be downright terrifying. Your hair begins standing on end, and you gain an aura of rage.

In this state, you lose some of your ability to stay rational, and in return you become so driven and convinced in the success of what you set your mind too that even those directly opposed will believe in you. This commonly causes panic.

Tamers who purchase this perk gain more control over their emotions even during states of this extreme wrath. They also gain proficiency as an emotional anchor, able to drag those they're close too back from emotional extremes to a more even temperament.

Digimon Partners who buy this perk can access a second level of wrath and enter a berserker rage, becoming stronger and faster at the expense of losing even more of their rational mind. Digimon Partners gain a second Mega form that they are able to enter by accessing this "Berserker Rage" without need of Bio-Merging.

(Note: This second form can either be a canon Digimon or custom and built using the Custom Form Table located farther below.)

-"Bio-Merge" (600CP): Bio-Merge, the greatest power of Tamers and the Digimon they're partnered with to reach the Digimon's Mega Form. This is a powerful ability, as even normal Megas of the same type would often not be as strong as a Biomerged duo.

This perk, by default, allows you to fuse with anyone you have an innate link or bond with (such as "Empathetic Link"), or someone else with the Bio-Merge perk. Fusing in such a way allows the two who fused to reach a level of power greater than the sum of its parts.

It will often resemble a directly greater form of one party, upgraded tremendously with greater versions of their abilities with the skills and several potential abilities of the other. The second party exists in a spiritual form in a glowing sphere within the body.

The two who fused into one both exist as separate minds, and can trade control of the body or work together when holding a singular focus and goal. By default, only two individuals may Bio-Merge at a time. Time in this form is limited, but not excessively so.

Tamers who purchase this perk are also able to Bio-Merge with various programs, surrounding themselves in a temporary Digimon Shell themed after the program with power based on the complexity and size of the program as well as their own power.

If the program had no artificial intelligence, the shell is completely under the Tamer's control, as if it was their own singular body. If the program has some form of artificial intelligence, the body will be shared as normal.

Digimon Partners who purchase this perk will reach their Mega Form upon Bio-Merging, and are able to Bio-Merge with additional parties. Each additional entity that fuses with them provides a thematic upgrade and change in appearance based on how strong they were.

No matter what form of this perk you're operating with, if the singular body formed from Bio-Merging receives enough damage, it is possible for it to break, causing all parties involved to unfuse.

----------(Wild One Perks)----------

-"Audible Edge" (100CP): Have you ever met someone whose voice has a way of just, cutting too the bone? How about crawling under your skin? Rumbling your bones until you break out into a cold sweat? Yes? No? Would you like to get that power?

This perk allows you to give you voice an intimidating quality of your choice that can be toggled on and off at your leisure. If you just want it to be skeevy and creepy in such a sickening way that the enemy starts getting cold feet, that's an option.

If you want it to contain a deep, rumbling quality that leaves them visibly shaken, that's an option. The details are left in your hands, but do note it won't be able to do much too especially prideful or brave individuals, by itself.

-"Unrelated Villagers" (100CP): Digimon aren't born in the same sense that humans are, and as such don't really have families in the traditional sense. Still, bonds are formed, often between Digimon who have things in common with one another.

This perk causes you to find it easier to bond or form quick alliances with those resemble in some manner. In the case of Digimon it'd likely be those of the same Family and Type, or others who have similarities in design.

In a greater population where many looks the same, the criteria would narrow to those with similar uniforms, haircuts, voices or faces. Basically, find people who look like you in some way and you'll make friends easier even if what lays beneath is vastly different.

-"Uncanny Camoflage" (200CP): Digimon as a whole have very distinctive appearances that lend well to drawing attention or leaving a lasting impression. That's not always the most desirable path however, and in times like those, there's this.

You have the power to fudge your visual data however you please. If you have a suitably humanoid shape, you could even masquerade as a human and hide among them. That being said, there is one glaring problem with your disguise.

While you can change things on the surface level, you can't hide your actual shape. This can result in your appearance becoming rather uncanny valley if you make a poor choice in adjustments, and means certain forms just won't be well suited to some disguises.

Exceptionally useful when used as camouflage to hide and blend in with a certain background or environment.

-"Digital Field" (200CP): When a Wild One invades the world and Bio-Emerges, they're not alone. They're joined by a "Digital Field", which resembles dense fog, though is in reality a cloud of false proteins bonded with digital world data.

Through this perk, you can manifest a Digital Field at will. Outside the obvious advantages that summoning dense fog on command would have, such as obscuring your movements or serving as a distraction, it carries another ability.

You're able to adjust various environmental affects occurring within your Digital Field, such as increasing or decreasing humidity or temperature, adjusting wind strength and direction, how well Digital Field particulates absorb or refract light and so on.

All of these effects lie within normal ranges, such that you wouldn't be able to bake or deep freeze someone or create a tornado. By tailoring the local environment for your digital form or otherwise, you can swiftly gift yourself the home field advantage.

-"Digital Animation" (400CP): The oldest and most powerful Digimon in all the Digital World are capable of some mythical feats compared to the majority of the populace. One such feat involved Azulongmon creating Calumon to hide the catalyst for Digivolution.

You have a similar feat, though may need to amass great power yourself to make use of it. You have the power to split off a fraction of your data, covering a nearby object of your choosing in a shell that transforms into something new, something alive.

Unless you sacrifice a great deal of power, these newly formed creatures are often quite weak, and small, but carry the intelligence of a toddler with the capacity to learn. You'll recover what you sacrifice over time, but in the short term this can prove draining.

Digimon and similar lifeforms created using this ability around an object with unique powers have the potential to draw upon its power. If the being is destroyed, they will break apart into data while the object they once contained is set free in the condition it had before being sealed away.

-"Data Harvest" (400CP): Digimon eat data, they all have the capacity to do it and that's how almost all of them get by. You on the other hand are of a much more refined sort that can do more than aimlessly absorb data for nourishment.

You are able to siphon data from computers or your surroundings if inside a digital world and collect it into anomalous balls of data. From there, you can use this blank scrap data as raw material to patch your wounds, potentially even replacing entire limbs.

If it's damaged equipment that needs repairs, this scrap data can be used to patch that up too. Even normal computers and items resembling them can oddly be repaired just by patching it with harvested scrap data.

-"Bio-Emerge" (600CP): The term 'bio-emerging' was coined by the secret organization Hypnos to describe Digimon that escaped from the digital world into the 'real world.' Once they arrived, they'd rapidly synthesize proteins and eventually, for all intents and purposes, acquire a 'real' body.

