

By Regalus

It's been several weeks since the peace of this world was shattered; as mighty Machinedramon appeared without warning to wreak havoc across the whole of the digital world, only to disappear as suddenly as they came. The havoc wrought by their attacks being only a prelude to an even greater ordeal. Again, and again, they appeared like thieves in the night leaving disaster in their wake; only to vanish without a trace until their next assault. It wasn't long before the survivors fled their homes; some seeking safety through isolation, while others banded together into feudal factions to protect themselves from both these unknown threats and callous opportunists seeking to take advantage of this crisis.

Stranger still is the absence of The Enforcer; an ancient and powerful digimon that serves the Will of the digital world, purging invasive threats such that no alien force or corruption can take root in the world, or acting directly to defend the land from devastation. Is it any surprise then that its absence has been felt so strongly by those suffering under the Machinedramon threat? Tensions now rise between the inhabitants of this world, as skirmishes between individuals become a daily affair and factions threaten all out war against one another. However despite all this chaos and mystery brought forth by these events, the people of this world only know one thing for certain; a human is responsible for their plight. An instinct close to the truth; though not in the way many may expect; as a young hero's dream of a better world has been twisted by a vengeful ghost of the past.

How ironic then, that as their darkest hour approaches the world itself would reach out to another, and pull a group of young teens into itself to save both worlds from disaster?

You begin your time in this world shortly after this confused gaggle of teens arrive in the digital world, and will have 10 years to do as you will. Moreover, you will have **1000 CP** prepare yourself for your stay.

Locations

There is an entire world open for you to explore here; so vast in fact that you may only see a fraction of it during your stay. As such you may roll 1d8 to determine you'll begin your time here, or pay **50CP** to choose whichever locale catches your fancy.

1. **Floatia City:** Once a great city, now little more than a hamlet; left almost barren in the wake of the disaster as countless fled for the hills. Now Jijimon watches over the ruins as he cares for those digimon too young or weak to fend for themselves. A kind soul and a brilliant inventor; he safeguards and guides those around him.
2. **Server Desert:** A vast desert dotted by giant server towers which serve as its most reliable landmarks. At its heart lies Server Tower; the beating heart of the digital world as the nexus point of the vast network of cables spread across the planet. Despite its monumental importance it seems curiously understaffed and underprotected… if one ignores it's hazardous and laberythine surroundings, and the digimon who are all too happy to assault those who invade their territory
3. **Logic Volcano:** A temple complex and monument to the pursuit of knowledge and enlightenment atop an active volcano. It's home to the wisest of all digimon, Taomon, and her sect; making it the greatest gathering of mystics and martial artists in the world. The perfect retreat for those who want to get away from it all, and dwell on greater mysteries; for now at least.
4. **Ohguinu Valley:** A wildland where meat and vegetables collide for supremacy! Once a peaceful land, tit has now fallen to tribalism as the leader of the plant digimon, Rosemon, seeks to conquer the land. Her only opposition, a ragtag camp of beast digimon led by Leomon as his former leader, Shinegreymon, was recently captured. A lull has fallen in the conflict since, with only minor skirmishes between the two factions. Little do they know that Rosemon is merely buying time while her machines drain Shinegreymon of his solar power to fuel a devastating weapon that'll purge the region of her foes.
5. **Faulty Ex Machina:** A massive industrial complex and military facility home to machine and cyborg digimon of all kinds. Even now it still serves as a strong fortress; limiting travel too and from the areas connected to it.
6. **Bony Resort:** A fabulous resort town that's famous for its quality servants and entertainment; its staff of demonic and undead digimon showing that appearances are far from everything. It's become a sanctuary to many digimon attempting to metaphorically escape the fear consuming the rest of the world; though lately its guests have started to get rowdy**.** Hopefully Myotismon will be able to keep the peace.
7. **Absolute Zero:** An icy sanctuary from another world staffed by celestial and ice type digimon; it's the resting place of the Seven Deadly Digimon, powerful demonic digimon exiled from their home long ago. Though their natures may make their morals dubious; those who earn their respect may yet curb their impulses before they run amok.
8. **Free Choice:** How fortunate, you may choose to begin your time here in any location of your choice for **Free.**

Races

Human: A familiar option I'm sure; though their nature gives them a few boons in this world. While they may still tire; humans in this realm don't have to worry about their biological needs, unlike the natural inhabitants of this world. Moreover, due to the temporal differences between this realm and the human world their aging is practically frozen during their stay. Human's may choose between **Wayward Traveler, Tamer** and **Outcast** as their Background, and may choose to start in Floatia City for **Free.**

Digimon: Digital lifeforms of unimaginable diversity, and the native inhabitants of this world. However, despite being 'digital' they possess many of the biological processes you're accustomed to; even the robots and living fire balls. Each one possesses an affinity for one or two powers based upon their current evolution; yet with experience and dedication they can develop new techniques in accordance to their affinities, or expand once narrow techniques into more dynamic applications. Yes, current species. Digimon are blessed with the ability to grow and evolve into greater and more complex forms; a lengthy and poorly understood process that only the eldest of digimon can fully experience through, though one that offers great power. Admittedly, the transformative nature of this process can cause the loss of familiar powers; but what they gain in exchange is often well worth it.

However be warned; though reaching higher stages requires a digimon to meet certain parameters, and thus individuals of those stages tend to be mightier than those of lesser stages on average, it is not a guarantee of supremacy. Even the lowliest of Rookies can threaten a pair of Mega digimon given enough skill, and density to their data; though such a rookie would be a paragon of their kind. You may begin your time in this world as an In Training digimon for free, a Rookie digimon for **100CP**, a champion for **200CP.** An Ultimate for **300CP**, and a Mega for **400CP.** Alternatively, if you already have a Digimon form you prefer; you may import it or one of its previous stages as your starting evolution for **Free**. Lastly, you may choose **Wayward Traveler, Partner Digimon, Survivor** or **Outcast** as your Background.

Backgrounds

Humans may roll 1d8+14 or pay **50CP** to determine their starting age; while Digimon may choose their age freely, as it has little impact on them or their place in this world. Lastly, you may choose your starting sex for free.

Wayward Traveler: You're not from around here, and you certainly weren't invited in like the Tamers. Not that it'll stop you from looking around. You're rather experienced when it comes to ending up in strange new worlds with little to no support. Admittedly, having no memories of this land or connection to its inhabitants might be a bit of a bother; but it does make you a wild card, and in a world teetering on the edge of disaster individuals like yourself may make all the difference. Now, whether you're an experienced traveler of The Network; or were simply **drop**ped **in**to this place is up to you.

Summoned Tamer: Seven years ago you made it to the final rounds of the National Digital Monster tournament; earning a special edition digital monster's Virtual Pet for making it so far. Against the odds you managed to keep your little buddy going strong through the years, until one day it did something quite unexpected; pulling you to a strange new world. While there's danger around every corner, and the locals seem rather biased against humans, you know you'll make it out of this somehow with your digimon partner at your side.

Partner Digimon: Your beloved tamer has cared for, and nurtured you for many years; helping you to become the best you could be. While you'd always hoped for it, you never thought you'd gain the chance to pay them back for all the love they've given you; but now that you find yourself together at last, you will do anything to keep them safe and happy.

Survivor: It's all gone to hell. Everything was fine, then one day random Machinedramon started popping out of thin air to wreak havoc. You were one of the lucky ones to make it through that first attack, and the second, third, fourth… It seems as if every few days there's another incident, and another town left in ruins because of it. You just hope yours won't be the next one.

Outcast: This world has failed you; wronged you unforgivably in some way. Perhaps you lost someone you held dear, perhaps you were brushed aside when it mattered the most or betrayed by those you once protected. Whatever the case, you've come to know the truth; this world is a flawed thing, and no saints walk upon it. Some might say that's "just how the world is", but if that's true then it makes everything so simple. You'll just have to change the world. Oh sure, the sheep and cattle of this land may call you wicked; but by fighting beneath Shoma's banner you know that all will be set right in the end.

Perks

Perks are discounted by half to people of their corresponding Backgrounds.

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DigiMail (Free to Digimon): There are certain perks to being digital lifeforms, and one of those is built-in messaging! With a thought you can send 'DigiMail' to other digital lifeforms, or electronic devices; even attaching images and other such files to them. If you're not a digimon, and want to get in on the action; then it'll cost you **50CP** to join the fun.

Foreign Coding (Free and exclusive to Humans): Being turned into data has a few perks; especially when your format is completely alien to the locals. As a benefit of being called from meatspace your body has become tireless; removing your need to eat, sleep or drink, and inuring you to the passing of ages so much that you need not fear losing your youth, or passing on from old age. Moreover, this greatly reduces the negative impact of your surroundings on your well being. In fact, you could sunbathe beneath the desert sun, and camp out on a moonless night in a tundra with nary an issue...so long as you avoided active hazards.

While this process has made you surprisingly durable, enough that forces that would shatter bones only bruise you; that durability won't do much against an impromptu dip into lava, or a death ray to the face. Of course, due to your alien nature you're inured to most of the viruses and programs that would normally threaten the inhabitants of this world; your own formatting simply too incompatible for them to afflict you. Just remember that your digital allies aren't quite as inexhaustible as you; lest you push them past their limits too often.

These benefits are free to all humans so long as they remain in the digital worlds; however for **200CP** you may choose to keep them, and even acquire outright protection against all sorts of infectious forces such as parasites, possession, and diseases in the process.

Analog's Bane (Free and exclusive to Digimon): The Brain Hack Program, a terrible virus born from the mind of a boy twisted by the remains of Analogman. Nigh impossible to detect; it can remain dormant for great lengths of time before activating at one of several levels. At its lowest severity it affects its host with a drive towards conflict; lessening their inhibitions towards aggression and negativity, and promotes thoughts and actions that lead towards conflict. At the higher end it renders its victims into callous conquerors, casual killers, or feral beasts. However, at its peak it's capable of forcing a digimon to digivolve; those weak of will becoming mindless Machinedramon driven only to destroy their surroundings before being burnt out, while those of strong wills are forced into a dark digivolution that twists their thoughts and desires into a madness that will ensure they bring about chaos and ruin.

However, its worst aspect by far is its adaptive and infectious nature; causing most cures to only suppress it or reduce its activity level. Now, it would be boring if your time here came to an end from random happenstance; so by having this you can rest easy in the knowledge that should you be infected, you won't become a time bomb. The BH Program remaining dormant without risk of seemingly random or remote activation; though be warned that this protection would mean little against an attempt to directly access your code to activate it.

This protection is free to all digimon during their stay in this world; however by paying **200CP** you may carry a semblance of this protection into future worlds, as infectious forces find themselves impotent inside you. Simply falling into benign dormancy with no risk of spreading so long as they remain within you.

