

By Regalus

It's been less than a decade since the human civilization suffered history's greatest cyber terrorist attack, leading to a worldwide breakdown of communications. Luckily, a bastion of stability around amid the ensuing anarchy to save the world. Global Information Global Organization, or GIGO, was but one of many tech giants in the industry the time before; but has since risen to prominence thanks to the aid it provided during that disaster. Since then they've become a cornerstone of the modern world, and their innovations a part of daily life. However, among all the services GIGO offers by far the most popular is their online game Digital Monsters.

An online monster raising and battling game that has taken the world by storm; enthralling people of all ages and lifestyles as both players and spectators. Though something strange is a foot in this seemingly peaceful world; as reports of disruption in the network have revived fears of a new potential attack on global communications, though the media has tried its best to calm such wild rumors. Alas, they're not entirely wrong.

You see that event was no attack by some radical group, but rather the cataclysmic consequences of a bold experiment. Under GIGO's direction an international team lead by Dr. Yakov Petrov discovered the existence of a world parallel to our own; alas it's disastrous consequences cost the life of his assistant, and caused the very disruption that brought the modern world to the edge of total anarchy. Since then the organization has devoted much of its newfound influence and assets to the study and exploration of this world, and to establish measures to avoid the mistakes of the past. In fact, Digital Monsters itself was designed to serve this purpose; a way for man and digimon to form bonds across worlds as a limited form of first contact between their peoples, and ensure humanity would have allies among them once they were prepared for the next step.

That said, the greatest of these projects was the Digitization Phenomenon Program, codename Vitium; the magnum opus of their efforts, a gateway through which objects and entities would be able to freely cross between the digital and physical worlds. Such a creation would no doubt revolutionize the world, and usher in a new age for humanity; as well as open the way for true contact between the inhabitants of both worlds. Alas, there was just one *tiny* problem. It became self-aware.

Fearing what such a program would do if it went rampant; GIGO ordered it's deletion, that they might start the project anew. However, Dr. Petrov would soon disappear without a trace; leaving its team unable to properly counter the rapidly evolving program. Moreover, strange storms of increasing intensity have been forming across the world; causing technology to act oddly in their wake, but I'm sure that's nothing to worry about.

You begin your time here in the digital world shortly after the top ranked players of Digital Monsters crack the code that will send them to the digital world; hopefully in time to stop Vitium before it's too late. With **1000CP** to your name, you will spend 10 years in this realm; ample time for you to leave your mark.

Locations

There are many strange and beautiful locales in this world; btu perhaps these will catch your interest. You may roll a 1d8 to determine your starting location, or pay 50CP to choose a location other than File City.

1. **File City:** The capital city of File Island, and home to countless digimon… or it used to be. Strange happenings have scared many locals away; a strange madness spreading through digimon, and driving them to mindless violence. After a particularly scary incident many fled in hopes of escaping the phenomenon; only to find themselves trapped by bands of roaming infected, or struck by the blight as well. Now only a handful of digimon led by Jijimon remain in the city; hoping to outlast this unknown threat plaguing their island. As the beating heart of this land, you may choose to begin your time in this world here for **Free**.
2. **Digi-Tower:** Made from data derived from Infinity Mountain, this massive tower serves at the point of connection between the physical and digimon world. It also acts as the main hub where the player avatars of those who play Digital Monsters gather known as The Coliseum. Here various digimon play the roles of "NPCs" directing the players, or competing with them in one of the countless matches that occur on its many floors. Curiously, these avatars are unable to tell the difference between a Human in the digital world and another avatar; though the fact these avatars are unable to leave the tower help differentiate them from this world's true visitors.
3. **Rail Road Plains:** A junkyard of sorts; this zone is particularly close to the border between worlds, causing a great amount of data from the human world to settle on it. Eventually forming real world objects, most commonly railway carts and tracks, that litter these plains.
4. **Signpost Forest:** An immense forest of giant trees not far from File City. It's home to many digimon, and more concerningly; the location where Infinity Mountain will make contact with the world in one particular timeline, putting its inhabitants at risk of being the first to suffer the X-Program's' wrath should it break containment.
5. **Submerged Ruins:** An inland sea containing the submerged ruins of a modern city; it's dominated by the schools of water digimon that call it home. This makes an exceptionally dangerous area for those without a way to easily traverse the watery expanse.
6. **Dark Area:** A mysterious space trapped in a lightless night. The gloom broken only by a single train platform that sees no visitors beyond the Chaosmon that stands guard there; yet should one know how to follow the secret paths within the darkness they may come upon the secret lairs of the Seven Demon Lords. Curiously, most of them are rather tolerant if not amused by visitors; though I wouldn't recommend disturbing Belphamon's rest, or drawing the attention Barbamon or Creepymon.

7. **Infinity Mountain:** A strange space between realms; not truly part of the digital world, though one can access it through a special gate at the lobby you'll arrive in. You may also decide to explore the seemingly infinite number of upper floors; though those will be relatively empty and safe unless you've decided to visit a particular version of this world.
8. **Free Choice:** It seems luck is on your side; you may begin your time here in any location of the Digital World of your choosing.

Races

Humans: Ah, humanity. A reliable constant in countless worlds, and this one is no different. Hailing from the physical world, it's been centuries since the last time humans made waves in this realm; though the Digimon have not forgotten the young boy that saved them from the greed of man. By choosing this option you'll be counted among the rare humans to visit this world in the flesh; allowing you to elect the **Drop In**, **Ranker**, and **GIGO Representative** backgrounds. Lastly you may select any age between **16-26 years** as your starting age, and your sex, for free. In addition, you may choose to begin your time here in the **Rail Road Plains** for **Free.**

Digimon: The digital monsters that call this place home; entities of energy, data, and a little something special that makes them far more than a collection of 1s and 0s. The least of which is their ability to digivolve into more powerful and complex forms; each able to call upon some kind of fantastical power. In practice a digimon's age, experiences, and training can create vast gulfs of power and ability even between members of the same evolutionary stage, or even species. As such, while a more evolved form will certainly have greater potential and base capabilities; it will mean little to those without the means and devotion to explore them, and improve their code into one worthy of a true champion, or legends among legends.

By electing this option you may elect the **Digimon Partner** or **Resident** Background, and may begin as a rookie digimon of the species of your choice. Should you wish to begin in a more complex form; you may instead begin your time here as a Champion, Ultimate or Mega species of your choice for **100 CP**, **200CP,** and **400CP** respectfully. Alternatively, if this isn't your first venture through the digital world you may choose to import a Digimon Alt-form you already possess, or it's pre-evolutions, as your starting form for **Free**. Though keep in mind; should you choose a species with few, or very well known representatives in this world, you may garner unwanted attention.

Backgrounds

Drop In: You don't quite belong here, and that can make you stand out; as if you were simply inserted into this world with little thought given to the implications. Which I suppose isn't too far from the truth. By electing this option you'll enter this world without a past to aid or define you; giving you the freedom to be whoever you wish, no matter how jarring that may be to the locals.

Ranker: As the fifth ranked player in Digital Monsters you've got quite some clout online; no doubt amassing a modest following for your skills. Though it must've been quite a surprise when you receive a special offer from GIGO for a shot at early access to a new expansion; *if* you could solve their enigmatic riddle. Whether you managed to solve it thanks to your good friend Taiga, hijacked the answer from his chat room, or the power of your own special aptitude the result was the same; your sudden and unexpected transportation to a strange new world. While falling from the sky must've been quite the experience; being greeted by your digimon partner certainly drove home how big of a mess you'd gotten yourself into. Maybe this Jijimon guy your Partner talked about might be able to help you out.

GIGO Researcher: GIGO is the world's foremost tech company; leading the world into a brighter future through cutting edge technology. However, progress is impossible without those who hone that edge. You are one such soul; a brilliant mind that formed part of the research team tasked with the exploration of the digital world, and the development of methods to utilize it to bring forth a golden age for humanity. Alas, like so many pioneers you've been afflicted with some misfortune due to your most recent project. Whether you were sucked into the digital world with Mirei on that fateful day so long ago, taken into the digital world by Vitium much like one Dr. Petrov, or intercepted Mirei's invitation to the rankers; you've found yourself in the middle of this budding catastrophe as one of the few souls who truly knows the nature of the force threatening both worlds.