You are capable of performing a similar feat at will. You have the power to shunt your consciousness across dimensional barriers, providing you know where you're sending it. Once it arrives, a native body using the local building blocks will be rapidly synthesized.

This native body will allow you to peacefully exist within this new world despite formerly conflicting biology or laws of reality. The first time you visit a new dimension it will take some time to arrive and obtain your body, and your new body will feel mildly awkward.

Future trips back and forth between visited dimensions take far less time however, as the alternate body and rules in effect will be remembered for future use the first time you become acclimated to them.

-"Too Good To Refuse" (600CP): The things people will do for power are too numerous to count. Some would sell their soul to the devil just for a little respect, even it meant losing it the instant they stopped being useful.

You can make deals with people, special deals. You can awaken a portion of individual's untapped potential by sacrificing an equivalent amount of your power. The specifics are based heavily around how much power you're willing to sacrifice and their potential.

Sacrificing a minuscule fraction of your power when you're significantly stronger than your target can elicit a radical transformation, while spending even half or more on someone stronger than you would barely help them at all.

When used on a Digimon from a point of superiority, you can even spur them into Digivolving, reaching a potentially much higher form. If you so choose, you may null the deal at any time to reduce the recipient of your power to their original state.

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Companions

-"Digimon Partner" (Free for Tamers): A Digimon Partner! You'll always see one with a Tamer, and if you don't, it just means they're not in the area. Every Tamer receives a Digimon Partner Companion for free, with said partner having the Digimon Partner origin for free.

They'll receive 600CP to spend on whatever perks desired. They begin at Rookie Level and may either be a canon Digimon, or a custom made one. See the Digimon Section farther down for more details.

Alternatively, you may also use this as a free import and bring a pre-existing companion into the role of your partner. They would, of course, receive the benefits mentioned above.

-"Tamer Partner" (Free for Digimon Partner): Every Tamer needs a Digimon, and every Digimon Partner needs a Tamer. Digimon Partners receive a free Tamer Companion with the corresponding origin and 600CP to spend on whatever you like.

They're pretty much just some kid, but you can figure out the details on your own, it doesn't matter terribly much. Alternatively, you may use this as a free import, placing a pre-existing companion into the role of your partner. They receive the previously stated benefits.

-"Companion Import" (100CP): By spending 100CP, you may import a single companion of your choosing, giving them a free Origin with all relevant benefits and 600CP to spend on whichever Perks you wish.

You may grant any companion imported as a Tamer or Digimon Partner a partner matching up with their Origin (Tamer for Digimon Partner and vice versa). They would have Tamer or Digimon Partner Origin (matching what they are) and 600CP to spend on perks.

This partner would not be a companion but a "Follower." Followers don't take up companion slots, but continue to respawn and follow you between worlds like one. If you wish, you may import them, but they will then be converted into a real companion.

If you import one companion as a Tamer and one as a Digimon Partner, instead of making new partners for those companions, you may match them up together.

-"Companion Bulk Import" (300CP): Spending 300CP allows you to import 8 Companions, each with a free Origin and 600CP to spend on perks as mentioned in the Companion Import option. The rules for Companions imported as Tamers or Digimon Partners are the same as well.

You may give Tamers or Digimon Partners "Follower" partners that follow the same rules mentioned above, or simply pair them up with each other.

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Items

----------(General Items)----------

-"Friend Shaped Friend" (100CP): It's Calumon! Rather, a cute little copy of him. This adorable little bastard isn't Digivolution Incarnate, but he performs and acts like Calumon in basically all other regards, sharing his appearance and ability to fly around.

Possessing an almost permanent child-like wonder and sense of adventure despite the situation, this Faux Calumon is a beacon of happiness that can help cheer you up when you're down.

He does not count as a companion, but can't be killed regardless. If he should ever get lost or would be in a situation that would be assured death, he'll simply reappear in your warehouse, popping out when you open it back up.

----------(Drop In Items)----------

-"Glaring Sunglasses" (100CP): A pair of abnormally shiny sunglasses that always seem to catch light just right. It's hard to look you in the eyes while you wear them for just such a reason, but it wouldn't matter if someone did anyways.

Not only can you not see through them from the outside, they seem to have a permanent masking effect that makes it harder to read you. Oddly, they can take on the opposite effect if so desired, switching from helping you maintain a poker face to emphasizing emotion, allowing you to really convey the intensity of your rage, or your despair.

If ever broken, you can get a new pair just by reaching behind your back, inside your coat or in your pocket.

-"Mobile Headquarters" (200CP): A large black van with tinted windows and a bulletproofing treatment that leaves it damn safe, or it would if this world didn't have things much more dangerous than bullets.

The back is loaded up with top of the line computers and accompanying equipment allowing you to do your magic on the road. In fact, it has three stations for you and your friends to be surfing the web, organizing cyber terrorism attacks or whatever else you might be doing with computers in a suspiciously discrete van that can be parked in back alleys or behind treelines.

The van won't run out of gas and the battery will always be able to supply enough power for all the on-board equipment.

-"Headquarters" (400CP): Your very own secret headquarters, right in the middle of the city. This appears appears as a small skyscraper and, from the outside, a normal office building for businesses in need of space.

On the inside, while there are several floors of cubicles, there's also multiple large laboratories, secured private server rooms, private offices and other facilities for working on whatever it is you're working on in secret.

Security is tight as well trained but otherwise normal people act as guards for the building, wandering the lower floors, watching all but the most private areas through a camera room and ready to respond to break ins.

More skyscrapers or equivalents belonging to you can be found in the nearest large city in future Jumps. The most common feature being they otherwise blend in and don't seem at all suspicious from the outside.

-"Grani Blank" (600CP): This is an artificial transport vehicle Digimon without a true mind of its own, resembling a pale white, robotic dragon or bird more than a sapient creature. It's around the size of a bus and well suited for high speed, agile flight.

This blank is made of Chrome Digizoid, making it incredibly durable by the standards of Digimon. Due to being a blank slate, with the right equipment you would be able to program and modify it at your leisure once you get your hands on it and give it true life.

Should you wish, you may also import your blank into the Custom Digimon Table below to give it life of its own and develop its form. The rules for doing so can be found there. It should go without saying, but you may name it whatever you like.

----------(Tamer Items)----------

-"Digivice/D-Ark" (Free, Tamers Only/600CP For Everyone Else): The Digivice the physical symbol of a Tamer and Digimon Partner's partnership. The D-Ark used by Tamers of this world is capable of quite a few different functions, so let's go through them.

It's a small device with a card reader, a few buttons and a small square screen. It's primarily white with buttons, detailing and a strap in your color of choice. It also possesses a hidden USB port accessed via a few key button presses.