Special Talent (200CP): Through effort, passion, or simple confluence of fate; people are far more than cookie cutter copies of their peers. For most one would have to get to know them personally to find out what makes them different; but you possess a special talent that makes you stand out from the crowd. Perhaps you're so skilled at information gathering that you can create and maintain an entire spy network in the middle of an apocalypse, have a thumb so green that anything you seed results in a spectacular harvest in a fraction of the time it would take others, have a knack for looking at someone and intuitively realizing all their likes and dislikes (even the ones they don't know about yet), or have a singing voice that could bring serenity to a rampaging dinosaur. Whatever this special talent is, you're sure to make a name for yourself wherever you may go..

For an additional **200CP** you can have a talent that is truly one of a kind; if not outright supernatural nature. Mostly likely gained as the fruit of a lifetime's efforts, a spectacular confluence of fortune that exposed you to a once in a lifetime opportunity, or maybe you truly are just a once in a million prodigy. Whichever origin it may have; this is a talent that would surely have any faction of this world seeking you out for good or ill. Perhaps a body that grows tougher and stronger in reaction to the malice of your foes, an outright oppressive aura that physically weighs down on your foes and causes all but the bravest souls to quiver in your presence, a healing touch that can cleanse any malady while also preserving your own spiritual and mental health, or such an immense tie to the Light of Bonds that anyone you grow close to benefits from a pale echo of the bond you have with your partner..

Disciple of the World (400CP): There are many secret truths to the digital world and digimon as a whole. While many are content to live day by day unquestioningly; you are one of the few driven to learn more, experiment and explore beyond the simple confines of your evolutionary abilities. It is not an easy path to be certain, and one of slow progress; but the fruits of your efforts are undeniable. By purchasing this perk you may walk down one such path; beginning your time proficient enough to be considered an expert in your field, though with much room to grow before you can call yourself an equal to the great minds of your Path. Though should you not be content with this, then you may purchase it a second time to walk both paths.

Path of Steel: Whether you're Jijimon's favorite assistant, one of Faulty Ex Machina's engineers, or a brilliant mind with more curiosity than sense; you've developed quite a knack for engineering, and general mechanics. While this certainly covers more familiar talents like repairing broken down trains or knowing how to properly install electrical and water systems, your true talents would be considered fantastical by a human; easily crafting handheld communicators, healing disc, or simple dimensional boxes capable of storing far more than their size would imply.

At the heights of this skill you could create devices capable of banishing targets into pocket dimensions, create death rays to scour a city blocks of life, holographic

chambers capable of scanning a person's mind and creating hardlight simulacrums of places they've been or foes they've faced, or design a true City of Tomorrow with all the trappings of science fiction you could imagine. Though such feats are quite a ways away for now. Moreover, despite its immense potential it's not the most intuitive of arts; requiring thorough investigation and experimentation to progress, and limited greatly by the resources and assets you have access to. After all, sometimes you must build the tool to make the tool you need; and while a giant death ray might sound cool, it loses some mystique if it can't complete its charge up sequence without frying its systems.

Path of Spirit: Do you study the taoist arts under Taomon, or perhaps you picked this up from those quirky folk from Witchelny? No matter, what's important is that you've achieved the enlightenment necessary to become adept within the mystical arts; a path that will allow you to affect the world around you without need for cumbersome tools. From scrying distant locales and summoning favorite objects with a flick of your wrist, to sharing senses with others, raising wards, analyzing an object with a simple mudra, or shielding oneself from the elements; you've collected an assortment of useful spells. Alas, while this art is not dependent on infrastructure or materials; the burden of this art is placed upon the user, being limited by both their control and personal reserves. Even Taomon, wisest digimon in all the world and one of its three great mystics, must use her magnum opus sparingly and rely on lengthy rites for truly great works. However, mystics have found two reliable ways to deal with this issue.

The first being the creation of talismans which they can prepare and imbue with the cost of a spell; so that it may be unleashed at a later time by sacrificing the talisman. The other being to polish their technique and understanding of an individual spell to the point that it becomes as natural to them as their own native moves; though few masters more than a handful of spells to this level due to the time and intimate insight required. By taking this perk you may even begin with one in particular stands out as what many might call your 'signature arcana'; allowing you to perform a feat such as creating a handful of illusionary duplicates which can be used as foci and origin points for your own powers, a curse that turns your enemies malice against them like the most wicked of poisons, or a disguise so perfect it can fool both mystical senses and advanced sensors.

World Shaping Insight (200CP; requires Disciple of the World): The digital world is a realm of wonders and miracles; yet it is also one defined by innovation and evolution. Only those blind to the truth see this as a contradiction. To call something mysterious speaks only of one's own ignorance, and learning more about something helps you to better appreciate its wonder rather than detract from it; as such only a fool would call something "supernatural", or think less of it for it. This truth is one you've explored thoroughly; allowing you to study even the most mind boggling of phenomenon to uncover its secrets, or devise a way to apply such knowledge be they dimensional incursions, brainwashing viruses, psychic echoes, or the Will of Worlds. Better yet, you know that both magic and technology are merely are merely the fruit of two approaches towards seeking the truth and applying it to the world around you; as such you have little trouble in using your talents in one method to aid projects rooted in the other, or even learn how they two may compliment one another in truly extraordinary ways.

Wayward Traveler

Many Worlds, Many Friends (100CP): When you travel the Network long enough you get used to running into individuals that seem familiar. People bearing the face of someone you know, yet living a different life in a wholly different world. In one world an old man might be a humble caretaker of a nursery, in another the major of a capital city, and in a third brilliant inventor; yet despite those differences there are some fundamental part they all share such as their earnest desire to help their community, the wisdom to guide others through difficult times, and a heart kind enough to welcome a lost alien into their home. In much the same way, you appear to be blessed to come across 'twins' of those you grow close to when you visit new worlds; doubly so as they always seem to be positioned to provide you some useful aid, whether that's a merchant you can trust or a roof over your head is up to you to find out.

Though your familiarity with their previous selves gives you quite the knack for interacting with them; often finding yourself falling into relationships similar to those you had with their other 'twins'. As a side benefit, your vast experience dealing with such individuals has made it child's play for you to tell apart otherwise 'perfectly identical' individuals and objects; such words merely a sign that others are unable to appreciate their true uniqueness in the way you can.

Lost Lamb's Smile (100CP): It can be overwhelming to find yourself in a strange place, surrounded by even stranger creatures; worse still if you have no memories to guide your way. For such a lost soul, their prospects would be terribly dark… so why doesn't anyone take advantage of you? Hungry monsters passing you by despite lacking a protector, and opportunistic muggers letting you go unmolested in the dark streets of an unfamiliar city; perhaps even taking a moment to see if you're lost! Maybe you look *too* vulnerable, or carry yourself with a quiet confidence that makes them overthink things; but such unexpected or uncaring threats leave you be, and those with more personal motives to hunt you down hesitate more than they should. With some quick thinking you could even take advantage of such feelings; turning a would-be pickpocket into your guide through the bad part of town, or deflecting suspicion long enough to sneak away.

Shepherd of Hearts (200CP): Personal growth is a wonderful thing; if painful and slow. Maturing by inches through the joys and sorrows you face. However, in a place where emotions are both your greatest strength and weakness; there's little time to allow people to meander through their personal journeys, especially with the fate of both worlds on the line. As such, if the world wants to be saved, someone needs to step up and be the grown up; how fortunate then that you're around. You are a miracle worker when it comes to personal problems and social dynamics; navigating through even the most tangled and hormone laden relationships with ease, and helping individuals overcome their inner demons in just a few heartfelt talks.

Something made much easier by how dependable you seem to those struggling with such conflicts; making it quite likely that they'll seek out your aid, and find themselves opening up to you with unexpected ease. Why you could catch someone in the middle of their metaphorical and metaphysical descent to darkness, and not only talk them out of it; but use that moment to

further their personal growth by leaps and bounds. Some might consider you a sage for the insight you show in these moments; but what kind of adult would you be if you couldn't pass on a few nuggets of wisdom?

Mystery Skirting Shrug (200CP): It's nice when the locals are in awe of what you know or do; but you don't always have the time to explain your 15 page backstory to justify how you know so much about a threat, or the abilities your using to deal with it. No, just because you don't want to give them a damn powerpoint presentation during a firefight doesn't mean you're "actually a bad guy"; it *means* you have more important things to do. Thankfully, people now understand this simple truth; helping them to roll with whatever insanity you're involved with or evoke around them, and avoid making things harder for you. Better yet, when the time comes for you to honestly explain things they will actually accept your answers! Oh sure, they might have a few questions, or a minor existential crisis to go through; but they won't waste time trying to refute the truth, questioning your sanity, or nurture lingering suspicions about what you're 'really' up to. As a side effect to this, people around you are quick to adopt whatever nickname or epitet you give out. After all, if they ask who you are and you tell them your The Jumper, why shouldn't they call you that?

It's an occupational hazard (400CP): While some of the kids here might be pretty green, the same cannot be said for you. You've gone through your fair share of apocalypses, genocidal demiurges, memetic hazards, deadly card games, oodles of body horror, and even a hell dimension or three; all before even hitting puberty. If it couldn't put a dent in your psyche then, what hope does it have now? While many may be prone to freezing up, panicking, crumble under the pressure, or have their minds shatter; you can face such things with your head held, and a side order of snark. Seemingly unfazed by experiences that would haunt others for years to come, and instead focus on what needs to be done to face them. Of course, these many experiences have also allowed you to pick up a myriad of esoteric skills and knowledge; making you quite the jack of all trades, and trivia buff. All together, while you may not always have the perfect answer to a problem; you'll always be able to start working towards the solution.

This Again? (400CP): Of course the plushy was spying on everyone. It was plainly obvious to anyone paying attention; but you suppose you can't blame them for not knowing what to look for. Over the years you've become quite the sleuth; honing a keen insight that allows you to pick up on both patterns and discrepancies, and tell apart traitors from innocent cat's paws. With a few facts you could even discern a villain's master plan, despite having never met them, or recognize someone's work as a derivative of an old foe's despite having last dealt with them decades ago. This insight goes beyond unraveling the schemes of others, and greatly aids with making your own; your off handed comments or whimsical realizations often become the key stone to solving daunting tasks. Whether that's figuring out the best way to spread an antivirus across an entire planet, or that you can bribe a foe with the right cheese. Of course, making these plans work is up to you.