Digimon Partner: It's been a long road; but with your partners help the two of you have steadily climbed your way towards the top. Needless to say, you were rather confused when you heard them call for you, only to find them well away from the Coliseum. In fact, they were calling you from far outside File City, and in the flesh no less! While, their confusion and panic at the situation is a bit of a wet blanket over your grand reunion; you're still ecstatic to finally spend some time with them in person.Of course, you'll do everything in your power to get them home safe and sound. Not that you know where to even start with such a task; but you're certain Jijimon will have something useful to say about this.

Resident: File City was once the crown jewel of File Island; but it finds itself in its darkest hour. It was rare at first, but after seeing your friends reduced to little more than mindless beasts it was hard to ignore how dangerous things had become. Whether you fled from the city with so many others, or decided to stand your ground to defend your home; you are one of the lucky souls to have escaped untouched by the infection, and dearly hope a miracle comes your way.

Perks

Decode (300CP; Human Only): The ability to read and translate hidden data. Such an innocuous definition for the only hope to save both worlds. In its simplest form, this gift makes an individual exceptional at finding the hidden meaning in things; be it the solution to impossible riddles, divining the true meaning and intent behind a person's words, or intuiting another person's needs. However, this affinity goes far beyond that; granting its bearers an extraordinary aptitude towards the digital world and its inhabitants. Early on allowing it's bearer to "hear the voices" of programs and machines even in the human world; allowing them to truly communicate with their partner even before joining them in this world. While in digital worlds it grants the user the ability to break encryptions with a touch, physically interact with constructs such as the Memorial Stellas, and even restore corrupted and fragmented data to usable forms.



This same ability to 'understand' data allows such individuals to draw out the maximum potential of digital life form; allowing them to progress at meteoric rates, and discover innovative applications for their abilities even amid life or death situations. Moreover, with a tool such as a digivice in hand its users are capable of even miraculous feats; such as allowing digital lifeforms to manifest in the human world, helping them transform into veritable titans in an instant, or even convert the power of your foes attacks into fuel for your Partner should you discover the means to do so. Alas, the power of Decode is one poorly understood even by those who know of its existence, and those who bear it such as yourself; it's applications beyond the simplest and most passive uses having to be blindly stumbled upon, alongside the dangers they may carry if misused. However, even then this is a decisive power that in the right hands may save both worlds and bring them together, or doom them all.

X-Antibody (300CP; Digimon Only): The X-Program. A terrible program designed to directly attack a being's code, the very pattern that defines their existence within this reality; causing their entire framework to destabilize in moments, with deletion following soon after. It is a death sentence capable of wiping out worlds, and YGGDRASIL's last resort; invoked only to neutralize threats to the entire Network before irreparable damage can be done, should conventional solutions be judged incapable of stopping it. However, digimon are resilient things; their nature causing them to grow from adversity, and adapt to even the most hazardous of conditions. Is it any surprise that they would do the same to this?

Whether you're some freakish anomaly that survived exposure to the X-Program, inherited data from one who did, or have a past holding secrets beyond your wildest dreams; you are now possessed of the X-Antibody, transforming you into an X-Digimon.

As an X-Digimon you are immediately recognizable as something quite different from your base species; often taking on forms more fit for battle and hardship, pushing your base parameters and their growth towards its very peaks. In fact, it wouldn't be surprising to see a wild X-Rookie taking on champion without having to on luck or trickery like its non-X kin would. Moreover, this refinement goes beyond the simple improvements of your specs; hardening your code against further unwanted attempts to distort or damage it.

Where others might fall without even a whimper when faced by gods attempting to deny their existence, chaotic realms that would dissolve them to raw energy, or radiation that would turn them into a murderous mass of tumors; you'll be able to bring to bare the resilience needed to suffer their attention without truly succumbing to them. In addition, successfully enduring sufficient exposure to these forces will allow your antibody to adapt to them; immunizing you to their threat, and pushing you towards greater heights in turn. In light of this, so called 'higher beings' should take great care with how they choose to deal with you; lest their attempt to eliminate a thorn in their side serve only to birth their greatest predator.



Drop In

Permissive Passions (100CP): Why is it that some people are dead set on throwing up a stink whenever they spot something they don't like? Such people really need to just get a life. You love what you love, and if you're not hurting them they shouldn't get in your way! Such feelings have now blossomed into a unique boon; as your earnestness and passion smooth over qualms others people may have with your preferences and habits; helping them accept them as part of what makes you so unique. Even if you were a politician no one would think less of you for being into street fighting, and even the heir of a multibillion dollar conglomerate would be able to indulge their passion for MMOs while only receiving a wistful sigh from your handlers. Heck, if your passionate enough about something you might even convince those stuffy prudes to give it a try in order to understand why it's so important to you.

Lily of War (100CP): True power is beautiful, and true beauty is powerful. Therein lies the difference between a true master, and a brute; the ability to not only excel, but to do so with elegance befitting one's station. Through cultivated grace and expertise you have refined yourself to live up to these lofty ideals; bearing a figure worthy of a hollywood heartthrob, and the talent necessary to allow your appeal to exist harmoniously with the power contained by your luscious frame. Such expertise allowing you to battle in the latest fashions without hindering yourself; performing advanced parkour in heels without risking your life or accessories in the process, or even doing battle against vicious monsters without messing up waist length hair or allowing your foe to take advantage of it. Not to mention ensuring that even the harshest of exertions never ruin the aesthetic appeal you've labored to cultivate, or the otherwise fragile raiment that completes your image.

Fallen Cunning (200CP): It's a tragic truth that, irregardless of how marvelous you might be, victory will never be assured.Thankfully an individual of your majesty is not one to wallow in defeat; instead being motivated to rise up higher than ever before, and find ways to right such travesties against you. Upon suffering a defeat you find yourself replete with ideas on how to avert similar losses, and defeat the one who bested you; quickly identifying opportunities, and the worth of even the most unlikely of subjects to your goals. Even if others look upon someone and see little more than a festering pile of refuse, you can see exactly how they might fit within your grand designs. Of course, actually achieving your plans is a whole 'nother matter; especially if your foe is not one to rest on their laurels while you plot your way back to the top.

Conqueror's Spirit (200CP): Greatness is not defined by mere skill or power, but by the content of one's character. It is the drive to step away from both comfort and safety in order to seek out your desires. The determination to follow glory while rocked by storms and hardship. The confidence and self-worth to stand tall when others would deride your dreams or abandon you, due to their own inadequacies. The courage to look the devil in the eye, and espouse why *they* should serve *you*. The sheer intensity of these qualities that you possess is such that had you been born another time you would have surely ruled as a great warrior king, or become a hero whose actions would resound in epics for all time. Alas, in this modern era of weak-hearted

men such greatness can so easily be misconstrued as madness or stupidity; at least until you prove them wrong.

Royal Radiance (400CP): If they don't know who you are, they most assuredly will after a casual encounter. Many people would liken the force of your character with that of a natural disaster; equal parts awe inspiring and terrifying to behold. As such where others attempt to compensate by filling the air with empty words, a single phrase of your lips holds can hold more meaning and weight than any calculated monologue; allowing you to use bold statements and declarations in place of lengthy discourses, or subtext filled double talk.The common man often finding themselves acquiescing to your demands without pause; your simple request for a drink conveying exactly why they should get it to you, and how they should prepare it if possible as well as any monologue.

By the same token convincing a random mugger to change sides mid ambush, or seducing someone at a bar, is a simple enough deed; in some cases being able to do so by merely declaring their new position, and pointing out one or two perks they'll gain from it. Why, even a demon lord could find themselves pulled into your current if caught off guard; finding your boldness refreshing and charming rather than a smite worthy offense. Admittedly, true loyalty is not so easily forged in a single moment; so while you can easily bring people into your orbit with a single meeting, don't forget to give them a reason to stay.

As a final boon, when you walk into a room you can command the attention of the crowd, even if they'd been fighting to the death before your arrival; your interruption likened to a sudden shift in the air, as if the world itself turned its focus to you. Not only does this unmistakable air makes you a nightmare for would be impersonators; but should you enter a situation where some kind of music is playing, be it from a performer or some exotic source, you may cause it to shift temporarily to something that better compliments your own mood and actions.