The Digivice is the tool which Tamers use to help their Digimon digivolve, though you'll need a Blue Card to help them reach Ultimate Level and Bio-Merge to help them reach Mega. It has a holographic interface activated when using many function.

It can be used to see through the eyes of your Digimon, allowing you to see what they see if you're ever separated. It can analyze Digimon allowing you to read up on various parameters and details, including Digimon currently in sight of your Partner using the above function.

The D-Ark possesses both a compass and a radar, and is also able to use these functions to point you in the direct of nearby aggressive Digimon, which it can detect. Although not very potent, it can heal your Digimon Partner.

You can project an energy whip from it, mostly used for intimidation than anything seriously dangerous. It has a digital clock, just in case you ever need to check the time and have no other means.

One of the most exciting functions makes use of the Card Reader. By swiping Digimon Cards through the card reader, you are able to temporarily buff your partner. Digimon Cards can bestow the ability to use different attacks for a limited time.

Option Cards on the other hand can do all sorts of things from giving your partner the power to fly to making them huge to providing full body armor. The buffs are temporary and can prove somewhat tiring on your partner if used in rapid succession.

If bought as an origin besides Tamer, it will not be bonded with a Digimon. You may however bond with a Digimon later on using the Digivice if they'll have you, taking them as a Partner.

-"Hero Goggles" (100CP): A strange pair of goggles in whatever color, size or style you wish of mundane make. The goggles produce a charismatic aura around the wearer that attracts attention and curiosity from others.

The Hero Goggles are surprisingly resistant to wear and tear. I suppose they could also be used for their intended purpose as well, if you feel like it, of which they serve admirably.

-"Digimon Cards" (200CP): Super popular with the kids, this option grants 90 Digimon Cards of your choice from 2002 back, enough to make a full deck and two backup decks. You may only pick a maximum of three of the same card while shopping around.

More than just fun and games, Digimon Cards are a vital resource for Tamers, as they can use them to Digi-Modify their partner and provide them variable tactical advantages in the war against hostile invading Digimon among other threats.

The Digimon Cards you obtain are indestructible, and if they're every lost they'll reappear in one of three handy deck holders that can be attached to a belt. If any of the deck holders are lost, you can find them in the warehouse.

-"Traditional Japanese Home" (400CP): You're a kid, suddenly thrust into a very dangerous world being hidden from view by a government conspiracy. Sometimes it gets to be a bit too much and you just need to go home. This is your home.

This place is a sprawling, traditional Japanese home complete with the central courtyard containing a wonderfully well kept up with zen garden. It's wonderfully tranquil and quiet, even if the house and property within are in a busy city.

The home provides more than enough space for you and family to live in, with many spare rooms that can be converted into guest rooms, storage rooms or entertainment rooms. Mysteriously, it seems as if some unseen caretakers constantly look after the home.

You will be able to insert similar homes into new worlds as desired, including in the middle of a busy, clogged metropolis. No one will question this or try to bill you for property costs.

-"False Blue Card" (600CP): The fabled Blue Card, or a facsimile of it at least. This card contains a complex algorithm that allows it to perform near magical feats. At the expense of some potential, this card possesses more defined effects and ease of use compared to normal.

The most basic ability is the most basic of normal Blue Cards. The False Blue Card can be used to Digivolve your partner into their Ultimate Form until they decide to turn back or get tired, which is called Matrix Digivolution.

By being swiped through varying small devices like phones or old timey card readers, the False Blue Card can transform them into new Digivices of the D-Ark model. Swiping it through a card reader can transport things between the real world and the digital world (if the current world has one).

The False Blue Card can even be used to create Digimon of Rookie Level or below (including eggs!). Each of these functions have a cooldown between uses. Matrix Digivolution's cooldown is an hour, teleporting things takes a day between uses, creating D-Arks or brand new Digimon takes an entire week between uses however, due to the permanent nature of the effects.

Additionally, you may summon the False Blue Card into your hand at any time. Summoning it has no cooldown, and may be done as much as you like, of course. Just in case you're ever in need.

----------(Digimon Partner Items)----------

-"Scaling Belts & Jeans" (100CP): A pair of jeans in your choice of color that will always fit no matter how absurd the form you take or how big you are. That being said, the pants don't do as well when scaling down, requiring a handy belt.

So, along with the pants, here's about thirty belts that scale perfectly either up or down. You only need the one to keep your pants up? Why not just strap the rest of them on here and there then? You'd fit right in!

-"Lifetime Supply of Bread" (200CP): Digimon that Bio-Emerged and exist as partially organic beings within the Real World can subsist on more than raw data. Something about their tastebuds really agree with bread too!

This is a large breadbox that can provide functionally unlimited, fresh, mundane bread of whatever shape and type your monstrous stomach desires. The bread you want will be there every time you open the bread box up.

You can even get bread shaped like your face out of it!

-"Leviathan" (400CP): Leviathan is a digital lifeform in the shape of huge, bulky motorcycle with a blue windshield. Much too large for most humans to ride without assistance, it seems the perfect size for certain large Digimon.

Leviathan has a will on its own, only accepting you (its master) and those you permit to ride it. Otherwise, it will attempt to take control of them, succeeding if their will is unable to fight it off.

Leviathan can drive itself and fight to a limited extent by ramming or driving over enemies. It's able to go without, food, water, rest or fuel and continue driving at top speeds. It can drive itself in case you don't know how or are unable.

-"Sentimental Gift" (600CP): Your Tamer had something they treasured, a possession they sincerely loved. It was a toy, their favorite, and they're giving it to you to symbolize your bond between Tamer and Digimon.

You may pick any mundane toy you can come up with. Through the power of your bond and the data of your form, the toy is completely transformed into something new, with an aesthetic matching your current form's.

A toy ray gun might turn into a plasma cannon, a teddy bear turning into a Digimon-like Familiar, or a bouncy ball turning into a ballistic orb controlled with your will. The object is significantly more powerful than what your level would normally have access too.

A Rookie's Sentimental Gift would be more at home in the hands of a Champion, a Champion's in the hands of an Ultimate, etc, etc. Needless to say, the Sentimental Gift grows stronger as you do and transforms each time you Digivolve.

The Sentimental Gift can be summoned back into our hands in pristine condition if lost or destroyed, meaning you'll never be without it. The base toy and its transformed state are mostly left in your hands, but the transformed state should be thematically based on your Digimon Form.