Just a Hobby (600CP): Traveling through The Network gives you a rather useful perspective when it comes to technology and programming; if an unconventional one. Is it any surprise that you've become something of a self-taught programmer? You're nothing too impressive; able to thoroughly read the codes of dozens of digimon, identify mind altering programs, and help develop an antivirus to neutralize it in an afternoon. Of course, you're no god of coding; so the fact you can create built in autolearning programs into your executables to allow them to self-optimize and adapt to simple but unexpected situations is useful. However, where you truly shine is modifying existing programs; whether that's upgrading an antivirus to allow it to keep up with mutating malware, or finding all the ways to optimize the functioning of a digital city. You can even work on digimon; though the difficulty to do so tends to scale with the complexity of the change, and the data density of the digimon.However with time and experimentation; perhaps even artificial digivolution, form changes customized to mon you favor, and the creation of new digimon whole cloth may be possible! Not too shabby for a passionate hobbyist.

Digital Dive (600CP): The symbol of a true hero, granted by the Digital World to those it considers a friend to all digimon. Just possessing this power marks you as a potential friend to any digital life form that meets you; however this boon is nothing compared to the power itself. Put simply, it allows the user to transfer themselves between the physical and digital worlds at will; enabling free transit and exploration between both realms even in future worlds. Though this is merely the beginning, as with experience and skill it can open the doors to worlds further beyond that; pocket realms nestled between worlds, parallel universes, and even mythical domains where demons and the dead may dwell. Of course, you'll be unable to venture beyond your local multiverse until you've obtained a spark of your own.

Should you possess **Just a Hobby** your lengthy history with the digital world has granted you a tremendous talent; allowing you to conjure forth virtual consoles with a thought. These panels and screens manifest in thin air from raw data and energy, allowing you to interface with the world around with the same ease as a computer. With them you could enact great works in the landscape, and greatly ease the study of its denizens and phenomenon as you use the world itself as a kind of computing system and programming console. Though take care as should you use these skills to harm the world or cause too significant disruptions it may have unexpected consequences; or draw the ire of the world's administrators and protectors.

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Tamer

Convenient Chaos (100CP): For most people, being dumped into a high stress situation with no clue about what's going on would be a recipe for disaster; but your spastic flailings tend to turn out well. Getting dragged into a bar room brawl might see you pummeling the jerks responsible instead of bouncers or innocent patrons, getting startled by a friend in warzone is more likely to get you to cuss than attack them, and scrambling to stop a countdown is more likely to result in finding a useful button rather than setting things off early. Whether its due to dumb luck or spectacular luck is anyone's guess, and may even change from time to time; but hey, at least you're ignorance will never make matters worse. That said, try not to rely too much on this; just because your gut feelings won't get you killed, doesn't mean they'll always be enough to save the day.

Equivalent Exchange (100CP): Everyone wants something. You know that, they know that; so why not make things easier on everyone by cutting out the fat, and getting straight to the point. When you ask someone for something they're far more open to making fair arrangements and trades with you; whether that's a deal with a blacksmith, earning a cutey's number, putting an end to a race war, or convincing panicked refugees to give civilization a chance again. Of course, this goes both ways, as when someone asks you for something you always get a good idea of what you could ask for in exchange; be it as payment, reward, or an extra bonus should their request prove more troublesome than expected. Better yet, so long as you keep your end of the bargain you can be sure they'll do their best to keep theirs; no need to worry about being stiffed, or played like a chump once the deal is struck. It may not sound poetic when put so plainly, but if it helps the world go round then who are we to complain?

Assertive Empiricism (200CP): The truth has a particular ring to it that resounds in the mind and heart when spoken. Sadly, too many willfully deafen themselves to its ring, or suffer from such cacophonous thoughts and whispers that they can never trust what they hear. To the former your words are like a gong, shattering their delusion of silence; while to the other they are like a soothing blanket that brings peace to their harried minds. When you show someone the truth they cannot simply ignore it or brush it aside, and their attempts to justify what you *know* to be false ring hollow to even their own ears. By the same proxy, should you prove beyond the shadow of a reasonable doubt that someone is trustworthy; you will not need to worry about your paranoid allies starting a witch hunt against them while your back is turned for the third time. This applies to yourself as well, preventing you from being deaf to the truths spoken around you.

Sparkling Fortune (200CP): All that glitters might not be gold, but you've never known it to be worthless. Quite the opposite in fact, as it always seems to be just the thing you're looking for. More specifically, whenever you're out and about certain things tend to catch your eye; literally sparkling with a visible splendor unseen to anyone but yourself. Such objects are always things

you'd want to study or collect had you taken the time to properly identify them; allowing you to easily spot your favorite treat in a messy market, or rare ores in a mine without having to inspect each individual nugget. Better yet, the quality of their sparkle serves as an easy reference for what the objects worth would be in your eyes; such that while an edible berry might draw your attention in the wild, a rare medicinal herb found only in that region would sparkle like a priceless gem. With such a gift, it would be child's play to turn a casual stroll into a profitable endeavor; or just horde useful materials for a rainy day.

Electrifying Cheer (400CP): I wonder how someone like you come to be? The kind of person who knows just how to light up the room from the moment they walk in, or how to take a despairing people facing the end of the world and cause their fighting spirit to blaze in rebellion. Who can just… walk up to someone that tried to kill them multiple times, and not only befriend them but help them reconsider their life choices; causing villains willing to burn the world to start down the path of redemption earnestly. Some might say you have unbelievable charm and a knack for armor piercing questions, or that the secret lies in a mix of empathy and intuition that allows you to understand where someone is coming from and how to help them move to a better place; but I suppose most would say that you're simply a great friend. Though, perhaps there's more to it than just that.

After all, when most people cheer for someone; the recipient doesn't experience a sudden burst of power. An uplifting rush that follows your words, granting them second and third winds while helping them slip into 'the zone'; with a fading high that causes their stamina and personal reserves to tangibly recover at a faster pace. If executed efficiently, a cunning strategist could turn the tides of battle with such a gift; though cheering your head off in a battlefield isn't the most discreet of tactics.

Moment of Order (400CP): A simple power, but one that may grant a tremendous advantage to those who invoke it wisely. At any time you may enter a special state in which the world appears to freeze; granting you full knowledge of the capabilities and state of both yourself and your allies, along with an astounding awareness of the area around you and any forces arrayed against you. While in this state any plan or message you want to convey will be shared in perfect clarity to your allies as if through telepathy; such that the moment you exit they state they would each be able to follow your intent with almost mechanical precision, even being able to abort actions and powers mid execution without penalty should they have been occupied when you triggered this power.

This gift could allow one to achieve an astounding degree of coordination which even trained squads would be hard pressed to match; however, there's a catch. For you see, while from your perspective this state lasts for a mere five seconds; you can use it once more after 5 seconds have passed, irregardless of whether you used your full allotment of time. However, even with that limitation few could deny the value of being able to change the flow of a battle in a single moment. Whether or not you can make that moment count, however, is up to you and your allies.

Talent Nurturing Bond (600CP): Inside of everyone lies the potential for greatness; yet it is so often hidden away or held back, denying the world the chance to see them blossom. Worse yet, some even believe that true power can only be reached by isolating themselves for months on end, or sacrificing their loved ones in pursuit of their ambitions; yet any power that requires you to deaden your heart, or cut yourself off from their world is a hollow one. Impressive at first, but lacking in the end. No, true power can only be found through shared bonds; as it's only through those bonds that one can truly grow and achieve their true potential. In this way, you and those close to you can help one another grow as you walk hand in hand down the road of life; finding that time spent together simply living life to the fullest is as effective, and more enjoyable, than devoting yourselves to soul crushing grinds. Such that so long as you spend quality time together after you return home, you'll still have your edge when the next crisis hits..

Moreover, actively supporting each others personal growth, such as by helping someone overcome their inner demons, would bring about moments of explosive development in proportion to the epiphany that caused it; blowing past roadblocks and glass ceilings that had once denied them progress, or even awakening talents they believed to be lost to them. Digimon afflicted by an inferiority complex ironically digivolving to their strongest forms after both accepting and overcoming it; while jaded scientists might find themselves making breakthroughs that advance their fields by years or decades after reignating their love for science, and reaffirming the oaths they made as children. In this way you could become the vanguard to a brighter future; nurturing the great men and women who will bring it forth, even as you walk towards it hand-in-hand.

Gimmick Doubling Glory (600CP): There are some rules that seem to be designed to ruin the fun, or seem arbitrary at best. You're the hero of this story; so why shouldn't you be the exception? Hence forth, whenever you would gain something which an individual can only ever have one; you will find that the same does not hold true to you, instead being capable of having *two* of them without any discernible downsides. While everyone is stuck with one partner digimon, you get two. While your friends are exploring special abilities unique to their souls, you'll find you have a second you can discover. While sages debate over whether you should bind your soul to a sacred sword or shield; you can just pick them both up without having your soul torn in half. The whys and hows behind this will likely be different from one incident to the other, and when relevant whatever you've gained will have to be nurtured or trained independently of the other, but this simple truth will remain; while others struggle under the rule of one, you'll always be able to have twice the fun.

As an added bonus, you may choose a small number sort of purely cosmetic displays or phenomenon that you can call up to make your specialness obvious to the world; perhaps an ever present breeze, dramatic lighting that seems to come from nowhere yet perfectly complements your actions, a proper sparkle with an audible ding to go with that winning smile, or even having a small pyre of 'digital' fire harmlessly crowning your head. Admittedly, having people focus on such minor miracles over yourself can be a bit of a bore; so you may toggle whether your audience simply accepts these displays unquestioningly, without giving their nature or implications too much thought beyond how great they make you look.

If you possess **Talent Nurturing Bond** then you've also unlocked a great power as special as you are; so unique only one other person has it in fact! After all, the only thing better than having two special people working together; is combining them to make someone *twice* as special! Thus by channeling the power of The Light of Bonds you may initiate an Extra Cross Evolution (or ExE); allowing you to act as a focus for the power of the bond shared between people, and enable their fusion into a more powerful form! This form is a true fusion of its components; possessing the sum of their strengths and abilities, as well as a handful of unique capabilities due to their combination. While this fusion is temporary, it always manifests at its full strength and free of any temporary maladies suffered by its components. Moreover, should the fusion end naturally or by choice instead of suffering critical harm or being forced apart; it's components will find their own health and personal reserves somewhat restored by the experience, just enough to bring back the recently departed if invoked quickly enough.

During this Jump, this power will only be available to usable on Partner Digimon; but in future worlds you may use this to bring together any individuals with a sufficiently strong bond with one another, even yourself.

Partner Digimon

Play Fighting (100CP): When cyborg dragons and punk rock werewolves get together, you can expect a bit of rough housing. However, just because you stabbed them with your 8 ft long plasma sword doesn't mean you wanted to hurt them! I mean, I guess you could've chosen *not* to use it; but that'd be way less cool. Sadly, coolness can sometimes come at the cost of people's innards becoming outards… but so long as there's no lasting harm it's cool right? With a simple act of will, you can choose to undo any harm you've caused within the last few minutes; torn streets and vehicles are restored to pristine conditions, while your curb stomped foes are left sore and exhausted but otherwise fine Thus allowing you to smoothly transition from your little play date to a lunch date, without your partner needing a hospital visit; or allow your once brainwashed friend to join your crusade after brutally beating the evil out of them.