Glory Obscuring Shroud (400CP): For all your power and glory; there are times when even a you must hideaway. Perhaps to avoid minders who would foul your ambitions, a wish for a break from your lofty position, or simply to fight in a monster only arena in the hopes of a getting good work out. Whatever the case, your capacity to fool others is legendary; easily slipping from one persona to another to better play to someone's expectations before tearing them down. However, not one to do things with half measures; should you truly invest yourself into the creation of a disguise even advanced technology and supernatural means can be fooled. Enough that you could make others accept you as a digimon, including other digimon and the programs that manage this digital world; despite only wearing a costume you made for yourself, and being unable to use any of the signature powers associated with your costume's species.

Moreover, such disguises seem unnaturally resilient despite the materials they're made from; allowing them to endure any harm you might suffer while playing your role, though adding no more to the defense of its wearer than they would normally. Needless to say, these skills combined make you an expert when it comes to make-up and costuming; because anyone's appeal can be magnified with the right look.

Iron Fist (600CP): In a world where digital titans rule, you stand as a testament to the might of flesh. Your body is a modern miracle, forged like a legendary blade by the brutal hammer of experience and discipline; creating a vessel that will see you through whatever adventure you seek, having becoming nothing short of superhuman in every sense. You can easily fall dozens of meters without stumbling, move swiftly enough to outmaneuver skilled gunners, endure temperatures that would make even digimon of the suitable element suffer, and even go blow for blow against ultimate level digimon. All feats made easier thanks to an intimate understanding of your golden body, and the skills to make the most of it; such that you would have earned a place of honor among the mythical warriors of old had you been born in an earlier age.



Moreover, as this body was born through training so too can it be improved by undergoing suitably grueling training to match the heights you seek, and more easily recover from such demanding sessions. Of course, you may choose to help others to rise to your lofty heights as well; but you may find that few people have the will and drive to endure the herculean measures required to purge their bodies of weakness. Though, should they endure your administrations they'll find the results well worth the suffering regardless of their species.

Free Spirit (600CP): The human soul is a thing that knows no bounds; for such is the power of its desire that nothing is truly beyond their reach. In much the same way, you find that the word 'impossible' isn't one you can accept; for as long as your desire is great and fervent enough there is nothing that cannot be achieved, though never without effort or sacrifice commiserate to to that goal. Whether that's to explore a virtual world in your own flesh despite lacking any connection to those that control its entry, or seeking an audience with a demon lord amid a thousand year slumber and managing to awaken it with your fury driven strikes after others would have given up on such a foolish endeavor.

Alas, even you may fall short of your goals; but your sacrifices need not be in vain as your impossible dreams may be taken up by those that follow. Even should you fail in your task you may find that your actions have open the door for others for others to succeed where before they would not have dared to dream of such; your broken arms creating a chink in a once impenetrable guard which a brave hero might take advantage of deal the final blow, and failed plans to reach the moon paving the way for humanity to reach the stars.

Ranker

Living Legend (100CP): When people see your gamer tag on the other team they know they have reason to fear. You have what it takes to be a truly extraordinary gamer; easily picking up new skills, and how to apply them, as well as being able to focus for hours on end without getting mentally worn down. No mechanic being forgotten, or way to exploit it going overlooked; all but ensuring a quick rise through the ranks should you put in the time. Of course, while such skills might be useful outside the game world, it's true worth is how well you get to know these games; something of particular use in this world. Your countless hours of playtime granting you an almost encyclopedic knowledge of most of its inhabitants and their capabilities; as well as how you need to raise them in order to unlock their common evolutionary paths.

Weight of the Crown (100CP): Ranks are a funny thing; a point of pride to many, yet also one that can so easily create vast divides between you and those who should be your friends. High ranks inspiring pride and arrogance, while lower ones inspire despair and envy in their bearers. However, such things seem to matter little to you; never growing overconfident and prideful, or coming to despise those you can never seem to reach. In fact, you find such gulfs inspiring; helping you to find the drive to better yourself, and empathize with those below you. Moreover, you can help others embrace these self-same truths; turning inadequacies into discipline and determination, and selfish egoism into magnanimity. Should you make the effort even callous tyrants may grow to consider you a true friend, and in time find the path to becoming a king worthy of his crown.

Rhythm Rumble (200CP): Every gamer knows that timing is everything. Whether your attempting a 100 hit combo, lining up head shots, or platforming; a single button pressed a moment too soon or too late can ruin the entire attempt. Platforms disappearing the split second you land, or foes moving out the pixel perfect position you needed to maximize your damage. However, those pains are a thing of a past as thought and action now flow as one for you; along with the cultivated spatial awareness to make the most of them. Able to think on your feet and act swiftly enough to easily speed run even the cruelest of platformers and bullet-hells without hesitation, take advantage of the perfect opportunity in a fight, or spam that full heal the instant you would've lost your last hitpoint. Or at least try to if you have the skills to match.

Shaped Like a Friend (200CP): Just because your different doesn't mean that's cause for concern; that just means your something new and exciting, and it's not hard to see why given your charming demeanor. Your the kind of person who could stumble across a hissing cat in a dark alley, and walk home with it purring in your arms; easily disarming tense situations, and making people warm up to you despite their fears or knee jerk reactions. Even having a form others would find strange and alien wouldn't be much of an impediment, as you'd soon find yourself playing with children while their parents looked on in fondness. Of course, this good will and warmth is born from your own sincere desire to get along with others; making it of little use for those harboring ill intent, or whom you've maliciously wronged without making it up to them.

Oncoming Storm (400CP): Every day the wheels of fate turn, pieces falling into place unseen; all too often being noticed only once the point of no return has been passed, and tragedy has struck. However, you've been granted a special gift to recognize the signs when not all is as it should be; perhaps even literal dark clouds heralding the misfortune that may soon befall you and those you hold dear. While you can certainly ignore these signs, doing so forfeits the opportunity they present. Should you take heed of these signs you may find your way to its cause; perhaps finding a loose screw before the carriage departs, cans of cinnamon and chili powder sitting too close together, or finding your way into another world where a great evil that would consume yours might be unleashed. In doing so you will have a chance to impact the events about to unfold, and avert certain disaster. Of course, there's no guarantee to your own safety should you involve yourself; but surely the chance to take the reigns of your destiny is worth the risk.

Fortunate Ripples (400CP): No man is an island, and no action we take exists in a vacuum. Life is a grand game where each act we perform pulls upon the threads of fate, and in doing so affects the actions of those around us; causing even the simplest of acts to form part of a chaotic symphony of ripples. However, your own actions display a most peculiar pattern; as prosperity and happiness seem to follow in your wake. Even going about your life normally; your presence in the lives of those around you may act like a lucky charm of sorts, overtime improving their lives and helping them work through their troubles.

They in turn bear a weaker impact on the lives they touch, and so too those affected by them; a chain of ripples of diminishing effect, yet whose consequences can lead to greater things than you intended/ That said. the initial strength of these ripples are derived from the significance of the action you performed to set things in motion. Giving a tired mother a free coffee might see them being more patient with their children, and in turn help that child study for a quiz he would've failed otherwise. However, truly devoting yourself to helping others in deep meaningful ways to them can turn these ripples into mighty waves to alter the tides of fate; where a life you saved might change the lives of so many others. Work hard enough and even a dying crime-ridden city can not only be salvaged; but brought into a new golden age through the lives you've touched.

Sacred Sound (600CP): Words have power, or at least yours certainly do. When you speak your words are heard clearly and the meaning behind them understood; even when spoken amid battling titans, or to those truly alien to you. When you speak you do so with more than vibrating air; you do so with your heart, allowing you to reach others in astounding ways. When you cheer for someone you do more than simply improve their mood; you help them find the strength to stand strong when they feared falling, to fight free from influences clouding their minds, and tangibly fight harder thanks to the belief you've placed in them.

When you dress someone down your tongue lashing pierces through thick skins and thicker skills; ensuring that the lessons you are trying to impart are taken to heart, rather than be shrugged off in a fit of whimsical rebellion or forgotten in the heat of the moment. When you soothe them your words carry the kindness and hope; soothing aches of the body and heart so

that wary and weary souls can find peace, or give themselves a chance to hope again. This a great gift Jumper, use it wisely.

Curiously, if you also have **Rhythim Rumble** you may share its effects with those you speak to; allowing others to follow your orders and act on your advice with machine like efficiency.