----------(Wild One Items)----------

-"Data Packets" (100CP): A large wooden barrel containing dozens of Data Packets. Data Packets are orbs of pure data, uncolored and without detail. On their own they're fragile, prone to dispersing if you mishandle them.

If worked carefully however, they can be converted into all sorts of mundane foods. Working them is as simple as treating them as what you want to make, willing them into what you're trying to make, over the course of several days.

Continuously knead several together to make dough, or fill a small barrel or tank with them and stir it around until they're booze or milkshakes. The barrel is about as tall as your average adult human and just as wide.

A new Data Packet will appear in the barrel a week after one is consumed. The work involved means you're at most throwing together tasty snacks instead of full meals.

-"Electronics Store" (200CP): It would usually be hard sating your hunger in the Real World without drawing a whole lot of attention as a Digimon. While not as much of a problem in the Digital World, having a ready supply of food isn't something you'd just pass up.

This is a medium sized electronics store with barred windows and a stock of various modern electronic appliances including some arcade cabinets and a working smoothie maker, but clearly specializing in computers.

The computers and the factory default data included on them can leave all but the largest and most powerful Digimon content after they pig out. You could also just use it as a steady source of income in many worlds by selling things off.

The stock is what you'd expect to find in a modern electronics store, or based on things you'd find in one during early 2000s, whichever is more advanced for the current world. After locking up for the night, the store will automatically restock itself.

You may place a new one wherever you like once per Jump, whether that's in a local strip mall or in the middle of nowhere. The store will still have electricity either way.

-"Glitched Terrain" (400CP): Resembling a perk, this "ability" is actually a program safe-kept within your data until you're ready to use it. The program comes in two parts, and will only show its function when both parts have been used.

At will, you may upload the first part of the program anywhere within the immediate area, whether that's on the ground, on a wall or even suspended in the air. The program will fuse with the chosen "surface" while leaving no signs of anything different.

After the second part is uploaded elsewhere, a link will form. Anything with appreciable mass (as opposed to air or dust) will pass straight through one side (even if it's part of something that appears solid) and pushed out the other side.

This can be used to create a covert hallway or tunnel between two locations for quick travel that's difficult at best to uncover as long as you're covert about it. To recover the program, you simply need to come near one of the two parts and focus on "downloading" it.

-"Monolithic Castle" (600CP): Although called a castle, this structure is much too strange and incredibly, extremely massive to be recognizable one. It's surrounded by a massive lake with a single bridge leading from one side to the other.

The "other side" in this case is an extremely huge structure in the distance resembling a glowing, layered, spiny spire that stretches upwards like a skyscraper. Both the lake and this structure are enclose by a massive, stone dome.

The interior of that spire is more like what you would expect a castle to be like, albeit spacious enough for even most Mega Digimon to walk around in and carrying a kind of demonic aesthetic.

In the middle of this structure is a giant, open inner sanctum to be used as you wish. The long bridge leading across the lake will surround those attempting to cross it with a bubble and float them across as a form of fast travel, but only as you wish it too.

Outside of just being incredibly large, the inside of the dome serves as a pocket dimension with the properties of the Digital World, for better or worse, allowing Digimon to have a home away from home inside. Treat it like it's very own self-contained layer.

The Monolithic Castle is mostly barren of utilities, and is highly noticeable, but is also easily defensible due to the limited methods that exist to actually enter both the outer structure and inner structure.

The stone that makes up the dome and layered spire comes in your choice of color.

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Digimon Form

This section is used to determine the entire digivolution lines of Digimon Partners and Wild Ones. Using this section, you will either be able to choose a series of pre-existing Digimon Forms or create the full line from scratch.

For further details, see each section. Those seeking to customize their Grani Blank, see the Custom Digimon Forms section for further details.

----------(Canon Digimon Forms)----------

-Rules: The rules for Canon Digimon are fairly simple. There are far too many Digimon to list out, especially with what can turn into whatever else. That's why I'll have to outsource this part to Wikimon.

Digimon Partners start off as a Rookie/Child level Digimon as their base form. Wild Ones start off as an Adult/Champion level Digimon as their base form. Once you have your base form, consult the "Evolves From" and "Evolves To" section to link it to all other forms in the line below.

-Digimon Levels: Fresh/Baby 1 -> In-Training/Baby 2 -> Rookie/Child -> Champion/Adult -> Ultimate/Perfect -> Mega/Ultimate

If your chosen Digimon Form has no "Fresh" or "In-Training" linked to it, as is the case at times, those may be made with the Custom Digimon Section below using 0 Data Points. You may not choose a Digimon that "skips" Levels. You may not choose a Digimon that becomes one of the four Sovereigns.

-Wikimon Rookie/Child Digimon: https://wikimon.net/Category:Child_Level

-Wikimon Champion/Adult Digimon: https://wikimon.net/Category:Adult_Level

----------(Custom Digimon Form)----------

So you wish to make your very own Digimon Form from scratch, just like Takato accidentally made Guilmon, huh? Feeling a bit puzzled on how or where to start? Don't know how to balance or choose anything?

This section was designed with giving a helping hand to both those familiar and unfamiliar with Digimon and how they work, to make a fully fleshed out Digimon Line that they can happily call their own original creation.

The majority of this section is focused on the "Fluff" aspect of Digimon rather than the "Crunch", but we will indeed focus on that towards the bottom. Please read each section carefully.

It's important to note a few things before we begin. While you will be creating all six of your Digimon Form's Levels, Digimon Partners begin at the Rookie/Child Level while Wild Ones begin at the Champion/Adult Level.

Additionally, for the final section, you will be given an allotment of 800DP or "Data Points".

-Grani Blank Rules: If customizing a Grani Blank, skip the "Level", "Origin" and "Special Characteristics sections". You'll be fluffing your blank's data itself by making choices in "Attribute", "Family", "Type" and "Moves" sections by themselves instead.

Shape will generally not change, but your blank's color palette, details, abilities and general demeanor will mostly reflect your choices in those categories. Due to not using the Special Characteristics section, you do not get any DP for your blank.

-----(Level)-----

-Levels: Although mentioned several times in the text above, this section will give a quick rundown Levels specifically so you know how to design Digimon for each of them. Level can be seen as a combination of age and level of development.

After a Digimon Hatches from an egg and grows old, they don't smoothly transition from one stage to the next, but evolve and take on a drastic new form. Baby 1 and Baby 2 are of course fresh from the egg, while Adult is usually the end of natural progression through age.

Only through training, data absorption or some other means does a Digimon grow and evolve to higher levels. Digimon Partners, with the help of their Tamer, can temporarily take a higher level form before eventually reverting back to Rookie.