Morality Mon (100CP): The task of a partner digimon goes beyond simply protecting their Tamer from the dangers around them; it also means protecting them from themselves. As such, you've developed a keen sense for the psychological state of your loved ones; quickly picking up on their personal trials, and never being deceived by their excuses or acts. Often realizing the root of their troubles before they do, or gaining a premonition of how their character is changing; giving you the opportunity to help them before things go wrong, or at least a chance to prepare for once they do. It may not be easy or quick, but with you by their side I'm sure they'll pull through in the end.

Professional Napper (200CP): There's no time for rest in this mess. You've got training to do, wars to stop, discoveries to make, and a world to save! As such you need to make every second of your day count, and sleep is no different. So it's a good thing you only need a fraction of it compared to most people; gaining all the benefits of a full night's rest within a single hour of sleep. Better yet, you've gotten this snoozing thing down to an art; being able to fall into a restful nap anywhere or anytime. That said, you're not one to turn away from creature comforts as they greatly magnify the benefits of your rest. Oh sure, a power nap on the side of the road for an hour would be as good as a restful night in your room; but a proper bed, pjs and a cup of hot coco could have you waking up as refreshed as a multi-day vacation.

Tag Team Tango (200CP): Everyone knows that things are better with a friend; though for you perhaps more so than most. As surprising as it may be the better you get along with someone, the better you both perform; almost as if your familiarity with one another extends beyond the boundaries of simple friendship, as lifelong friends could fight together as if they'd trained their whole lives for the role despite never so much as sparring with one another before. Should your bond be strong enough it wouldn't be surprising to see you all acting with an almost precognitive intuition for one another; wordlessly executing complex schemes and maneuvers or tending to each other's needs, while seeming to communicate with barely a glance.

Share the Gain (400CP): The road to the top is long and hard; but like many burdens, it's one that's lessened by being shared. As such, whenever you study or train alongside someone you find that both of your training sessions become more effective; especially if they happen to be trying to improve in a similar or highly contrasting way to you. Such that a friend could help you study for a math test by crunching numbers with you, or keeping you company while they do some weightlifting. This boon cares little about the nature of the training itself; only that you each put as much effort into your improvement as the other, at least in proportion to your capabilities. Of course, you'd be remiss to deny such treasured companions the same advantage; such that forming a study group with you would seen your fellow students assimilating their lessons far easier, and even the skinniest of whelps would find themselves making gains with unusual swiftness with you as their gym buddy.

Blight Binding Boundary (400CP): Some foes are too underhanded to face; wielding poisons, corruption, diseases, mind control, or wounds so terrible no spell may heal. Things no amount of might can defend against, or that may even turn you into a danger to those you care for. When such a fate befalls you, you will always have a choice you can take; one that cannot be compelled, nor barred from you no matter how tight the grip on your mind another may have, or how weak and disoriented you become. At your wish you may take the whole of your being, and seal yourself away into a crystal or egg roughly the size of a football. This vessel, born of your desperation and devotion, is a veritable fortress against the outside world; turning all your power towards two simple goals, protection and restoration. While in this state you will effectively be placed in stasis; unconscious and unable to interact with the world, yet whatever malady you are suffering from will not worsen. Thus an end at the hand of even cursed wounds or a plague attempting to convert you into a mechanized thrall can be staved off; or even fully healed and fought off should such be possible given enough time and your now enhanced recovery rate.

Alas, time is the greatest enemy. Upon engaging this protection, it may not be lifted until you are whole and hale again; no matter how desperate your allies and loved ones may be for your return. Moreover, should the malady be something beyond your means to recover from even with this boon that day won't come on its own; though at least your allies will have all the time in the world to research a cure without the threat of your imminent demise hanging over them.

Warrior Forging Anvil (600CP): While a swordsman may be formed through practice and tutorship; it is through battle that they become a warrior. Every hard-won battle a hammer blow that gives them shape, and each ordeal purifying them of their flaws. No truer example of this philosophy may be found than you; for with every foe you best, your own capabilities grow, if only slightly. These gains are greatest when you give your all against a foe equal to or greater than yourself, and when you have the most room to grow in an area; growing in ways similar to your foes' strengths. Agile hunters helping you to become quick on your feet, brilliant strategists sharpening your own cunning, and truly overwhelming foes that push you to your very limit helping you to grow in every discernible parameter. However, this growth is not boundless; for those lesser than you will cause you may contribute little or nothing to your growth depending on the gulf between you. Moreover, its pace will slow as you approach the limits of your form. That said, the ability to gain even an inch of progress with every challenge you face is no small

boon, and should you find your limits expanded you'll find the speed of your growth restored as well.

Defeat Means Understanding (600CP): The battlefield is no place for secrets. It is a place where the heart of man is laid bare beneath a curtain of steel and blood. However, only those with keen minds can see what is revealed, each clash helping you to learn more about your foes and those like them. At first learning about their favored tactics, strengths and weaknesses; with ensuing battles soon turning you into quite the expert on their kind. However, it is against individuals that this boon reveals its true worth; learning far more about them as individuals with each subsequent conflict, with particularly intense ones revealing far more than normal. With a few skirmishes you might easily glean things such as what drives them, their attitudes towards others, whether they're holding back or harbor a great secret; yet greater conflicts may reveal secret truths they hide from all, even themselves. Such that against someone that might call themselves your nemesis or greatest rival it wouldn't be long before you understand them better than they do; their fists or scathing retorts cluing you into these truths as surely as if they'd been whispered from their own lips.

Should you possess **Warrior Forging Anvil** then these insights may do much more than enlighten you as to a foe's nature and intent; allowing you to develop new techniques and maneuvers based upon them. Perhaps even devise ways to create your own version of the ones they favor the most, should they use them against you often enough. Simple things such as particular form for swinging a blade, or particular intonation to make an insult burn would be easily deciphered in few clashes; yet techniques of great power or complexity will require many exchanges before you learn enough to make use of them, and ones you're incapable of using will remain beyond your grasp despite this insight. However, given sufficient chances to test your mettle against a wide variety of foes you could amass quite the collection of arts without once seeking dedicated instruction, and be no worse for it.

Survivor

Clue Finding Plea (100CP): Many stories would come to a pitiful end, where it not for a sudden twist of fate that lights a path once unseen. In much the same way, you seem to live a blessed life; as upon reaching a proverbial dead end to your goals, some minor clue may appear to grant you new perspective, or help you consider an option you would have otherwise been ignorant of. While such good fortune won't provide you with all the answers you seek, it may be just the thing to get you moving once more or avoid a terrible mistake.

Busy Mode (100CP): So the world might be ending, but honestly who cares? You've got much bigger and immediate things to worry about like that crazy lady in the east trying to take over, a missing friend, or maybe just catching the big one to win over your true love. As such, whenever you're focused on a personal goal, the events of the world around you seem to leave you alone whenever possible; almost as if your personal life existed in its own little bubble of destiny, attempting to preserve its flow against the winds of change and chance around it so long as you remain uninvolved.

While searching for your lost ring you won't be mugged unless that mugger happens to be related to your missing ring, your date won't get ruined by some random villain breaking in and taking your loved one hostage to ward off the cops, and storms will never ruin that talent show you've been training all month for. Take note however, that this protection isn't inviolable and bears little protection against troubles tied to you personally. Moreover, sufficiently large scale events may have their ripples felt despite this; though you'll often come out of it better than most. A sudden kaiju attack won't ruin your chance to help your friend plan their perfect wedding, but having most of the city leveled in its rampage will certainly make it harder.

Bonds Beyond Labels (200): Friendship is a surprisingly complicated thing, as there's no one way to truly be friends with another. In fact, some bonds might be crippled or never form at all if forced into a neat little box. How fortunate then, that you're quite gifted at finding the most fulfilling kind of relationship you can form with those around you. Knowing how to strike the right balance with introverts, that a solid punch to the face is just the way to end up as a blood knight's drinking buddy instead of his next target, or form a snark-filled rivalry with a magic scorning scientist. With some effort, even those who disagree with your ideals and methods may find themselves with a positive bond towards you; if only not to ruin game night. I suppose the number of frenemies you gather might boggle the mind; but everything's better when you're not out for each other's blood.

Slight Shrugging Attitude (200CP): Okay, so you *may* have tried to kill them, kidnapped a few people to power your super weapon, and started a war or two; but that was then, and today is a new day! Simply put, whenever you've wronged someone or committed a terrible act you may attempt to absolve yourself of any grudges that might be held against you. Simple accidents such as nearly murdering someone after misidentifying them as a terrorist could be swept under the rug with an apology; while actions you committed while brainwashed, or due to another's

manipulations would never be held against you. That said, more severe or intentional wrongs such as a failed attempt to remake the world at the cost of its current inhabitants would require some of community service; but wouldn't see the survivors ostracizing you, or attempting to make you 'pay' for the crimes you committed before seeing the error of your ways. Admittedly, more personal wrongs may require more meaningful acts of atonement; but so long as you earnestly seek redemption and forgiveness, even the Devil himself could find forgiveness.

Doom Averting Fortune (400CP): They say that everything happens for a reason, but most don't have the credulity straining luck that you do; as situations seem to work out in ways that always leave you the hope of averting catastrophe. Left your project home? A quick call shows that your roommate's class got canceled; so they just might be able to deliver it to you if they run like hell itself is after them. Plague sweeping through town? Turns out one of the key herbs to make a cure grows in your favorite park, and the only working lab left in the city just so happens to be the perfect distribution point for it; assuming you can get through the zombies that have started to gather. Ancient evil about to consume the land to convert all life into mindless monsters? Why of course 'land' is used literally, and it turns out your hometown was established over an ancient UFO which can turn into a flying city to avoid it; assuming you're brave enough to venture into its depths, and keep the only guy who can understand the tech in one piece on your way down. Oh sure, each little miracle will require some determination and elbow grease to pull off; but whenever it feels like misfortune's closed every door around you, you'll always have a window to crash through.

Tribe Securing Leadership (400CP): When disaster's strikes the masses quickly fall to chaos; the old order forgotten amid the fight for survival. However, amid such anarchy is where great leaders rise; each a pillar to which the lost and frenzied can cling to in order to make sense of the world once more. It's fortunate then that you are one such individual; an expert in crisis management able to face sudden and unexpected disaster without losing yourself, though having that beggar turn into a 40 foot tall cyborg will still be quite the surprise.