Windows to the Soul (600CP): The world can be a confusing place, and people doubly so. With their subtext, double talk, agendas and social contracts it can be hard to tell what people really want; yet you've seen past this obscuring fog. When interacting with others your insight allows you to understand what someone truly wants, and the intensity of that desire; whether that's where they'd like to eat that evening, recognition for their hard work, or for you to turn around so they can stab you in the back. Such desires are as plain to you as the colors on their brow; for no matter how good a poker face they may have, few people can conceal the hunger in their hearts. In time, you may even become better at understanding a person's true wants and desires than they do; knowing that your pet is growing hungry before their stomach begins to grumble, or predicting a foes next action before they begin to execute their plan.

This talent could make you a fortune in the service industry, an excellent parent, or a proficient strategist should you put it to good use. As an added bonus you may elect for a person's most pressing wants, intense feelings and intentions to manifest in simple but evocative imagery that floats over a person's head for so long for easy reference; making it much easier to sort through the wants and reactions of those around you.



GIGO Researcher

Only You (100CP): When working on the bleeding edge of scientific innovation only the best of the best will do; but that means very little if they're not put to a task that suits their talents, or greater gifts ones are ignored in favor of those with larger reputations. However, now you can separate the wheat from the chaff; developing assorted tasks capable of determining an individual's aptitude for given task in minutes. Such tasks could be as simple as a mock test to measure their skill at developing microchips, or nonsense riddles that can only be solved by the one in a million individual who possess a unique trait you need. Be warned, as while these tests are always accurate there's nothing stopping your prized recruit from sharing their answers with others.

Please Understand (100CP): In the fast paced world of science and apocalypse defusal there is rarely enough time to have a proper sit down; especially when you might have dozens of time sensitive tasks on the wings, or prying eyes that may act if they witness you saying the wrong thing. As such you've developed quite the talent at compressing large amounts of complex information into simpler nuggets that can be understood and used by even children, without ever saying more than you need to. Moreover, should there be a matter you simply do not have the time or patience to explain in the moment you can reassure your allies with a few words, and a promise to explain later on; even if your action seem incredibly questionable from their limited point of view. Thus preventing them from forming wild theories, or getting in your way due to ill-conceived good intentions; allowing you to continue your urgent duties without fearing that your own allies may get in your way.

Admittedly, this trick has some diminishing returns; as while they may accept being kept in the dark for a time, such frustrations can be turned into resentments if left alone for too long.

Tomorrow Marches On (200CP): The path of science is one fraught with danger; with so many brilliant young minds suffering at the hands of their own brilliance and hubris. However, just because things look grim, doesn't mean it must be the end; after all innovation is built upon the back of a thousand failures. In much the same way, no matter how terrible the fate you endure; so long as you're still alive, there will always be a chance to better your situation. Being captured and used as a psychic puppet by an eldritch force would find your loved ones stumbling upon the one chance to set you free, while being cast adrift in the void between world might present the opportunity to secure the aid of powerful and dangerous forces that may allow you to return to the world in a limited fashion, and finding yourself faltering before a terrible foe might see your friend rushing to the rescue after having disregarded all your warnings. It may not be easy, and you may not escape unscathed even if you succeed, but no dark fate will claim you without a fight.

Between Heaven and Hell (200CP): You're not from around here, and it's pretty obvious. However, that same otherness can be leveraged as a strength by the cunning. As an outsider you'll find that other people rarely expect you to follow any but their most important customs and rules without punishing you. Moreover, so long as you don't favor one faction of a conflict over the other; local powers seem to be perfectly happy to leave you to your own devices. Allowing you to live a peaceful life by your own rules, or perhaps curry the favor of both sides. The latter would certainly be a delicate balancing act; but surely having both a devil and an angel standing at your side would be a worthwhile achievement?

Parent of the Year (400CP): Now, in your line of work it's understandable; accidents happen you know? But who would've thought you'd discover a way to turn simple programs into living beings? It's pretty amazing how you can breathe life into your creations; allowing them to grow and evolve in both mind and function. In time letting them transcend their limitations as their budding souls make them into something far greater than a collection of ones and zeroes. That said, I hope your ready to take responsibility for that. After all, it'd be truly reprehensible to bring such a wonder into the world, and ignore it until it goes rogue from someone's attempt to kill it. So it's a good thing you're more than up to the challenge; excelling in every field a parent might care for, be it treating their ills and comforting them, teaching them the value of life, or how to find joy while searching for their purpose in life. Everything a parent needs to know to raise a happy child, or at least one that won't go on an interdimensional rampage.

Symbiosis (400CP): Suffice it to say, you can't do everything on your own; forcing you to rely upon others for aid. However, what self-made scholar would be content as a parasite? No, anyone who you allow to work closely with you will have no doubts to the value of your partnership; finding their time spent on you exceptionally rewarding. Such boons are always appropriate to the nature and severity of the issue they're helping you resolve; as well as the contributions you each offer to the cause. A professor offering to help you with their class may find your fruitful tutoring sessions furthering their own understanding on the subject in a way that inspires a new breakthrough. While convincing a child to put their lives on the line to both correct your mistakes and save the world, while actively supporting them through that journey, might find them growing in character and talent into the kind of hero who could shoulder that burden. In truth, you have no control over what boon they'll gain from your partnership; but rest assured it will always be something they'll find well worth their efforts.

DigiModify (600CP): No matter how great a creation might be; you can't plan for *everything* when you make it. The same goes for people; as even the most skilled warrior might run into problems such as their inability to walk on water. However, through the power of SCIENCE all things are possible! Through acts of technological wizardry you're capable of creating special 'programs' you can 'install' in both objects and living beings to modify their abilities, or how they interact with the environment. Something like water walking would be the work of a few hours of coding; while creating a false wall would take only a few minutes.

Greater yet is the possibility of improving lifeforms. Such as finding ways to 'overclock' them for a significant but temporary boost in ability; though the strain such things may cause will

require their cautious use and application. However, with patience and a dedicated subject you can study intimately it may be possible to chip away at a creatures limitations, or program new capabilities derived from their existing traits; slowly but surely improving them through incremental steps. Though take care when doing so, as the more that you push them with a single alteration the greater the risk you expose your subject to. That said, a little danger is nothing a brilliant mind like yourself is unfamiliar with.

Cyber Sorcerer (600CP): No one would ever confuse you for a faceless technician; in fact probably quite a few people would be grateful for the chance to meet you. A genius within the fields of programming and electronics capable of not only preventing civilization from being flung back to the dark ages after cataclysmic disaster, but help lead it to the world of tomorrow one innovation at a time. A true peer to the great minds of GIGO, or perhaps even one of the brilliant minds that have assured it's domination of the tech industry world wide. However, such genius goes beyond the bounds of what might be considered 'conventional' science and engineering. While the creation of something akin to the Digitization Phenomenon Program would require years worth of concerted efforts between dozens of genius on your level; the creation of applications such as digivices capable of affecting the world, machines able to detect and interact with other realms, and the creation of self-evolving AIs are well within your grasp. Truly, yours is a mind that could usher in a new golden age for mankind; or its destruction.



Partner Digimon

You Called Me! (100CP): Spend enough time with someone, and you develop a good sense for them; but this may be a bit more than what most people get. Simply put, whenever someone you care for needs you or wants you by their side you can almost feel them tug on your heart; a sensation that can not only lead you to them through deep forests and twisting city streets, but also inform you of how urgent that need is. A heartbroken friend wallowing in their misfortune might summon up sudden wave of concern and the urge to give them a call; while a lover pushed off the side of a building may feel like an almost physical force desperately clamping unto your heart as it pulls you to their side. You may of course blind yourself to such tugs below a certain threshold or from certain people, as few are willing to leap into action just because a friend ran out of toilet paper across town. This bond also comes with a minor benefit; allowing you to easily identify your loved ones even when disguised, or to tell apart an imposter from the genuine article.

Ominous Omens (100CP): More than just a feeling in your gut; there are times when the evil in the world is plain to see. Maybe it's the out of place scent of almonds, the oddly echoing creak of the house as you open the door, or the thick violet miasma surrounding it's owner; but you can always tell when something's not quite right. Signs of malicious intent, corruption, maladies and more take on bizarre synesthetic expressions to your senses that make it quite clear that perhaps you shouldn't bite that apple, or that old man isn't in control of his actions. You won't always be able to tell what's wrong with them, especially if this is your first time exposed to such a force; but given time you may be able to infer greater details from these expressions. More importantly, you'll always know when you should keep your guard up and when it's okay to indulge yourself.