Wild Ones however, lacking a partner, must go through the channels mentioned previously to grow. Below, each Digimon Level will be given a quick description to familiarize yourself.

--DigiTama/DigiEgg: All Digimon are born from DigiTama. They come in a variety of sizes, shapes, and colors. You do not have to design your Digimon Form's DigiEgg unless you wish for background fluff reasons.

--Fresh/Baby 1: "Fresh" or "Baby 1" are the terms used which refers to the 1st stage of Digimon evolution straight from a DigiEgg. They possess very little offensive capability and generally rely on the care of other Digimon or humans to survive.

Most of them attack using bubbles or some other mildly offensive technique, such as hurling themselves at an enemy. As a whole, Fresh Level Digimon have very simple shapes and color palettes, often appearing as a small ball with a face and a tail, horns or ears.

Fresh Level Digimon Digivolve very quickly to In-Training Level Digimon.

--In-Training/Baby 2: "In-Training" or "Baby 2" are the terms used which refers to the 2nd stage of Digimon evolution. They are slightly stronger and more developed than newborn Digimon, and usually grow limbs of some sort to become more mobile than their blob-like previous forms.

Most of them attack using bubbles or some other mildly offensive technique. They evolve somewhat swiftly into the Rookie stage.

--Rookie/Child [Base Form of Digimon Partner]: "Rookie" or "Child" are the terms used which refers to the 3rd stage of Digimon evolution. Rookie Digimon are seen as appealing to humans, as they are generally young enough to be considered cute and cuddly, while still having distinct designs and attack powers.

Their size also means that it is easier for them to fit into places larger Digimon would not be able to, despite still being self-sufficient for the most part.

Due to how quickly Digimon reach the Rookie level after hatching, they're among the most commonly found Level of Digimon in the Digital World next to Champions, which they'll eventually evolve into after a moderate length of time.

--Champion/Adult [Base Form of Wild One]: "Champion" or "Adult" are the terms used which refers to the 4th stage of Digimon evolution. Champion Level Digimon are the final stage of "natural" Digivolution that occurs from aging alone.

As such, Adult Digimon are the most common stage the average Digimon will be encountered at. Their shape and size varies wildly, although the average would probably be about the size of a real-life elephant or dinosaur.

--Ultimate/Perfect: "Ultimate" or "Perfect" are the terms used which refers to the 5th stage of Digimon evolution. Ultimate Level Digimon are quite rare compared to Rookie or Champion due to this being an unnatural stage of development.

Digimon of this level also vary in size and shape, but are usually larger than Champion Level Digimon. At this stage both the physical appearance and moves begin to become much more complex and unique compared to the past forms, often gaining unnatural looking elements or appearing as a steep departure from the former natural progression.

--Mega/Ultimate: "Mega" or "Ultimate", also referred to as level VI, are the terms used which refers to the 6th and final stage of Digimon evolution. Mega Level Digimon are extraordinarily rare, and tend to be overwhelmingly powerful compared to previous stages.

Due to their rarity and advanced stage of development, Mega Level Digimon have the most drastic differences from one to the next, some being small enough to fit in your pocket, others dwarfing skyscrapers.

Some simple enough that a child could draw them, others so complex you'd be hard pressed to compare them to previous forms. Even power levels can vary wildly from one to the next.

As a general rule of this world however, "Digimon Partners" will often have a humanoid shape in their Mega Form even if they were almost entirely bestial before, due to the nature of a partnership between Tamer and Digimon and "Bio-Merge".

-----(Origin)-----

-Origin: As an optional choice, you may choose the "origin" or "background" of each of your Digimon Forms. That is to say, the website, page or program that their data originally came from before gaining a life of its own.

This choice, if you choose to make it, would purely fluff/design based, giving you a foundation to work off of and make other choices as you go down if you're having trouble thinking things through.

When choosing, keep in mind that there shouldn't be any mechanical advantages. A Digimon born from a website detailing historical battlefield weaponry and one born from an online flash game about cooking fast, wouldn't naturally have advantages over each other.

-----(Attribute)-----

-Attribute: Attribute refers to the type of computer file a Digimon represents. Two Digimon with the same name but different attributes will often end up looking different and have different moves. In this world, there are four different Attributes, explained below.

Digimon of the same attribute will generally get along well with each other, for a given definition of "get along". While not mandatory, keep in mind when designing your Digimon forms that Digimon traditionally keep the same Attribute through all their forms.

Vaccine, Virus and Data Attribute Digimon also possess tactical advantages against one another "rock, paper, scissors" style.

--Vaccine: As a rule, Vaccine Digimon are usually good, put a high emphasis on justice and morals, and fight against evil. Vaccine Digimon are stronger against Virus Digimon, and weaker against Data Digimon.

Most angelic or holy Digimon are Vaccine Attribute for these reasons. That being said, none of the above are rules, and some Vaccine can be just as evil as Virus Digimon, or could triumph over Data Digimon in a fight.

--Virus: As a rule, Virus Digimon desire power, and can often become greedy, selfish, wild, or evil in pursuit of it. Instead of seeking it personally, they may be controlled by it. Virus Digimon are stronger against Data Digimon, and weaker to Vaccine Digimon.

Most demonic or undead Digimon are Virus Attribute for the above reasons. That being said, some Virus Digimon can break the mold and be good people, or use their accumulated power to defeat the Vaccine Attribute Digimon that normally have the advantage.

--Data: Data Digimon can be good or evil or anywhere between, but generally value peace above all. This leaves Data Digimon among the most variable of the Attributes. Data Digimon are stronger against Vaccine Digimon and weaker against Virus Digimon.

Data Digimon are commonly represented by bestial types. These are not concrete rules Data Digimon can also be just as war mongering or violent as Virus Digimon, and may be able to defeat them in battle.

--Free: Free Digimon are superficially similar to Data Digimon, in that there isn't much of a common theme connecting most of them. Free Digimon are even more variable however and can run the full spectrum of appearances and alignments.

They, are also disconnected from the triangle of power, having no special advantages or disadvantages against the others. (If you don't feel like aligning your design with any of the others even a little, even Data, this is the one to pick.)

-----("Field/Family:)-----

-Description: A Digimon's "Field" or "Family" is an overall branching group of Digimon that each one belongs to. There are eight different fields, each with different themes associated with them. Normally, Digimon can have multiple or even no Family.

For the purpose of this creation area, I'd ask that you pick at least one, but no more than three, for each of the six forms. Multiple Families offer few distinct advantages over fewer outside of ease in figuring out concept.

Digimon traditionally stay within the same family (or families) throughout all levels, but this is not mandatory.