Better yet, your talent allows you to quickly rally and direct those around you; turning what might've been a maddened stampede into an organized response as the confidence and assurance in your words brings others back from despair, shock and blind panic. However, the most important part of your role begins after the dust has settled; as your efforts during the crisis may often result in you being considered the ideal choice to figure out how to pick up the pieces, a responsibility you can take to like a fish to water. The structural collapse of your apartment building might earn you the ear of the owner, or a key role in its reconstruction effort; giving you the influence you need to rebuild it to your tastes while ensuring the new structure is protected against whatever hazard caused its end. While the dissolution of civilized society may leave you as the de facto leader of the survivors; granting you the perfect start for a new kingdom, or band of marauders.

If you have **Busy Mode**, you may find its benefits expanding to shield your newfound followers; such that you could carve out a sanctuary for yourself in the wake of an apocalypse, and be left largely unmolested by whatever horrors and hazards now roam the land whenever possible. Of course, this protection only lasts so long as you keep to yourselves; so you might

want to keep an eye on those starry-eyed youths, lest their well meaning actions draw attention from those you hoped to avoid.

Insightful Evolutionary Advisor (600CP): For all its amazing boons, digivolution is quite the pain to rely on; as even the simplest of digimon can have countless branching paths, each with their own convoluted requirements which may vary depending on the route one takes to them. Is it any wonder that it seems to be just as much of a mystery to digimon as it is to everyone else? However, there are a precious few that have unraveled some of its secrets; and now you are counted among them. With a touch, you can gain full awareness of digimon's current species and the evolutionary paths they've taken. However, more important is your ability to perceive the paths they *could* have taken and those they may take next; this perception is nebulous at first, only perceiving a rough number of the paths a digimon is most likely to take.

However, upon meeting one of the requirements to a path you gain insight of its nature and the aspects the individual still lacks to meet it; an understanding that grows the closer a digimon is to fully qualifying for that evolution. Better yet, once you've identified it you can easily discover the paths others may have to it; even if they're a long way from qualifying for it. Though by far, the most useful boon you've discovered is the ability to *seal* evolutionary paths you've identified; in this way preventing digimon from digivolving in dangerous or undesired ways.

In future worlds you'll find this insight will serve you well; both for similar creatures capable of transforming into new forms depending on other factors, and abilities or items of power that may adapt and/or evolve in the hands of its user.

Cloud 101 (600): It seems like you're not just any random mon. Much like Jijimon and the guardians of the Primary Villages; you possess a special connection to The Cloud. The Cloud is a mysterious place; more mental and spiritual than physical, allowing you to project your consciousness into it whenever you please, or bring willing guests to this realm alongside you. As a custodian of The Cloud you possess the privilege and duty to ensure that those that have fallen are never truly gone. Normally when a digimon regresses to an egg, all that they were and achieved is lost except for the barest echoes of their last life; but by forging an emotional connection with an individual you can ensure that a backup of them will be stored in The Cloud, allowing you to easily restore them should a terrible fate befall them. Oh sure, they'll still be reduced to baby digimon; but they'll return to the world with their memories, identity, skills and abilities intact, if limited by their current state. So while a koromon using Terra Force will be sight to behold; it'll lack the distinct punch it had as a Wargreymon.

As your affinity to The Cloud grows you may learn additional uses for these backups to benefit still-living digimon; such as restoring lost memories and powers, correcting spiritual degradation, overwriting madness, and other such ends. That said, as their Custodian you do possess a particular insight towards them, allowing you to study these backups to uncover signs of corruptions or changes between 'editions' of a particular backup. Though you have no access to their actual content; thus the secrets and powers possessed by your wards will always remain theirs, and beyond your reach.

Moreover, by taking this gift you may carry your own personal Cloud into future worlds to its blessing unto others; creating back ups to preserve an individual in mind and spirit, despite whatever fate may have befallen them. The primary use of these backups is to restore those who have been lost; in its simplest form permitting you to bring them back to life at your side. Admittedly, in a child-like form; but otherwise whole.

Should you possess **Insightful Evolutionary Advisor**, your connection to The Cloud will increase greatly; allowing you to influence the restoration process to an extent, such as by allowing an individual to come back as a member of a different race. Thus you could enable a Greymon to return to the world as a Tokomon, or perhaps show an elf what life as a dwarf would be like. Though there are limitations to this gift. The first is that such a change is a total one; wholly turning the individual into a member of that species for all intents and purposes, and while The Cloud may preserve much of their special gifts it cannot prevent any changes that may leave their new form incompatible with them. Secondly, you may only bring someone back as an entity similar to what they once were; so while your pikachu can come back to the world as a riolu, it would not be able to return as a mass of living cosmic fire and magic.

Outcast

Black Sheep Subterfuge (100): The world never cared much for you before, not unless you made it care about you; but you've learned how to turn that to your advantage. So long as people believe your actions don't concern them; they won't be concerned by them. You might draw some attention walking down the street wearing black platemail, but no one will do more than glance and whisper at you; and should you start a fight with someone the crowd will part, allowing you to focus your attention on your target. Of course, this will do little to dissuade your target's friends from jumping in to protect them or the local cops from trying to detain you; but no amount of begging and pleading from your victim will cause the faceless masses to risk themselves for him short of you placing them in danger as well.

Secret Seeker (100): The darkness hides many secrets; not because they are well defended, but because they lay where others fear to tread. No such fear could ever hope to have a hold over you, and no truth you might discover will be enough to truly break you. The courage to face the abyss with a fiery glare is something well respected by the world, and so long as you maintain this fire you'll find darkness happy to invite you in. Your investigations finding breadcrumbs where others would find nothing but dead ends, if they even knew where to start; the better to tempt you to delve deeper into where good men fear to tread. The greater the secret you seek, the greater the challenge and dangers you'll risk in its pursuit; but with this even an ignorant child could find his way into the digital world, though it may cost them greatly.

Hero Baiting Lure (200): There's no one quite as predictable as someone who thinks they're in the right; treating the world as if they're the protagonists, and can do no wrong. Annoying to be certain but if you dangle a carrot in front of them, most won't question it's convenience or why 'the bad guys' haven't done something about it; simply glad it's there, patting themselves on the back for their 'cleverness', or mocking their foe for their 'foolishness'. You prefer to let them think that; they deserve a little reward for doing your work for you. Admittedly, this might require you to 'take the fall' every so often to sell it; but so long as you do it right, none but the most clever or paranoid will realize something's up until you're ready to pull the rug out from under them.

Firebrand Gathering Beacon (200): Few people can change the world on their own, but who says you need to. While the masses may be content to live in complacency, there are always those who chafe under the status quo. Outcast, the oppressed, would-be revolutionaries pressured into silence, and dreamers chained to the base earth by the mediocrity around them. You can easily come across such individuals, and when you're working towards a grand goal those whose wishes align to your own come out of the woodwork; each one a resource that may turn a once farfetched dream into a goal you can actually pursue. Moreover, so long as you work towards that shared dream you'll find it easy to quell tensions between your allies; allowing individuals who may have once come to blows over their differences to find a special kind of camaraderie through their shared dream.

A Luche in the Dark (400): Many delve into the dark corners of the world; some fueled by greed and malice, others by hope and sorrow. Alas, many become lost well before they reach their goal; worn away by their trials, drowned by despair, turned into husks of themselves, or so twisted by their journey they forget why they set out in the first place. You though possess a keen sense for when you're about to go too far; whether that means you'll falter if you continue, or if you'll make a choice you would reject in your heart of hearts. Should you ignore this warning through madness, foolishness or the machinations of another then you'll be allotted one final wisp of hope. Perhaps an old friend thought lost, a journal carelessly discarded, or some other twist of fate that may present a path for you to return to the light. Given time this hope may grow through further twists of fate to better it chances to save you from the path you walk; eventually reaching the point where your darkened self would struggle to smother it. However, be warned; that even should it succeed it may not make up for whatever deeds you committed during your descent. That burden will be yours, and yours alone.

Olympic Armsracer (400CP): Build a gun, they make a shield, build a better gun, they make a better shield; next thing you know you're aiming your orbital death ray at their transdimensional barrier, and yet despite all your innovations you're all effectively right where you started. Such cycles are mired by desperation and dullness, as each side fights to deny the other even an inch of progress; or they would, if they weren't playing your favorite game. While you have quite the knack for discovering countermeasures for whatever roadblock you may run into; where your genius *truly* shines is developing counter-countermeasures, such that you can quickly achieve an understanding of how your foe denied you. However more importantly, you're quick to realize and apply ways to neuter their counter.

Oh sure, nothing stops your foe from stepping up their game; but they'll soon find themselves in a losing battle, as you leap further ahead of them with each exchange. All but ensuring their crushing defeat, and the unparallelled evolution of the very threat they struggled so hard to stop. Admittedly, while this makes battles of attrition against you far from wise, it won't prevent them from taking more decisive action if they tire from the game.

Throne Usurping Heresy (600CP): Gods. Such pitiful things; brought into the world for a role they did not choose, gifted authority they did not earn, and eternal slaves to their nature. Some might cry out to the world about their superiority; on how the mystery of their power is their self-evident right to judge what should and should not be. Honestly, their ignorance is as laughable as it is adorable; but a kind soul such as yourself is more than happy to take that burden from them. Such is your genius that any so called "supernatural" phenomenon can be unraveled and understood given time and effort; whether that's the secret behind a digimon's ability to cheat death by becoming a digiegg, the formation of dimensional gateways, or the very forces a world exerts to reject that which it considered foreign or unacceptable.

Of course, once you understand such a thing creating your own means to take advantage of these forces or interfere with them is child's play; such as the creation of virus that turns a digimon's evolutionary potential against them for a cheap army of disposable kaiju, or altering their reincarnation to bring one back as something all but indistinguishable from a human. Given

the chance, perhaps you could even turn a world's own Guard Dog into your personal pet; though that would be quite the gamble even for you.

Lost but Never Gone (600CP): Be careful, for you stand where gods fear to tread; a place thought to be a story made to frighten baby digimon. Fore with an act of will you may, at any time, open a way to the Singular Zone; the place where the dead go when they die, and what might be generously called the resting place of those that have been deleted. It is a distorted realm unbound by the conventional laws of the world; alternating between chaos and fetid stagnation that would disquiet even the most steadfast of digimon. However, where others would only see a thing of horror; you see it as an unparalleled opportunity, for if you travel this land you can find the remains of anything considered lost to the world. Tomes of forbidden lore burned to ash by those who feared their power, loved ones torn apart such that not even their soul remains, and treasures lost to time; all waiting to be reclaimed, no, *saved* from this place by one such as you.