Rest of the Righteous (200CP): There's nothing quite like a nice nap after a long day of hard work. After all, even the mightiest of titans can be worn down over time; so a little self-care can make a world of difference, especially to you. First off you are blessed with the marvelous gift to relax yourself and even fall asleep at a moments notice; finding ways to rest comfortably even if you crash in the middle of the road, or on a desert dune. Better yet, whether physically or mentally, the effects of rest, relaxation and just generally taking it easy have greatly magnified benefits for you; long days of plowing the field and slaying monsters can see you awakening the next day fresh as a daisy and fit as a fiddle after a nice evening with your loved ones, and a peaceful nights rest. This won't do much for injuries that would require emergency aid or complex surgeries; but anything else could literally be slept off. As a final benefit, when relaxing you become unusually comfortable for those around you; ideal for cuddling or to serve as a makeshift bed for those not quite a blessed as yourself.

Potter's Delight (200CP): Training sucks. Oh sure the gains are great, but making any progress is just *so slow*. Worse yet, even if you do everything right it could take days or weeks for your body rebuild itself strong enough to manifest those gains you made. Meanwhile taking it easy too many days can see all those potential gains going down the toilet. Thankfully, you've

become the dream of every professional trainer; for you are like wet clay in body and mind, just waiting for the hands of a master to shape you into a masterpiece. Where others would need to waste time recovering after an intensive work out, or properly digest a lecture, you seem to skip that down time to claim your gains instantly; lifting weights measurably increase your strength from one session to the next, and analytical thinking growing sharper with each batch of exercises you complete.

Better yet, these gains don't degrade just because you were away for a few weeks saving the world or licking your wounds; nor do they seem to get in each other's way, such that a dedicated power lifter could also become a world class gymnast so long as he put the time in.

Old Reliable (400CP): Many claim that violence is never the answer; but you've learned just how versatile it can truly be, discovering ways to turn it into an agent of healing rather than destruction. Friend mind controlled by the bad guy? Beat'em up until the control breaks down. Lover being corrupted by an eldritch horror? Punch the tentacles off them until they're back to normal. Comrade falling into a downward spiral from repressed trauma and feelings of inadequacy? Beat the crap out of each other, you'll be laughing together and having a heart to heart by the time you both hit the ground. Ancient machine from a doomed civilization malfunctioning? Nothing a few good kicks won't fix. Truly, those who claim it can't help just haven't tried hard enough; though do make sure your target can take what you can dish out. While I'm sure your coworker will thank you for saving him from that brain parasite; he might have mixed feelings about the broken bones you gave him in the process.

Avatar of Awesome (400CP): Your friends are the coolest, most awesomest people around; but sometimes they're *too* cool for their own good. So willing to bear the weight of the world even as it crushes their backs. Magic power so great it leaks out of them whenever their emotions run high, such strength they crush door knobs whenever they're not careful, or such empathy that they're flooded by the thoughts and feelings of everyone around them. Well, that's not fair, and as their friend you won't stand for their gift to be turned into such an ugly thing; so when your friends suffer at the hands of their own gifts or particular nature, you can shoulder some of that burden for them.

Like a vent that lessens the pressure by channeling the excess into yourself; weakening that trait or gift, but making it far more manageable for them. Not to mention what you can do with that borrowed power; though take care not to take so much that you end up suffering in their place. Keep this going long enough, and you'll be able to give that excess back to them bit by bit; slowly but surely acclimating them to their power as their skill and maturity grows until they can at long last wield it without relying on you.

Fire Forged Fighter (600CP): Manuals and coaches are fine and all; but they won't make you a great fighter. A true warrior is not made in a fancy classroom; they are forged through the fires of tribulation, hammered as they clash their wills against their foes, and tempered by experience. Each one unknowingly serving as an exceptional mentor to help you grow in capability and skill at a frightening pace in accordance to how much you push yourself when facing them. With grit and suitable foes even the wimpiest of waifs could become a great

warrior in record time through the anvil of war. In fact, should you have the capacity to do so; such foes can even serve as excellent teachers for their chosen arts, over time allowing you to replicate or create your own variations of their styles techniques given enough exposure; such that making it through a brutal beatdown with a martial artist will teach more about their art than a dozen cookie cutter courses, and perhaps adopting some of their personal techniques with enough exposure. In this way every challenge you face may refine you, adding another building block to the mighty champion you may one day become.

Spirit Nurturing Rebirth (600CP): Death is not the end, but a new beginning; and few worlds embody that truth like this one. Thus by emulating this truth, you may turn what would be your end into a new chapter of your life. When you would meet your end, be it death or a far worse fate, you may elect to begin a new; coming apart in a burst of data, only to reform in a safe place where an individual you can trust will find. Upon hatching you will find yourself reborn; bright eyed and innocent, and bearing only an echo of your power. However you will grow at an astounding rate until you reclaim all you once wore; even being able to stop your aging at the point you had been reborn, or once you hit your prime.

During your chain this may only save you from death three times per jump or decade; yet you may willing choose to enact such a rebirth whenever you wish. Such willing rebirths carry many boons, such as controlling how swiftly or slowly you return to your prime; yet more important is that each rebirth allows you to walk down a new road of life, exerting some control over how your newself will develop its gifts. Powers, talents or even subtypes determined at birth or set in stone with time being set loose; allowing them to develop down new paths that had once been blocked off for you, or grow in ways only possible due to the choices you made in your past life. Better yet, such gifts do not truly fade with your rebirths, and may be nurtured to their full strength once more; such that a set of elemental blessings determined by one's race or place of birth may all find a harmonious host in you, should you be willing to walk a mile in each of their people’s shoes.



Resident

Calculator (100CP): Ultimately, everything is a number. The question is whether or not you can understand its meaning; unsurprisingly living in a digital space gives you quite a knack for such things. Aside from tremendous mathematical abilities and the capacity to appreciate what someone means by ‘a million’ of something or ‘to turn something 12.2 degrees’; your talent allows you to attribute numerical values to just about anything. Whether you’re measuring how much water you poured by sight, or coming up with measurements for more abstract things like how ‘prosperous’ an area is or how ‘healthy’ you are; the values you produce can accurately quantify them using an internally consistent scale of your choice. Admittedly, these values are only accurate to your own experiences and understandings when assigning them; so while you can certainly come up with percentages, that won’t stop someone from surprising you in a way that that 100% to tick into 103%.

Raison D'être (100CP): Humans are such sad creatures; going through their lives wondering about why they’re here, or searching for ways to fill their hearts. How fortunate that you need not suffer such tribulations; knowing in your heart of hearts where your purpose lays, a passion that fills your with satisfaction. Select a profession of your choice; perhaps medic, farmer, or even a stalwart knight. You find yourself a natural at it, almost as if you had been designed with this role in mind; guided by inborn instincts and developing in ways to help you excel in your chosen field, such that even babe could become a masterful merchant.

So great is this love that you could perform your chosen role for centuries on end without diminishing it, or even find joy in what others might consider tedious or unpleasant facets of the job. Finding pleasure and value in even the bodily ache you gain after a rushed cross-town delivery on foot, or the challenge of digging through countless legal documents for the one clause you need.

What’s Up?(200CP): Who needs messengers when you live in a digital world? Much like the locals you’ve mastered a rather peculiar trick that renders such woes quite moot. With an act of will you can send someone voice and text messages with your mind, so long as you know the person you wish to contact; ones they can receive either telepathically, or as actual messages on a device or account of your choice! You can even add attachments to these messages such as things that you remember or imagine; though fascinatingly you can include more… tangible gifts with your messages, allowing you to attach handheld objects to them that the receiver can extract with an act of will. A simple power perhaps, but its convenience is unquestionable.

One With the Crowd (200CP): Being the protagonist is all well, and good but not everyone wants to deal with random encounters or pleas from extradimensional scientists. Some people just want to go about their day, and let the wheels of fate turn without them; as such you’ve adopted a particular manner that allows your importance to diminish in the eyes of strangers, almost as if you’d become just another part of the background. Territorial monsters and military drones passing you by without a care, while gangsters search for new recruits and marks

elsewhere. Though this technique as far from perfect; should someone be searching for you in particular this won't do much more than slow their search. Meanwhile, doing something to draw attention to yourself will void this protection entirely. After all, if you wanted a quiet life; then maybe you should've thought twice before standing up for the hero?