--Nature Spirits: The Nature Spirits Family, abbreviated as "NSp", consists of members who appear as generic animals or monster-like Digimon, as well as those that primarily live in grasslands, canyons or deserts.

Members of this Family are generally affiliated with Earth and weak to Fire based damage. Members of this Family often have more natural colors like yellow, brown and/or green included in their color palette.

--Deep Savers: The Deep Savers Family, abbreviated as "DS", generally consists of aquatic or polar Digimon, or those that dwell within cold or marine environments within the digital world. Members of this family are generally aligned with Water or Ice, and weak to Steel.

Members of this Family often have a pale color palette that usually includes blue or white.

--Nightmare Soldiers: The Nightmare Soldiers Family, abbreviated as "NSo", generally consists of dark, demonic or undead Digimon, as well as those traditionally linked to "Halloween" or Japanese Yokai, or those that dwell in haunted or cursed areas.

Members of this Family are generally aligned with the Dark Element, but weak to Light based attacks. Their color palettes usually include black, purple and various darker colors.

--Wind Guardians: The Wind Guardians Family, abbreviated as "WG, mostly consists of avian or flying Digimon, but may also include plant Digimon, or those that dwell in wide open/grassy or lofty areas.

Members of the Family are often aligned with Wind, while weak to Electric attacks. Members of this Family usually have softer, lighter color palettes, often containing some shade of green, pink or blue.

--Metal Empire: The Metal Empire Family, abbreviated as "ME", mostly consists of mechanical, artificial modified or mutant Digimon, as well as those that live in cities, factories or other urban areas of the Digital World.

Members of this family are often aligned with Steel as an element, and are weak to Water. There's generally a lot of grey, black and metallic colors in the palettes of Metal Empire Digimon.

--Virus Busters: The Virus Busters Family, abbreviated as "VB", are generally heroic warriors, sacred or angelic Digimon, or those who dwell in holy areas or up in the sky/heavens. Virus Busters are normally aligned with Light and weak to Darkness.

Virus Busters normally have colors associated with heroism or angels in their color palette, such as gold, white or red.

--Dragon's Roar: The Dragon's Roar Family, abbreviated as "DR", mostly consists of draconic Digimon, or those that live in hot or even volcanic areas. Members of this Family are normally aligned with Fire, and weak to Earth. They often have color palettes associated with warmth/fire, such as red, yellow and orange.

--Jungle Troopers: The Dragon Troopers Family, abbreviated as "JT", are generally plant or insect based Digimon, that dwell in heavily forested or tropical areas such as islands. Members of this Family are generally aligned with the Thunder element, and weak to Wind.

Jungle Troopers often have very vibrant color palettes, with green being quite common.

-----(Type)-----

-Type: A Digimon's Type indicates what sort of category a Digimon's specific species belongs to. Many of these simply indicate what a Digimon is based on and for the most part only serve to further aid in designing your Digimon Forms.

Although trivial, for the purposes of customizing and designing your Digimon Forms, I ask that you pick at least one Type from the below list for each form, with a maximum based on the Level of the form being designed.

Fresh and In-Training Digimon automatically have the "Lesser" type due to their simplistic bodies and designs. Rookies and Champions have a maximum of two Types due to their relative simplicity compared to later Levels, but should focus on one at a time.

Ultimate and Mega may choose up to three, to reflect their potential for much more complex designs compared to previous Levels. Digimon traditionally have the same or similar Types from Rookie to Mega due to a consistent theme between appearances.

Many examples of the opposite are also known however, thus, while recommended, you do not have to choose the same or similar types for all forms, or even stay consistent from one to the next.

Most Types are fairly self-explanatory, but a short description will be included with each to give you an easier time picturing them.

--Amphibian: Amphibious Digimon with both land and sea adaptations, often looking like frogs, salamanders and other real amphibians.

--Angel: Angels are often humanoid Digimon with pristine, white bird wings and some form of armor.

--Beast: Beast Digimon often resemble "tough" real life animals with an emphasis on mammals such as dogs, gorillas and bears.

--Beast Man: Beast Man Digimon are similar to Beast Digimon, but have humanoid characteristics or body types as well.

--Bird: Bird Digimon resemble real world birds with feathered bodies, beaks and wings enabling flight.

--Crustacean: Crustacean Digimon have shelled bodies and often resemble real world crustaceans such as lobster or shrimp.

--Cyborg: Cyborg Digimon are often composites of organic and mechanical parts in varying ratios.

--Demon Beast: Demon Beasts have animal-like characteristic twisted by more demonic features such as bat wings, extra eyes and more sinister color palettes.

--Demon Man: Demon Man Digimon have humanoid body types with demonic characteristics like the ones mentioned in Demon Beast.

--Dinosaur: Dinosaur Digimon resemble dinosaurs of pop culture, usually lacking feathers and having a smooth skinned appearance.

--Dragon: Dragon Digimon resemble dragons in some way, having scaled bodies, wings and horns most of the time.

--Dragon Man: Dragon Man Digimon have more humanoid body types with dragon features like the ones featured above.

--Fairy: Fairy Digimon resemble fairies, are often quite small no matter their level, with insect wings and overall "cute" or "whimsical" designs.

--Ghost: Ghost Digimon resemble spirits, bearing stereotypical ghost themes or based on a more specific type of ghost.

--God Man: God Man Digimon are often thematically based on some form of mythological deity, and can have a wide range of appearances because of this.

--Holy Beast: Holy Beast Digimon appear as some form of animal of combination of animals with angelic traits such as a "holy" color palette and white wings.

--Insect: Insect Digimon resemble real world insects somewhat and often have chitinous bodies and pronounced mandibles or claws.

--Machine: Machine Digimon are similar to Cyborg Digimon, but have no organic traits whatsoever.

--Mammal: Mammal Digimon are similar in nature to Beast Digimon, with a stronger emphasis on mammals and less directly strong looking designs.

--Mollusk: Mollusk Digimon often resemble real world mollusks, or just bizarre, squishy Digimon with or without shells.

--Mutant: Mutant Digimon often have bizarre proportions or unnatural body parts that couldn't rightfully be called cybernetic enhancements.

--Mythical Animal: Mythical Animal Digimon resemble mythological creatures such as chimera, griffins and pegasus but not dragons, which specifically are in a group of their own.

--Plant: Plant Digimon of course resemble some form of plant life, from flowers to trees to assorted vegetables.

--Puppet: Puppet Digimon have strange appearances that resemble toys, cartoons, game pieces or actual puppets.

--Reptile: Reptile Digimon have appearances resembling real life reptiles such as turtles, snakes and lizards.