Such things are not in their best condition however; for only that too broken to be called broken finds its way here, but what you piece together here could be enough to turn a foolhardy dream into a reality. Moreover, once you're done leaving is as simple as opening a new gate to return you to whence you came. Though be careful about what you choose to take with you; for somethings were destroyed with good reason. In future Jumps, you'll find the world will have its own Singular Zone for you to explore. Moreover, should it have something akin to an underworld you'll find it easy to cross to it from this realm.

If you have **Throne Ursurping Heresy** then you've realized an even greater truth; that which has been broken can be made whole again, be it on its own or as part of something new. With this insight you could devise a way to truly resurrect a digimon thought to be deleted, or even claim the genius of a mad soul for yourself should you find the remains of his shattered spirit within this domain. Though be warned, that this process is not perfect; as all that dwells here is changed by it or broken in some way, and prudence in your dealings will serve you well. Digimon you bring back may return as a new variant or have gaps in their memory. Those who assimilate fragments of lost souls for their skills and power may find they inherit strong feelings or tendencies from their donor; maybe even dreaming key memories as if they had lived those events themselves. While lost treasures may have had their functions altered somehow, carry some risk inherent to their usage, or have some strange requirement that must be seen to. However, that's surely a small price to pay for such a wealth of power and opportunities; and should they be truly bothersome, then I'm certain an ingenious soul such as yourself may find some way to mend even something this broken.

Items

Now, if you're interested; here's a few wares to help you during your stay. As a special offer, you'll receive **3** floating discounts to assign as you wish; though should you select an item worth **100 CP** you'll receive the first one for free.

Digivice (Free and Exclusive to Humans): Once a simple toy you won as part of a digimon tournament; it has answered the call for help sent by the digital world, and transformed into something far greater. Taking the appearance of a watch-like device, it blurs the line between mysticism and advanced technology, providing a myriad of features for the discerning transdimensional hero. A few of its basic features include a self-updating map of whichever area you travel through, telling time, a functional communicator and email account operating without need for additional infrastructure, and a built in dimensional box capable of storing, preserving and sorting a truckload of goods and equipment for you. It also serves as a useful source of information as it's capable of analyzing creatures and objects of interest; providing an easy to read entry for them in its built in field guide.

Entries created by this basic model aren't too in depth, but will usually be enough for you to pick up on a few general highlights; such as the names and common uses for strange plant life you may encounter, the strengths and weakness of species you face, or identifying the most likely evolutionary form a digimon may take in their next digivolution. Why, it's even capable of generating useful graphs to help you mark your progress in various ways; even abstract ones such as how close a city is to being restored, rating the strength of the bond between individuals, or providing short hands for your digimon's physical and mental well being.

Of course, like any good digivice it can also be used to channel The Light of Bonds to empower your digimon partners; allowing them to grow and learn at a truly meteoric rate compared to an unpartnered digimon. However, what makes this model unique is that this model is capable of slowly enhancing its own capabilities, as well as empowers its Tamer.

Now don't get ahead of yourself; this won't allow you to turn into a cyborg battle angel, nor will it particularly help you acquire new skills. However, what it can do is help you develop your existing skills to amazing heights. A normal child that thought of themselves as a would-be Sun Tsu could become a supernaturally effective commander; capable of coming up with and having his Partners enact countermeasures to reduce enemy attacks to a mere fraction of their power, or act with celerity that would amaze even themselves. While one that sought to teach others would soon find themselves designing and executing training plans that can turn a wimp into a true warrior in a matter of days, and help his pupils pick up new skills with surprising quickness. Perhaps even allowing an awkward teen to become a masterful diplomat capable of winning over nihilistic terrorists.

However, these exceptional skills may give way to truly supernatural capabilities. A tamer with a knack for the culinary arts may find themselves creating meals so rich they can heal and enhance those who enjoy them, while those with a comforting disposition might begin to ward away sickness and accelerate the recovery of their allies, and Tamers devoted to their loved ones may find they can live for much longer or preserve far more of themselves when regressed to digieggs.

Of course, such talent doesn't arrive from simple effort, or locking yourself away from the world. Much like a digimon's own growth, yours is fueled by the Light of Bonds and refined through experience; as such those who wish to truly make the most of this will find their Tamer Skills growing most by strengthening their bond with their partner, cherishing their time with others, exploring the world around them, and overcoming challenges.

Care package (100 CP): Looks like someone's looking out for you. At the start of each day you receive a modest supply of meats, useful mushrooms and herbs, and an assortment of recovery discs. While they're not enough to let you live like a king, it'll always be just enough to see you and your allies through the day if used prudently.

Fluffy Pal (100): How cute! Choose any digimon you like, and receive a top quality plush version of them; the perfect buddy to cuddle with on a long night on the road, or just as a spare pillow. Better yet, it's astoundingly resilient to the wear and tear of adventuring life; maintaining its cleanliness and comfiness no matter what life throws your way. Why, it even comes with a special pouch that's hidden from anything but the most thorough investigations; and as an added bonus anything you hide inside it is a lot harder to detect than it should be, making it a fashionable backpack. By default, it comes with a quality recorder capable of recording anything the toy's eye's see and anything said near it; discretely transmitting it to a data repository of your choice. Optionally, your plushy pal may come with straps for use as fluffy backpack.

Meat Field (200 CP): The digital world is proud of its long history of excellent meat farms, and with this purchase you too will be able to join in this proud tradition. You're now the proud owner of a modest field that grows the most precious crop of all; *meat.* Tenderloins, porkchops, crispy bacon, t-bone steaks, turkey legs and so much more; each perfectly seasoned and piping hot, just begging to be eaten right off the branch. Each day you'll find a fresh batch large enough to feed a pack of hungry digimon and still have enough left over to sell for a tidy profit; which you can harvest without fear of unwanted pests despite its seductive aroma. Better yet, the fruits of this field are so rich and nutritious that a few servings is enough to satisfy even the most voracious of eaters!

Home Away from Home (200 CP): This fanciful crystalline cube is a worthwhile investment for any traveler on the go. Simply activate it, and it'll deploy everything you need for an excellent time outdoors in a flash of digital energy. A tent capable of hosting a modest group of digimon that'll keep you so cozy you'll feel like you're in a modest hotel. A fire pit that's perfect for relaxing with friends over a warm meal; something made much easier with the high quality and self-cleaning cooking equipment nearby. Why, there's even a trunk in a corner where you can place any goods you've found, and have them delivered to a previously selected locale; giving you more time to rest easy, or just gather more goods before heading back to civilization. Better yet, the whole place has a minor protective field to ward away miscreants and pests, as well as shield its guests from unpleasant weather. Not to mention a collection of minor equipment you might need during your stay. Though by far the best part is that when you're done, all you need

to do is pick up your things, and press reactivate the cube; at which place the campsite will vanish just as quickly as it appeared.

Oracle's Bane (400 CP): A precious gem stone set into an accessory of your choice. Whosoever wears it will find themselves strongly warded against mystical effects; greatly weakening and shortening the durations of hostile spells cast against you. However, it's most effective against effects that seek to spy on or gather information on you; making its bearer and those around them all but impossible to scry or gather information through mystical means.

Paragon Workshop (400 CP): The place where champions are made, and artist's hone their craft; be they athletes seeking perfection, or nine tailed foxes looking to polish their fox fire spells. This all inclusive gym is perfect for casual work outs and desperate grinds to save the world; being run by a knowledgeable and understanding staff, and bearing equipment fit for even the most titanic of exercise enthusiasts. Their expertise serves to greatly increase the effectiveness of it's guest's regimens, and allow them to meet their training goals faster. Though the main attraction has to be its resting area; a cozy space with plenty of beds that vastly decreases the time needed to recover from even the most grueling of workouts. Just the thing for heroes desperate for gains before venturing back out into the great unknown.

The B-Team (600 CP): When you've got a big job to do, and a short time to do it; these are the mon you call. Covering a staggering array of specializations, so long as you have a clear vision for the job and can get them the materials they'll need, there's no project they can't tackle; be it massive civil work projects to turn a ramshackle village into a city of tomorrow, or refitting ancient warships into flying cities. However, for clients willing to pay extra they're capable of offering a special service; simply put, the more they're paid in proportion to the project they've been tasked with, the faster it'll be completed. Why, pay them well enough and they flawlessly install citywide infrastructure overnight! Oh sure, it might be a bit pricey; but when you care about quality on an unforgiving schedule never accept less than the best.

System Restore (600 CP): A miraculous program based on the original prototype of the BH Program antivirus. While it is incapable of providing immunity to this dreadful blight, it offers the next best thing; undoing the changes afflicted on a target, and reverting them to an uninfected state. Moreover, if applied while the BH Program is initializing it can suppress the virus and halt the target's physical and mental alterations before undoing them. Admittedly, its use on already rampant targets is a bit trickier; requiring that the subject be subdued and unable to struggle before it can be safely used to restore them. In future jumps you'll find that this program is equally effective against diseases, parasites, and both corruptive or transformative forces; returning vampires to humanity, and purging nanite blights with equal ease.

Companions

Unwavering Bond (Free): The digital world is a place where the power of bonds can bring gods and demons to their knees, and by visiting this realm you too will have a chance to take part in it; forming a priceless connection with someone that shall stand the tests of time. If you're a **Tamer** then this is your **Partner Digimon**; and if you're a **Partner Digimon** then this a **Human** of the **Wayward Traveler** or **Tamer** backgrounds. **Survivors** and **Outcasts** form a bond with a **Survivor**, **Outcast** or **Wayward Travelers**. Wayward Traveler's share these choices, though if they're also **Human** they may choose for their companion to be their **Partner Digimon** instead. In any case, your new ally gains **900CP** to spend as they see fit. Alternatively, if you already have someone you're close to or a beloved pet; you may import them through this option, granting them a valid background and CP. For the purposes of Drawbacks that refer to your Partner; they refer to the Companion selected through this option.

What's this? Did you purchase **Gimmick Doubling Glory**? If so then you may import or create two individuals through this option instead of one; sharing the same Race, Background and perks, while gaining the full benefits of each. If you've been paired with a **Digimon**, they may each choose a separate starting evolution of whichever evolutionary stage they have access to; such as a Greymon and Garurumon if they purchased access to Champion. In future Jumps this pair will continue as a paired companion; with the exception that when taking a variable option (such as a Race with multiple subraces), they may each select a different option.

As for **Humans** and **Partner Digimon** normally the bond between them is a one of a kind thing; a force so awe inspiring it can defy the laws of the world, and would require efforts akin to the full cooperation of Heaven and Hell to allow an individual to possess two such bonds. A practically unheard of gift, and one you now possess. How did this happen? What world shaking implications does this imply? Someone as great as you doesn't need to worry about that.