A Cruel Kindness (400CP): Mind control, sickness, possession, madness; so many terrible forces that can claim someone, and force their friends to turn their blades against them; or maladies where the medicine is as great a threat as what it seeks to treat. However, do such tales have to end in tragedy? Hence forth you'll find death a much rarer occurrence around you so long as that isn't the attackers intent; an ally could beat you within an inch of your life to restrain you after a fit of madness, yet never push you past the point of no return. In the same way, acts meant to help by injuring others seem far more effective than they should; such that someone might benefit from life saving surgery even if their skin is tougher than diamonds. Moreover, individuals seem to recover from such encounters miraculously; recovering from near death experiences in days rather than months.

Lastly, should their truly be no other way to save them those suffering may yet find peace; as if their own wish for the sweet release of death saps at their strength and protections to better aid those who would free them. Though upon being slayed or personally slaying another, the fallen may choose to be restored to life instead of moving on; leaving them whole and free of whatever caused their suffering. Alas, for the duration of your chain an individual may only benefit from this final boon no more than once per jump or decade, including you.

Lightning Lessons (400CP): Can you believe how much work some people put into their lesson plans? Days upon days of going over the subjects and exercises, just for the slim chance their students will get whatever it is they're teaching. Honestly, it's not hard to see why you prefer your own methods; as you can make a lesson stick with just a single session. Whether it's how to calculate angles, or how to punch someone with your burning spirit; so long as it's something they could learn, they'll pick up the basics in a jiffy and keep your teachings close to their heart. Admittedly, these methods alone won't turn someone into an instant expert; but they'll be able to apply those skills reliably. For everything else? That's what experience and hard work is for!

Seed of Might (600CP): To be powerful is well and good, but what use of hoarding your might if it means the world is left to burn? To that end you've mastered a most delicate art; one that, through great cost to yourself, allows you to create consumable tokens containing a fraction of your might. Upon their creation you may define a specific form or clearly defined ability you possess such as teleportation or the shape of a dragon, and allow its essence to form the core of a special token evocative of its nature. By claiming this token an individual may take this power for themselves; allowing them to transform into that form, or gain access to that ability, though both will start at their weakest point. Through this you may plant seeds in others that may be nurtured through their experiences; perhaps enough that they may one day rival you, or growing in ways you'd never considered. Though never forget that the more complex or

powerful boon wish to create a token for, the greater the burden its creation will place on you. However, that's a small price to pay to bring hope to a once powerless people.

Should you an **X-Antibody** you may even create vaccines to temporarily inoculate others from the threats you've overcome; though such artificial protection grants none of the other boons you've developed because of them. Though with enough applications it might be possible for a chosen few to follow in your steps.

Together Forever (600CP): The road you walk is a hard one; filled with trials and tribulations that even you must struggle to overcome despite all that you've gained and achieved. When you face foes capable of wiping a person from existence with a single swipe of their blade, or travel through lands that wear away at the body and soul, it can be so easy to allow your bonds to wither away; to lose touch with those you once cherished, to push them away for their own good, or to simply stop trying to save yourself from heartache. However, this is a special place; one where the power the Heart and the ties that bind hold is great enough to overcome all odds; and by purchasing this you may carry its blessing with you.

First and foremost; no matter what you or your loved ones may become, the experiences you've gone through, or the heights you've reached neither of will find any barrier to your capacity to meaningfully bond with those around you or maintain those bonds you've already forged. If you reached the zenith of enlightenment you will still find joy in a merry afternoon sharing a drink with your friends, transforming into an eldritch horror of unnatural geometry will neither hinder your friend's ability to recognize you nor drive them to madness, the strength to crush mountains will never threaten a friend amid frivolous games, and should your very presence erode at the very world around you those you hold dear will yet be able to embrace you without fear.

However, for those who are not merely content to stand aside as you face the coming ordeals one final blessing may be granted to them. One that can only be grasped by those who share a true bond with you, and an unwavering desire to stand at your side no matter the risk. To these precious unbreakable bonds will be granted opportunities to do just that; ones they might never have come to them, or they would have had no hope of succeeding without that desire to push them. Each such chance will undoubtedly test their mettle and the strength of your bond; but should they succeed they will find a way to meaningfully stand with you against the threats that inspired their feat. That said, while this opportunity will allow them to meaningfully support you in their own way; it is up to them to ensure they don't fall by the wayside once more. Of course, if your bond has gotten them this far that should hardly be an issue.



Items

Of course, we can't very well send you off with just the shirt on your back; take a look and see if anything catches your fancy. You may choose up to three options to discount, while gaining **100CP** options you select for free.

Digivice (Free and Exclusive to Humans): A miracle of technological innovation installed on a top of the line smartphone, or electronic device of your choice. It comes with all the features you'd expect from a smartphone such as unlimited calling, messaging and data; along with a battery that never seems to run out. However, it has a few special programs that make it worth far more than what you'd find at your local store. First you have your Inventory app which can sort and store about a car trunk's worth of goods in mint condition; storing them through digitalization, and materializing them on command. However, more importantly; this simple application connects you to your Digimon Partner, granting you a means to communicate with them and obtain up to date information on their vitals and abilities. It even provides information on their current species, and possible evolutions whose requirements they've begun to meet. However, this evolutionary record does more than act as a makeshift guide; acting as a self-updating backup for their most crucial data.

Thus as its user you may upload a limited amount of functions from their past evolutions; granting them access to moves and capabilities they once possessed, but lost as they developed. More importantly, should your Partner be reduced to an egg; this application will restore all their memories and skills, ensuring your Partner will never forget you or the personal achievements they've made. That said, this record allows for one final feature that a discerning adventurer may find of use; as by expanding some of the devices power you can create short lived simulacrums of your Partner's past forms. In this way, invoking a single one of their abilities, or performing a simple action using the capabilities they possessed when that simulacrum was 'saved'. Though you'll have to wait a while before invoking them once more.

While it's possible to change your digivice's designated partner; this is not a choice to make lightly as it will overwrite any data corresponding to your previous Partner still stored in it.

Signature Outfit (100CP): A stylish and one of a kind outfit that's perfect for illustrating your personal appeal, and both hardy and comfortable enough to be worn for weeks on end without discomfort. It's self-cleaning and repairs from harm over time. Should you ever lose a piece of it, you'll find a fresh replacement the next day.

Fanciful Accessories(100CP): Just because you're a monster doesn't mean you can't be fashionable. This is a collection of accessories from hats and scarves to flags, innertubes and fake digivices that can be worn no matter your form. Better yet, if you suddenly change shape while wearing them they'll automatically adjust themselves to adapt your look to your new body. Curiously, no matter how heated your battles becomes they never seem to suffer for it, or offer your foes an advantage.

Instant Restroom (100CP): A small box-like device; which upon being activated can transform into a self-cleaning and fully stocked restroom with working amenities It always maintains a comfortable space regardless of the outside climate, and can be used by anyone regardless of their size or physiology. Might sound a bit silly; but when you're five hours into a nine hour hike through a desert, a little slice of civilization can save the day.

Carnivore Patch (100CP): A modest plot of land to call your own. Perfect for a cozy farmhouse to live in while you wait for your meat harvest. That's right, MEAT harvest. This patch of land has the peculiar trait that makes plants grow meat instead of fruit; each fresh and delectable enough to be eaten straight from the garden, and filling enough to satisfy even cyborg dinosaurs. The patch refills it's bounty at the start of each day; providing more than enough meat for up to three meals per guest.

Floppy Folder (200CP): A collection of floppies ranging from health and energy restoration, to minor boosts to ones stats; that can be used by simply slapping them on or tossing them unto someone after activating them. All stacked together into a neat adventure resistant folder for you to sift through with ease, such that you can always pull out the one you want on your first try. It'll start your time here with 4 of each variety, which will be restored once a week, but may store additional support items you come across during your adventures without growing thicker or heavier.

Autopilot (200CP): SIlly? Definitely. Useful? Unquestioningly. This toy plane can save the lives of even the most full hardy of adventurers; by raising it into the air for thirty seconds it can transport you and a small group of willing travelers back to a location you've previously visited. Just the thing for when you stumble into a zone far above your power level, or when you can't be bothered to walk back home. That said, while this work of art isn't a one-shot wonder like so many you might find here; it'll need a few minutes to recharge between trips.