--Sea Animal: Sea Animal Digimon may resemble fish, aquatic mammals or aquatic vehicles.

--Slime: Slime Digimon have amorphous, malleable, boneless bodies resembling slime or slugs.

--Undead: Undead Digimon usually resemble some other type, but reanimated, with a physical body as opposed to Ghost Digimon.

--Warrior: Warrior Digimon have assorted body types, but are normally armored and/or armed withe melee weaponry.

--Wizard: Wizard Digimon resemble some form of magic caster such as a wizard, witch or magic knight.

--"Other": If none of the above types perked your attention, or you want to make something up that's completely original, you may choose to abstain by picking "Other."

-----(Moves)-----

-Moves: Moves are the purest and/or most direct expression of a Digimon's fighting potential. Everything from throwing up barriers, infusing claws with energy for a devastating slash, firing off a salvo of bullets from a sidearm or just breathing fire.

In this section we'll be covering moves, and you'll be able to design up to three for each of your forms aside from Fresh and In-Training. Fresh and In-Training Digimon can simply tackle, bite or spit acid bubbles and other tiny, elemental projectiles.

Designing three moves will be more than just giving you some convenient and fun to call out attacks, it will actually give each of your forms specific or emphasized abilities that you'll be able to passively make use of.

As an example, two Dinosaur Digimon of the Dragon's Roar Family both have claws and fangs. One has a move that gives it a powerful bite, the other has one has a claw based technique for a move. The first would passively have more dangerous fangs while the second would have more dangerous claws.

A Digimon with an elemental attack such as breathing a fireball would be able to passively breath less powerful flames without the attack. A Digimon with a gun or sword with a move based on a technique using it would be passively more skilled with the weapon and have a better weapon. The examples continue in this fashion.

When designing your three moves for each form from Rookie to Mega, you may not do so at random, you'll have to actually borrow from the themes, fluff and designs you've already established.

You can't really have a move based on swordplay with no sword in your design after all. Below will be a template that you can choose whether or not you wish to use that should aid with designing your three moves.

[Template]
-Move Name: The name of your move, often called out whenever you use it.
-Type: (Attack/Defense/Other) Is it offensively inclined like a blade of wind or lightning bolt? Is it defensively inclined like a wooden barrier or steel wall? Can you physically puppeteer someone's body with a control rod and strings of data or go invisible?
-Range: Is it intended to be used up close, maybe at medium range, long distance?
-Passive: What kind of passive benefits does it give you? Can you breath fire because of it? Fire lasers? Do you have a pretty solid gun or helmet thanks to the move being used with a piece of equipment in your design?

-----(Special Characteristics)-----

This is a small table listing special abilities outside of the basic stuff and where the bulk of the purchases will happen. Certain abilities will scale upwards or downwards depending on your current form's level.

Some Digimon are capable of things others aren't, or weird in some way, and this section will help you figure out what your Digimon Forms have as advantages over other Digimon at similar Levels.

-"Battle Type" (100DP): Ordinarily when your partner swipes a Digimon Card through their D-Ark's card reader, the attack/power gained would be random out of the three listed attacks on the card, different each time.

This option allows you to determine your "Battle Type", a special quality that influences your reaction to these card scans. Pick either "A", "B" or "C". You will always receive the corresponding attacks from swiped cards.

-"Full Speed Ahead" (100DP): Most Digimon have speeds comparable to others at their level. It's generally not a very varied factor compared to strength or durability or the special abilities they might be rocking. This is for going above average.

As a Rookie you could run as fast as a speeding car and leap long distances, and your mobility will become greater and greater as you go up in level with Mega even being able to levitate and fly without wings.

-"Big Things, Small Packages" (100DP): All of your forms are smaller than average for the corresponding levels of Digimon. As a Rookie you might be the size of a stuffed animal instead of a person, and as a Champion you might be no bigger than a large man.

This does nothing to diminish or increase your abilities beyond allowing you to design your forms in a more condensed manner that makes them more agile, harder to hit form.

-"Bigger, Badder" (100DP): All your forms can be made larger than they should be. A Rookie could be bigger than an adult human, a champion could be bigger than a bus and so on. Larger forms usually aren't as agile, but boast comparatively more strength and durability.

If purchased alongside "Big Things, Little Packages", you can mix and match which forms are bigger than average and which ones are smaller than average.

-"Digital Hazard" (200DP): Applies the Digital Hazard symbol to each of your forms. Offers greater destructive power and potential, but become more hotblooded, and prone to anger and corruption in return. Moves gain larger area of effect and greater intensity.

Those who bare this mark have the potential to bring ruin to both Real and Digital Worlds.

-"Sustained" (200DP): Grants incredible boost to stamina allowing you to fight harder, longer. You'll also be able to go much longer without eating. Additionally, it's no longer exhausting for Digimon Partners to keep any form past Rookie after Digivolving. They still revert if pushed past limits and energy is completely exhausted however.

-"Elemental" (200DP): Each of your forms now has a far easier time manipulating the element(s) associated with their Family(or Families). The stronger the form, the better they can manipulate the corresponding element(s). The more elements able to be controlled in this manner, the weaker each is comparatively to someone who only picked one Family.

-"Weapon Emphasis" (200DP): Normally something only higher level Digimon make good use of, you may design each of your forms with special weapons in mind. It could be anything from swords to guns to missile launchers or even special technological arms, but it'll be better than what most other Digimon at your level have.

At the lower end, this gives you advantages that other Digimon are lacking for the most part. At the upper end though, you may include named weaponry in your design greater than the generic weapons of other Digimon of that level.

This would be things like Beelzemon's "Berenjena" Shotguns or Gallantmon's "Gram" Lance and "Aegis" Shield at Mega. Just be careful you aren't disarmed. As the weapons are part of your Digimon Forms, they will grow stronger as the corresponding form does and can be used as the basis for moves.

-"Phantom Manifestations" (400DP): Although energy intensive, you can use moves and summon body parts from your other forms. Examples include summoning the giant spiked tail of your Ultimate Form, or using the Laser Move of your Mega Form, as a Rookie.

The higher the level of the form that the body part or move come from compared to your current form's level, the harder and more energy intensive it is to summon/use it. Conversely, it's not as difficult to use moves or summon body parts from lower levels.

-"Variable Commands" (400DP): A very simple, yet very potent upgrade. You may now design twice as many moves for each of your Digimon Forms, for a total of six moves per form. Not only does this increase your versatility in battle, it means more passive benefits to improve each form.