Call to Adventure (Variable): I suppose that even the closest of pairs could benefit from having a few close friends. By taking this option you may import or create a Companion for every **50CP** you spend; or **200CP** for 8 Companions. Each companion gains a Background of their choice, and **600CP** to spend on Perks or their starting evolution in the case of Digimon. **Summoned Tamers** and **Partner Digimon** may receive or be imported with a member of the other background as one purchase; but will have to split their CP pool between them. Alternatively, you may assign individually imported or created **Partner Digimon** and **Human** Companions to one another. No companion may have more than one bond without **Gimmick Doubling Glory.**

Destined Encounter (Variable): Through this option you'll gain quite the opportunity; ensuring you begin your time here on good terms with an individual of your choice. The specifics of your relationship are for you to decide, but more importantly this will allow you to extend to them an invitation to join you on your journey once your time here comes to an end. However, not all residents and visitors of this world are equal; thus the cost of this boon varies accordingly. Individuals with little personal power and talent such as most In-Training and Rookie digimon will cost you a mere **50CP,** and most others will cost **100 CP;** though truly extraordinary Digimon

such as Sakuyamon and Titamon will cost you **200CP**. The mysterious Luche, and Tamer-Digimon pairs such as Kouta & Yukimura **100CP;** the latter only requiring one Companion Slot between them. Lastly, exceptional Tamer-Digimon pairs such as Mameo and Mamemon, Shoma and Noir, and Mirie and her twin partners will cost you **200CP.**

Drawbacks

Short on points for all those pretty toys you want? Well, if you're willing to make your time here a bit more interesting you may gain additional points to gain elsewhere in this document.

Import File (+0CP): If this isn't your first meeting with Mameo and Mirei, or even your first time venturing into The Network, you may take this option to continue your journey. However be warned; time fluctuates rather wildly between Servers, so don't be too surprised if you run into a few familiar faces or legends that feel rather familiar.

Two Heroes, One Spirit (+0CP): Among the many Digimon Worlds this one has some of the most contact with others; including those parallel to itself. In one one world line the courageous Takuto is the one to lead the salvation of the world; in another it is a kindhearted maiden named Shiki. Each one living the same life; the sole differences being one in the other's place. You may freely choose which Hero you'd rather have in this world; though you may also choose for both of them to take center stage, being twins in this world. Rather than be bonded to two digimon, each one of them will be bonded to a single one; though if you chose The Hero as your **Destined Encounter** you may take both Shiki and Takuto, alongside their digimon partners, as a single group Companion following the same rules as the partner option available to those who took **Gimmick Doubling Glory**.

Tri Again (+0CP): Somewhere within the vast reaches of The Network lies a certain feline digimon desperate to find a happy ending with her digidestined partner; but alas she finds herself caught within the cruel machinations of those who wish to take advantage of her curse. Day by day her power grows as the virus within her threatens to go out of control; reaching a dangerous tipping point after she's seperated from her Partner, and set adrift across the Network. By taking this Drawback you will ensure that Meicoomon arrives to the Digital World at some point during your stay; her presence surely to spawn rumors about the strange digimon that hunt her, and her fearful nature. Alone, her story is all but guaranteed to end in a tragedy; but perhaps the intervention of a kind soul can help her reach the happy ending she longs for.

Proper Order (+100CP): Combat can be such an intense thing; between keeping track of everything around you, and sorting through the dozens of options you have available to you… wouldn't it be nice to take things at an easier pace? If that's your wish, then this is the drawback for you! You now gain access to a special "Order Bar"; each action you deliberately plan to enact (such as "cast fireball" then guard, or focus fire on the healer before dealing with the tank) takes up a chunk of this bar based on its power and complexity. Once the bar runs out you'll still be able to use your powers and kung fu moves; but only on instinct and reflex, unable to plan further than one or two steps until enough time has passed for this bar to recover. Though as a

special mercy; you'll find that if you have a dedicated cheer squad their moral support will cause it to recover at a noticeably faster rate.

Feel The Burn (+100CP): Now, Jumper; I know you have a lot of things you want to do, but don't forget to rest. You'll need it now more than ever; as the more tired you become the more vulnerable your health becomes, growing sicker with growing is and recovering from conflicts slower. Push yourself too far, and you may find your vitality draining out of you like a sieve; breaks becoming less and less effective until you collapse from exhaustion. No, when you start to wear down the only thing that will help you recover your vigor is rest and relaxation; a nice warm meal among friends, and a nice long nap being just what the doctor ordered. Of course, if you were somehow impervious to fatigue before, or possessed truly ludicrous resilience; taking this drawback will reduce you to "merely" having impressive stamina for your Race.

Don't tell me?! (+100 CP): That look in their eye… the way they just so happened to be there right when you were about to get down to business. Some might say it's paranoia, or foolishness; how you seem to "jump to conclusions" and just "assume people know more than they do", but they're the ones being silly. If they'd been in your position, they'd understand that you didn't just "blurt out your whole plan" or "needlessly vomit your personal thoughts"; you merely confirmed that they knew what you knew they knew! Admittedly, such occasions seem to happen to you more often than most of your peers.... but it's probably just a sign of how great you are, that you're only confronted by the very best!

Twice Shy (+200CP): Whether through past betrayal, lifelong cynicism, or healthy paranoia; you have a very hard time placing your trust in people you don't know intimately. Practically looking for any sign they may not be telling you the whole truth, or have some darker intent behind their actions, so that you may push them out of your life. Needless to say, in a land where doom can only be averted by the shared bonds; this'll put you at a disadvantage, and leave you with little support during the coming trials. Though if you're lucky, perhaps some naive and far too stubborn soul might try to change your mind.

Empowering Rollercoaster (+200): Visiting the digital world is as much a physical journey as it is an emotional one; pushing people out of their comfort zone,facing your flaws and inner demons, making precious friends and fearing for your life in equal measure. By taking this drawback you and your Partner will get the chance to experience this in full; having all the maturity, personal security, and emotional stability of an average teenager with hormones in full swing. This would be bad enough; if it weren't for the fact that your unique bond causes your emotional states to affect the power of the other. In this way the frustration and anger of one could cause the other to transform into a mad monster fueled by their Partner's desire;while emotional malaise might find the heights of their power beyond their grasp, and unresolved issues may form impassable blockades to the other's progress. Such reactions can be neutralized by resolving the emotional disturbance that caused them, and helping the other grow as a person; but you'll never know when the next out bust may happen. You're in for a wild ride; but hopefully you'll both come out better for it. For an additional **+100CP** you can share the

fun with all your friends; ensuring an unending cavalcade of teenage drama, heartfelt moments, and impulsive decisions during your stay!

Disconnected (+200CP): The digital world is in a bit of pickle; with foreign agents attempting to usurp its critical functions, and it's Enforcer becoming increasingly unreliable. Is it any surprise it's gone on full lockdown? Upon entering the digital world you'll find all forms of dimensional travel or manipulation completely inaccessible to you. Moreover, the doors to your Warehouse will remain barred to you; cutting you off from any assets you do not bring with you at the start of your Stay. Though there's a light at the end of the tunnel; should the threat posed by BH Program and its makers be successfully neutralized, and Omnimon Zwart-D be restored, then the Digital World will end it's lockdown. Thus allowing you to move freely across the Network should you have the means to do so, and regain access to your Warehouse. For an additional **+100CP** I'm afraid your friends were unable to make it through before the lockdown initiated; leaving your myriad of allies to their own devices in another realm such as the Human World.

Black Hat (+300CP): Is it something about your face? Maybe people feel as if you know too much, or there's just something about you that makes people question your past and intent? Honestly, it might have something to do with how they keep finding you in compromising positions that make it far too easy to jump to an unwanted conclusion about you. The end result is the same; whenever something goes wrong or people feel there's something fishy afoot, you'll always be the first suspect on someone's list. Doesn't matter how many times you've saved them, or the risks you've taken for them; there will be those who will harbor a seed of doubt about you so long as the true culprit remains uncovered. Hope you're ready to prove your innocence and to defend your honor Jumper; though I'd recommend against relying on just violence, as it usually makes things worse.

Evolution Revolution (+300CP): Digivolution is a major event in the life of every digimon; marking a major moment in their life that they'll never forget. Some only experience it three times, while a lucky few might reach Ultimate or even Mega after dozens of centuries of hard work and lucky breaks! How lucky you must be to be able to witness so many grand occasions! Though I suppose the fact it's usually your enemies doing the digivolving takes some of the shine of it. I swear, there are times you feel like you can't kick a patamon without it going through some sort of Shonen-esque power up; and even the ones that don't can be rather ludicrous. You heard that particularly ancient digimon can be impressive even as rookies; but aren't they supposed to be a lot rarer than this? Most people never get the chance to get used to the sight of an Omnimon fleeing for its life from some ornery Gomamons. Be careful out there jumper, as otherwise you'll be hard pressed to know what your foe will be capable of until you're in the middle of the action.

Transmission Error (+300CP): I'm afraid there was a bit of an issue sending in. Perhaps you ran afoul The Cleaner, ended up in a demiplane where you had to fight off an overpowered Mega before the whole place collapsed, or Shoma messed with the wrong variable while you were coming in. Either way, you and your companion's will be spending your stay in this world

without access to any of your Out of Jump Perks or Abilities. Moreover, all digimon are barred from starting their stay as anything higher than a Rookie digimon; though not from purchasing those options.

Though for an additional **+300CP** it seems your entry was far from pleasant; not only arriving in this world without your memories, but also being trapped in a human-like form. The latter leaving you in a squishy human body with none of your racial boons; lacking both the benefits humans normally gain in this world, and the awe inspiring might of a digimon. While it's possible for you to reclaim your memories given time and help; restoring your form would require trusting another to tinker with your very code, a risky endeavor even for someone with god-like programming skill.

The Fall of Mon (+400CP): There's been a bit of a scheduling change. Rather than arriving along side the Tamers; you'll be arriving on a pleasant sunny day in Floatia City, just a few minutes before the BH Program goes live and it's first victim is transformed into a genocidal weapon of mass destruction. Good luck Jumper, as you'll now have a front row seat to the fall of digimon civilization through a disaster looked at by digimon on the same level as a Kaiju movie where anyone could be a ticking time bomb. You'll have plenty of time to enjoy it'll be months before the Digital World is able to summon the Tamers, and only a little bit less than that before Mirei and Mameo decide to investigate the anomalies originating from this world. On the brightside, you do have a chance to avert quite a few tragedies; mostly because you can't seem to go a few days without getting caught up in some major incident.

Ghosting (+400CP): Though you stand in this world you are not fully here; caught between dimensional layers that has left you unable to meaningfully interact with the world and its inhabitants beyond being seen and heard. This greatly limits the usefulness of your many powers and equipment; though fortunately, those that do not affect the world (such as telepathy or scanners) appear to function fine. Moreover, as a small mercy while in this state you won't have to worry about your biological needs. Alas, while this state does predict you from many of the physical threats of this world; there are those that can still endanger your well being, such as Shoma and the consequences of his meddling. You would do well to assist in his downfall; lest the ravaging of dimensional boundaries he plans to enact cut your journey short.