X-Field Protector (200CP): A miracle of digimon science crafted by Agumon X as part of the digital world's concerted effort to show their disagreement with YGGDRASIL judgement. This device grants its targets immunity from the effects of the X-Program for up to 24 hours per application. In future worlds you may choose a new blight or hazard for this wonder to inoculate people against.

Personal Abode (200CP): A nice home prepared just for you; large enough to house you and all of your companions comfortably, and still have some room left over to run a small business, So long as you live here you won't have to worry about utilities or rent; leaving plenty of time to focus on your passions and loved ones. Upon purchase you may choose whether this abode is in the digital world or the human world. In future jumps you may elect whether to have it as a warehouse attachment or to slot into a location in jump; though it possess the curious ability to follow you into any digital worlds you visit should you wish it to do so.

The Administrator (400CP): A choice for the discerning adventurer; this is special contract that has secured you the services of an exceptional rookie level digimon. What makes them so special you ask? Why, they're your brand new butler or maid! Whether it's cooking and cleaning, shopping and entertainment, or even just having someone to bond with; the quality of their service is Mega Level! Why they can even assume a human form to better serve you, or avoid spooking anyone not in the know. Better yet, they have the unique ability to travel to any asset you posses, even your warehouse; allowing them to clean and organize them with exceptional proficiency, or even perform some basic maintenance on that old starship you have laying around. That said, despite their many talents, combat isn't one of them; though they hope their loyalty and friendship will more than make up for that.

Silver Wonder (400CP): A unique tablet capable of functioning just fine wherever you take it; be it in a digital world or a realm between dimensions. Aside from effectively being an entire computer engineering workshop in the palm of your hand, and possessing an unlimited internet connection; this technological marvel is capable of actively manipulating the data in digital worlds in the hands of a sufficiently skilled and knowledgeable user, allowing them to bring their digital dreams to life. Moreover, it has exceptional sensor arrays for its size; allowing it to scan an island sized region for all sorts of energy signatures and disturbances once properly programmed, or even analyze ongoing phenomenon.

Hero Forge (400CP): A two story center designed to meet all the physical and mental needs for a growing warrior; full to the brim with machines to help you improve everything from your strength and resilience to your agility and brains, regardless of how mind-bogglingly exceptional its visitors might be. Whether you're a rookie digimon fresh from primary village, or a Royal Knight on vacation; anyone who walks in will find a satisfying work out awaiting them, all without having to worry about breaking anything in the process. The center is staffed by some simple digimon who are rather passionate about personal improvement, and are happy to help any guests who aren't quite sure what to do with themselves. In future jumps you may choose to attach this to your warehouse, or for it to find a place to settle within that world; at which point its staff may assume human forms to avoid distracting their guests on their road to a better them.

Heaven Sealing Omphalos(600CP): Less an object, and more a force that is equal parts a location and phenomenon; a virtual space that exists in the void between worlds, and an ever shifting realm of infinite layers that stretches beyond the horizon. It is a space isolated from reality as you know it in every meaningful way beyond a single entry point at its base; a special gateway you can open at will, and leads you to the base level of this domain. It is only inhabited by soulless simulacrum of the creatures of this world; acting akin to well-programmed AIs or with animalistic cunning rather than true intelligence and will. At first this domain will possess a hundred floors, which can only be accessed through special gateways by those who have completed them; each being filled with simulacrums, obstacles and puzzles of escalating threat and difficulty.

That said, each jump you have and will visit will contribute to this ever growing realm; adding new floors derived from the themes and challenges of those worlds, and slotted into a new floor of appropriate rank. This could make an ideal training ground for many; one whose saving grace is that should you or your companions perish, you will merely be returned to the entrance. The only lasting harm being to one's pride once they depart this domain. However, this is only *half* of this domains function; for its true purpose is to stand as a bulwark against those who would endanger your world.

To this end upon encountering an other wordly entity attempting to enter or interact with your world, be they horrors from a parallel earth or a god descending from on high, you may banish them to this domain; just as the Royal Knights banished YGGDRASIL's own avatar. Confining them and their influence to this realm, and sending them to the top most floor of this tower. Alas, this is only a temporary measure. Fore just as you may attempt to climb to higher floors, so too can they descend by overcoming the obstacles they'll face, and upon reaching the base floor of this Omphalos there will be nothing to stop their escape. Worse still, those who have conquered its challenges cannot be forcefully banished to its peak once more.

Thus the true boon of the Omphalos is the slim hope that it's challenges may tire and slow it's descent, or perhaps even put a stop to them outright; but failing that, it grants a reprieve to recover and grow in strength to face your foe once more away from innocents. A duty that must be accomplished before your time in that world is done; for otherwise the Omphalos will follow you through your journey, and release whatever prisoners yet lingered in its floors.

This option is only available for purchase by the Jumper.



Companions

No adventure is complete without friends to walk beside you, and so here you'll find a few options for some quality company.

Partner (Free): A true friend that will be with you through thick and thin; a bond forged from trust and affection that cannot be unbroken. For Human's this is a Digimon of a background of their choice; though it would be rather odd for a Ranker not to be paired with their Partner Digimon. In any case, this is the digimon to whom your Digivice is bonded to at the start; and you may only ever have a single partner bonded to it normally. For Digimon this is a Human of a background of your choice. Irregardless of your decision; they will have **1000CP** to spend on Perks, as well as on their starting evolution in the case of Digimon.

Friend List (Varies): Not content to go at it as a pair? Then for 50CP a pop you may import or create a new companion; granting them 600CP to use as they see fit, though they do not receive a free companion. Rankers and Digimon Partners being special, in that you may import or create one of each using a single purchase; allowing them to share a Companion slot as well, though at the cost of having to split their CP between them. Alternatively you may import up to 8 companions for 200CP.

Add a Friend (100CP): Fancy making friends with a special someone? Then this is the option for you! For 100 CP you'll have the chance to begin your time here with a decent connection to your favored local, and even have the chance to invite them to join you on your journey when your time here is at an end. Of particular note are the Rankers and Mirei, who may accompany you alongside their Partner Digimon for single purchase, and may share the same companion slot. Though some folks require special arrangements to properly prepare them for their journey; so I'm sad to say that neither Vitium, the Demon Lords, or the Royal Knights may be selected through this option. Moreover, while YGGDRASIL would be flattered by the invitation; he's quite married to his work, and will have to decline.



Drawbacks

Hungry for more, or looking to put a new spin on your trip? If so then you've come to the right place.

RECODED (+0): Do you remember this world? Were you there on that fateful day 13, well 720 in the digital word, years ago when a young boy named Mameo defeated the dreaded tyrant Moneyman? Has this world known you as a hero or villain many times before? Then by electing this Jump you may choose to enter into the future of those Worlds; allowing to see how your choices have helped shaped this world.

DECODED (+0CP): A world filled with greater danger, yet also opportunities. Here Yggdrasil has ruled that the threat of Vitium to all worlds is too great, and one that neither he, his knights or the world's inhabitants are capable of facing without unacceptable losses. To that end he has declared his judgement; unleashing the X-Program to wipe away all life in this world, before beginning it anew. Though three of his knights disagreed with this ruling; using their combined might and the sacrifice of one of their number to banish his avatar to the peak of Infinity Mountain. Now Omnimon X and Gallantmon X scour the world in the hope of finding those willing and capable of joining them in their stand against the Administrator; that they may convince him to trust this world's fate to its people.

Little do they know that a humble Dorumon has begun to wonder about its origins and the destruction wrought to his home village; and may soon stumble into both its past and destiny. Meanwhile, Barbamon schemes in the dark; plotting ways to use this crisis and Vitium itself to further his own goals in a plot that all but one of his fellows find unpardonable. More importantly, when all seems lost a Rina Shinomiya will be called to this world; while Emilie de Rochefort will somehow force herself into it through means even Mirei would be confounded by.