-"Chrome Digizoid" (400DP): You may grant each of your forms (Rookie and up) armor made of Chrome Digizoid, one of the hardest substances in the digital world. The higher the form's level, the greater the Chrome Digizoid's purity.

The higher its purity, the more durable it becomes and the more protective that armor made of it becomes. As this armor is actually part of a corresponding form, it become more or less durable depending on the strength of the current form as well.

This means Rookies would basically be more tanky, while Mega could be extraordinarily hard to damage compared to their peers. If bought alongside "Weapon Emphasis", those weapons may also be made of Chrome Digizoid.

-"Grand Potential" (400DP): By taking this, you have been imbued with a fraction of "the Catalyst's" power, allowing you to much more easily Digivolve compared to before. If taken as a Digimon Partner, your ability to reach Mega form is no longer locked behind needing to Biomerge with your Tamer.

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Drawbacks

You may pick any combination of the below Drawbacks for additional points. The maximum amount of points that can be gained in this way is 800CP.

-"Pacifistic Tendencies" (+100CP): Digimon aren't humans. They need to fight sometimes. It's at the very core of their being, whether they're good, bad or otherwise. You know what directly clashes with that instinct? Pacifism.

You're a deeply entrenched pacifist and that in this world? Not always for the best. As a Tamer you'll drive your partner crazy holding them back all the time when they just wanna go out and beat something up.

As an actual Digimon, you'll drive yourself crazy wanting to talk things out with others. This isn't to say you can't fight, it's just always going to be something you'll have to force yourself into and feel guilty even considering it.

-"Icy Pride" (+100CP): Your pride has grown and become a problem. You can't help but give stoic looks and deadpan reactions to everyone, even loved ones. It might not reflect how you feel, but your own pride doesn't allow you to look vulnerable or soft in front of others.

It's going to be hard to talk things out, or make friends or not actively be obnoxious when you can't help but behave in a distant or prick-ish mannner.

-"Say Hello" (+100CP): -to your little friend. You're given a sock puppet and will be unable to talk unless you talk with a silly voice through said sock puppet, seeming more eloquent if you flop it about and move its mouth in a cartoonish manner.

Written speech and other methods of communication will retain the same "silly" way of talking. People are gonna give you a lot of weird looks and you're never really gonna be taken seriously because of this.

-"Innocence" (+200CP): Young or old, that child-like innocence is still alive and well, as is the ignorance. You have the world outlook and basic comprehension skills of a child. You can tell who you like from who you don't and know who to listen or not listen too.

The problem comes when you're by yourself and don't know any better in a situation that really needs you to know better.

-"Awoken Fury" (+200CP): Even the most innocent or kind soul will now have a ferocious temper buried within them now. Taking this drawback gives you an unholy, hard to control temper that often leads to actions you'll absolutely regret in the long run.

How violent you are depends on how violent you naturally are when angry. At the very least there will be some verbal abuse and provocation to everyone around you. Expect your mouth to get you into trouble constantly, either with hurting those you care about or your temper forcing you into fights, perhaps even ones you won't win.

-"Surprise Coma" (+200CP): It's a surprise since you'll fall into it instantly! Yes, as soon the Jump begins, out you go, completely catatonic with no hope of waking up until D-Reaper wakes up this time in the canon timeline.

You better hope your companions can take care of you, because you'll be vulnerable otherwise. If you're landing in the Digital World, all the more problems are waiting for you, hm?

-"Destiny, Destiny, Destiny" (+300CP): Someone you love WILL die in the first few months and it WILL throw you into an unbearably deep, dark depression, impossible to truly escape for the rest of your ten year stay.

You will occasionally have vivid hallucinations and delusions that confront you with past trauma which you'll be exceptionally vulnerable too due to your current state of mind. If you didn't expect to feel pain in a world based on a children's show, prepare to be surprised.

-"Far Too Young" (+300CP): Whatever age you might have previously had, forget it. You're your race's equivalent of a small child, helpless by yourself. As a human, this would put you around the age of five. As a Digimon, you would be locked at the In-Training level.

You can't fight, you can't grow up, you can barely open doors. The only thing going for you is you still have your wits about you and can offer at least that much to those around you.

-"Sovereign Wrath" (+300CP): One of the four Digimon Sovereigns thinks you're everything wrong with existence and wants you dead. They'll send their servants after you wherever you are, a seemingly unlimited number of escalating servants.

If you wait too long to go confront them, "they'll find you". If they die, they'll be back soon enough and come looking for you once more, no matter where you are. Each time they come back, they'll know more about you and seek to take greater precautions.

-"D-Reaper" (+600CP): D-Reaper is up early, long before anyone is properly ready or even approaching ready to take it on. Worst of all, you're locked away in its core as it subjects you to probing illusions designed keep you in a state of despair.

You will be unable to break out on your own or even muster the will to try, requiring friends and family among others to remind you of what's important. That being said, it's quite difficult when they have trouble even approaching.

While you're locked away, D-Reaper is borrowing power from your past traumas and any special abilities you might have to expand and reproduce eldritch monsters as it attempts to carry out its goal, erasure of all life in both the Real World and Digital World.

The only chance people on the outside have is that it expands slowly and is constantly analyzing everything to learn about its surroundings. Once you're broken out, if you can break out, you'll be able to help fight it from the inside.

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Ending Choice

By surviving for the duration of your stay, you are given a choice.

-Go Home: This world, the real world at least, reminded you far too much of home. Home, your homeworld, it's been a long time since you've seen it and something inside is telling you that you want to see it again.

-Stay Here: It's a pretty reasonable surrogate of your world, but it has Digimon! There wasn't much back home waiting for you, but you did like your old world, this one is basically the same but more interesting. That's good enough for you to wanna stay.

-Journey On: Absolutely you wanna keep going on adventures! This world only serves to remind you of all the reasons you keep pushing forward. A world incredibly like your own and another world out there full of interest and intrigue.

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Notes

-1: "Too Good Too Refuse" isn't giving someone your powers, it's using a measure of your power to awaken their potential, which includes helping them tap into abilities they might not have had before or advancing their skills to a new level.

Nullifying the deal does not give you whatever they developed, you'd simply regain the energy you initially expended.

-2: Tamers may not form partnerships with new Digimon using D-Arks created through the effects of the "False Blue Card." They are able to functionally make new people into Tamers however.

-3: Due to the events of the series, Digimon will be unable to "naturally" Digivolve until post-plot. Custom Digimon with "Grand Potential" are able to "naturally" Digivolve even before the plot has been reseolved if they have viable ways f getting stronger, faster.

-4:” Sustained” does not allow you to stay Bio-Merged indefinitely, but it will let you stay that way longer.

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