Paradise Lost (+600 CP): Something terrible has happened. It seems that the guardians of the Frost Cathedral were unable to slow the BH Program's encroachment of their Cathedral; not only leaving them infected, but exposing the Seven Deadly Digimon to the virus. Now these great and terrible digimon have awoken once more and have been unleashed upon the world at the height of their excesses through the virus' influence. Each constructing a mighty tower to serve as the seat of their power as each one labors towards its own personal goals and interests; and while some may not be deliberately malicious, the havoc their actions shall bring about make such sentiments mean little. All while the dark force that destroyed their homeland is drawn to this world after sensing its prey awaken once more. Be careful jumper, as you'll arrive at a time of true tumult for the digital world; and I shudder to think what may happen should one or more of their number fall fully into Shoma's thrall.

End Choice

And so your time here has come to an end; I hope you made the most of it. You are now free of all your drawbacks, and the time to make your choice has come.

Go Home: This is it then? So be it, you may return to your home; taking with you all that you've gathered and earned

Stay Here: The Network is a pretty big place; I'm certain you'll find plenty of things to do with yourself here. Take care jumper, and never forget to keep moving forward.

Move On: As if there was any doubt. Welcome back Jumper, your next world awaits.

Notes

- Is **Path of Spirit** teachable? In theory, yes. In practice? Magic here is kinda old school. It takes a lot of hard work to learn and to increase your proficiency in it; mostly because its reliant on knowledge, spiritual awareness, technique and personal reserves. Because of this the only magic users are people who devote their lives to the path, or have unusually high talent for it due to their species (i.e. stuff like Taomon, and Wizardmon); and training someone new in it is more akin to taking a personal disciples than setting up a training program.

  So while it's possible to teach; if you want to get someone to the level they'd be considered a professional magic users, you're going to want to grab some potent teaching perks, or stick to teaching Companions (who'll be around you long enough to be properly trained) and prodigies or people already well versed in magic (i.e. have a strong enough foundation and talent to save you a lot of time). It's not really a Path for people interested in dabbling, or a fast route to power.
- Yes, **Gimmick Doubling Glory** would let you have stuff like a second semblance; but it has no influence on the budgets, discounts, or other such things granted by a Jump.
- When it comes to **Busy Mode** it helps to think of it as Quest NPC the perk. So long as you avoid the plot, it'll avoid you as much as logically possible. However, if the entire planet erupts into a zombie apocalypse expect your 'quest line' to be modified as appropriate, and for this protection to go up in smoke if you try to deal with the situation. At that point, you're a protagonist; not an NPC.
- Absorbing stuff you find in the Singular Zone via **Lost But Never Found** is always a bit risky; like installing a torrented file you found on a dubious pirating site. There's always the risk of it being a bit glitchy, incomplete, or might be hiding some kind of malware. If you're reckless like Shoma and absorb stuff or use relics without a means to check them over first it's only a matter of time before it bites you in the butt. That said the rewards are typically worth the risk. Moreover, it's possible to purge influences, fix what you find, improve them on your own, or otherwise make them safe to use without sacrificing what you got out of it; as seen by Shoma who kept his god-like talent despite being purged of Analogman's influence. You just need the right tools for the job.
- Yes, you can take Shoma as a **Destined Encounter**; just keep in mind that he's suffering from soul graft induced insanity right now. So if you're not onboard with his plan to nuke reality, and create a new order from its radioactive ashes you'll probably want to help the MCs fix his head.
- In **Tri Again** Meicoomon is well meaning, but has no real way to control her virus on her own; or the feral impulses it occasionally causes her. That said Mameo eventually devises a way to save her by creating a vaccine out of Luche's data; which serves to permanently neutralize her virus, allowing her to function as a proper partner digimon and return to her world in the hopes of saving Meiko before its too late. Whether this is the same Meicoomon you might've encountered in Digimon Adventure or one from a parallel world is up to you.

- Thankfully, the Seven Deadly Digimon aren't a cohesive group; so for better or worse you won't have to worry about a coordinated response from most of them. Beelzemon is largely a free agent that does whatever it wants; the chaos it causes is mostly tied to its own whims or its disregard for local rules and authority, especially if someone tries to force the issue on him. Lilithmon is seeking someone capable of "satisfying her"; so she seeds and incites conflict and chaos to cause Heroes to rise up in the hope of finding one worthy of her and "gobbles up" those who fail to capture her interest.

  Lucemon is a twisted philosopher attempting to expand his understanding of good and evil by placing people in situations that test their morals and value; and outright battling anyone considered a paragon of good or evil to test their mettle and the strength of their beliefs. Bephemon is a ticking time bomb; usually a nonissue until something wakes it up and it goes on a rampage to "silence" everything until it can go back to sleep. Meanwhile Barbamon, Creepymon and Leviamon are the only ones working together who seek to expand the forces and control of their group (though Leviamon mostly wants to eat interesting things).
    - Normally, these Seven Digimon would ironically be… more quirky than actually malevolent. Seeming to operate under a Blue-Orange Morality that makes their actions or motivations seem almost comical; if prone to causing conflicts and drama with those around them. Why, they even have a pact of non-agression and refuse to raise armies as they've realized that war and conquest are largely pointless to them. Taking **Paradise Lost** changes this as the BH Program will push each one to their sins into excess and drive them to extremes that will have them act as true demon lords; making a right mess of things given the digital world's current state.
- The Dark Force mentioned in **Paradise Lost** is known as The Malevelant Fist; it is a dark energy that consumed the Dark Area the Seven Deadly Digimon hailed from, and was powerful enough that their only choice was to flee from it. It's largely disembodied and puppets various hosts until it finds a pair of suitable digimon to DNA Digivolve into a worthy body for itself (these being Myotismon and Piedmon; though they're freed after it spawns a copy of its new body, and moves to it instead). It's goal is simple: To absorb all darkness to grow in power, and kill everything; so that it can create a new,*better* darkness in its place. In canon the MC manages to BEFRIEND it hard enough; that rather than seek planatary genocide, it becomes rather fixated on becoming the MCs frenemy, causing it to challenge them on multiple ocassions and even spare people it deats. Taking **Paradise Lost** makes this a lot trickier; since once it makes a host body for itself it's only a matter of time before it gets infected by the BH Program.

- Digivices don't have a set pace for helping Tamers develop their skills. Much like with digimon notable improvements come in sudden leaps and bounds. Moreover, supernatural Tamer Skills tend to develop over time, or are developed in the wake of lesser tamer skills synergizing together. As for how this manifests for combat, artistic or esoteric skills, or the actual limits they can reach? Mostly up to fanwank. The main group of MCs are a bunch of Perfectly Ordinary Highschool Students™, and didn't show any

personal skills. As such the only skills we see getting nurtured are the ones they make use of during the adventure: Coaching, Tactics, Nurturing, Befriending and Survival. Heck, none of them even knew proper first aid; with the regen skill they get being based off how comforting and nurturing they were. Stuff that shined in support roles or out of combat, and was pretty simple to scale up in effectiveness.

That said, it's heavily implied that a a good chunk of Shoma's godlike investigative, manipulation and programming skills are derived from having benefited from this for over a decade, while constantly throwing himself into life endangering situations where he had to rely on these skills to survive; let alone make any progress towards his goal of saving Luche from death. Though the secret to, supposedly, making Ultra level digimon came from Analogman's remains.

- The Enforcer/Noir is both an entity and a force; a metaphysical phenomenon that acts to purge invasive forces and entities, and normally prevents them from even taking root or being able to feed on the world. As an entity he's basically "the paladin" of the digital world itself; the most powerful digimon alive by a significant margin, capable of several supernatural feats such as travel through portals, awareness of "foreign forces and substances" and disturbances to the World, and the ability to counter them and their effects. In future world's he'll probably get along well with entities such as Zygarde and other protectors of the natural world so long as he's not playing the part of the bad guy; and be pretty effective against "outsiders" and unnatural entities. That said, he'll lack much of his OP BS unless he gets sponsored/given permissions by the local Gaia equivalent.
- Mirei is currently unstable as the BH Program screwed with her anchor system, and darn near wiped her from existence. Now she's stuck only being able to send short lived proyections to communicate with people, and her Partners are locked out. Mameo made it through without issues; but his Mamemon got infected and sealed itself since they couldn't cure him in time.
- Mameo has apparently been actively adventuring since the end of Digimon World 1 games; though he eventually became a student-teacher in the human world by the time of Next Order. He's actually Shoma's homeroom teacher, and investigating his disappearance was one of his motives for traveling this time.
- Once everything goes to shit the end game plan is to reset the world with the help of the Enforcer to purge all of the corruption; though Floatia City is left untouched. If you want to avoid the Plot; just stay in the city and avoid going into an angst spiral. Though Ingame the MC was the only one actively adventuring while the rest of the Tamer's stayed behind to protect the city; so adding more adventurers or protectors can only help.
- Shoma's plan is to use the BH Program to cause ALL digimon, even babies, to immediately digivolve into Ultimate Altered Form digimon (basically ultra level digimon under his control); an act which would "generate energy commiserate to the big bang, and shatter the boundaries between worlds". It's unknown whether his plan would have actually worked, or if the BH program si truly capable of creating Ultra level digimon; or if

it the whole thing would've resulted in an elaborate form of suicide on a multidimensional scale. Shoma was confident in it, as was Kuzunohamon; but neither of them were exactly in the best state of mind, and the explanations went over the heads of the rest of his group.

- Shoma is wholly unaware of how much he's changed due to the piece of Analogman he absorbed. This "curse" doesn't control him; but it has effectively removed his inhibitions, shifted his personal values, and blinded him to the dissonance between his current actions and the motivations that led him this far.
- Luche used to be Shoma's partner digimon who got deleted due to alterations he did to cheat his win in the National Digimon Monster's Tournament 10 years ago causing a fatal error when she regressed into an egg sometime later. He's spent the last decade traveling between the human world and multiple dimensions trying to bring her back. She's aware of what happened to Shoma, and if she regains her memories can explain everything; moreover while she's lost most of her original powers, she has enough left to cure his issues and immuninize herself to the BH Program. Curiously, her power can also be used to cure Meicoomon in full ELE mode; and even create a vaccine to permanently neutralize her virus, allowing her to live as a normal digimon.
- Human and Partner digimon are revealed to basically soulmates. They are *inextricably* drawn to one another as if by Fate. No matter what happens or how much time passes their bond cannot be broken; even if one of them is deleted, if there is any way for them to meet again they will.