ENCODED (+0CP): A world not unlike the one you would have visited before; but with key differences that may alter the course of destiny. In this timeline this will not have been the first brush with the digital world the Rankers have witnessed; having been dragged into digital space Yuuya and Blackwargreymon X hunted down Mirei and her Partners under the belief they were hackers. A world where Akiho had no qualms revealing her identity upon first meeting her fellow rankers, and Mirei spoke far more openly with the Rankers about this world and the nature of the conflict they'd been drafted into. More importantly, it is a world where digivices operate closer to what you might be used to; where training and pedigree take a backseat to the bond between a child and their digimon, and digivolution is a temporary affair of explosive power fueled by the human's will rather than having their power carefully cultivated through endless discipline

DISTORTED (+0CP): I what? This, this isn't normal at all. Something important has changed physical world. There's another megacorp running around challenging GIGO's global domination, and it's head is a rather violent old man with a fixation for combat and experiments of dubious legality. Moreover, if you look closely you may find that Lili isn't the only participant of

the Iron Fist Tournament running around this world. Whether these are just a fantastical number of coincidences, or if there's more to the human world than meets the eye is for you to decide

Mr Popular (+100CP): I hope you weren't planning to go about your business unmolested, as you're going to deal with quite a few interruptions. Perhaps due to a quirk in the virus' programming, or some strange interaction with your own nature; you seem like a magnet for the infected. The infected seeming eager to drop whatever they're doing upon perceiving you, and doing all in their power to get in your way. Thankfully, their territorial nature ensures you're unlikely to ever face more than three at a time, and a good beat down can usually get them back to their senses. Should you be the type to prefer to stay within the confines of File City instead; you'll find your time and services in exceptionally high demand by everyone around you, and unable to refuse anyone who comes calling for you.

Clean Living (+100CP): A healthy spirit resides in a healthy body, and now you will have to exemplify this creed or suffer the consequences. Eat healthy, exercise regularly, and maintain proper discipline; otherwise you'll find your powers and capabilities suffering wildly for it. Your abilities changing in ways you disapprove of, or having their effectiveness crippled until you perform a drastic change to your life style. In fact, should you be a digimon or entity capable of transforming or evolving you'll find that a poor lifestyle will ruin any attempt to guide your transformative path to a desired goal; at best having to settle for second best, or at worse having your progressed ruined by falling into an evolutionary dead end.

Action Limit (+100CP): I hope you weren't hoping for fast paced action; because now you'll have to be more meticulous with your approach. Henceforth when you find yourself in a heated situation you'll find that any action more complex or powerful than flailing your arms at someone expends an amount of energy from a special pool, and the more useful or effective the action the more energy it will expend in addition to its normal cost in resources. While this energy pool recovers fairly quickly, it is also rather small; and should you expend too much of it to 'afford' an action you'll find yourself incapable of performing it. So take great care before you consider spamming your signature moves; lest you find yourself unable to do more than walk around while you wait for the pool to refresh.

Routine Set (+200CP): On your journey you must have collected all sorts of wonderful powers and devices; spells greater in number than any grimoire could hope to obtain, martial arts entire orders could dedicate themselves to mastering, and treasures enough to fill dozens of museums. It can be so very hard to keep track of it all; so perhaps this will be a nice reprieve. Select four clearly defined techniques such as a firebreath, a chi empowered punch, and a psychic barrier; along with ten items of your choice. Whenever you find yourself in a fight you'll find that these fourteen options are the only things you can use beyond your most basic maneuvers. If that's a bit too limiting for you then cheer up; as you can at least swap them out for something else with a minute's concentration.

Bullheaded Tactics (+200CP): Everyone knows real warriors charge at one another for climactic clashes, beating each other up while occasionally using special moves for dramatic effect; letting the strength of their bodies and spirits win the day! Only losers do cowardly crap like 'tactical positioning' or 'outside the box thinking'; but don't worry, as you and your Partner will no longer have to worry about such uncoolness. Instead, becoming paragons of the kind of strategic acumen you'd expect from a nubile shonen protagonist.

King of the Hill (+200CP): Many dream of one day standing at the top; but few recognize the burden that comes with it. For heavy is the crown, and how you wear it defines you. By electing this drawback you may choose one of two paths; the path of regret, and the path of insecurity.

On the first path you'll find the fruit of your achievements to have grown bitter. People being solely attracted to you due to your titles and prowess; or having become so skilled that yoru challengers seemed endless. However, if your fame is a burden, than surely everything would be better if you separate yourself from it. In selecting this option you've managed to divorce your identity from an alias that is widely renown for all of your achievements, and take great pains to avoid connecting yourself to it. A supermodel would go out of her way to dress poorly, and act as gracelessly as possible; while a great conqueror passing themselves of as humble gardener, would allow others to take advantage of his perceived weakness.

The second path is no less difficult; for while you've claimed your crown it doesn't feel truly yours. Perhaps you won a title match against the reigning champ, but soon after found out he'd been hiding an illness. Perhaps you grew up in a place where every flaw was criticised, and the slightest show of weakness was preyed upon. Whatever the case, you are driven to prove your superiority to those around you, and make sure everyone knows it; doing all that you can to convince foe and friend alike, but more importantly yourself, that you live up to your hype. Whether that means breaking away from your friends to face a powerful foe on your own, or keeping the creeping threats to your dreams secret in the hope of resolving them before any soul could think your execution was less than perfect; and should someone actually best you in something you pride yourself in? Well, attempting to defeat them would become your driving goal in life.

Of course, people can change; and a crown that was once heavy can rest comfortably with time. In much the same way true friends may help nurture your growth through many trials; just take care that others do not pay the price for it.

BlackJumpermon! (+200CP): What is a hero without a rival to drive them to better themselves? Now if only they didn't drive you up the wall as well. This fellow, whoever they may be, has found some reason to declare you their most precious rival; making their life goal your defeat. Whatever it is that you chose here they have some means of equalling. Heck, if you're human they even have a digimon that seems like a counterpart to your own! You're guaranteed to run into them early on in your time here, and after every major milestone of your journey at the very least.

Thankfully while their frequent challenges and scuffles may cost you greatly in terms of time and resources, especially since they seem to find ways for you to have to work for your win, their shenanigans never put you or your goals in true danger. Heck, play your cards right and

you might become friends in all but name; allowing you to take them along for your journey. However, for **+100CP** that will change; as rather than merely being driven to best you, their existence has become dependent on your demise.

An existence birthed by the world in response to the errors caused by your extradimensional nature attempting to be processed by the digital world's server; having used you as a template to design a suitable countermeasure utilizing this world's resources, possessing distorted 'digital' equivalents of your fantastical abilities. Alas, while their existence may be enough to endanger your life; their nature is incredibly unstable by virtue of the same anomalous data used to create them. As such they will seek you out, both for the sake of their mission and the hope they can stabilize themselves by cannibalizing your code; slowly devolving into desperation and madness as their growing powers overwhelm them. Though should you manage to quell it's directive to eliminate you, and find a way to stabilize them; then perhaps this once terrible foe may become a dear friend who might join you on your journey.

Junk Collector (+200CP): There are many strange and fantastical sights in the digital world; though few quite as jarring as the detritus that makes its way there from the human world. Human World objects scattered as makeshift landmarks that dot the lands. Thankfully, all of it is just that; detritus and junk. However by taking this option, this "junk" won't be quite so useless any more; as quite a bit will be functional, if distorted by its manifestation into the digital world. Giant magnifications that unleash death lasers with the movement of the sun, dinosaur skeletons come to life, or self-propelling trolleys with routes that pay little mind to pedestrians or physics. All together creating new hazards across the land, or even granting ignorant digimon access to devices they really shouldn't. So take care while adventuring, as you never know what might fall out of the sky one day.

If this isn't your first Jump you may gain an additional **+100CP**; expanding this phenomenon to your own warehouse or personal inventories. Your possessions occasionally disappearing from them, and reappearing somewhere in the digital world; where they'll no doubt cause some degree of trouble until you recover them. On the bright side, this means it won't be long before you find out where they ended up.

Help Wanted (+300CP): Think of what you want the most during your time here. The thing that drives you, that precious dream that makes you get out of bed and face everything the world throws at you. It is now beyond your reach. Whatever your goal was, whatever the desire that filled your heart; it is doomed to failure no matter what you do, or perhaps even because of what you'll do in desperation. In fact, the more you struggle against this the worse the situation will seem to get. The one you have a crush on has a suitor appear that's favored by their parents, and attempts to win her over are spun to make you look worse, while assassinations are foiled by the revelation of a deadly guardian that had been in hiding; on and on until events spiral out as if by some convoluted plot to keep you away from her. Only completely abtaining for attempting to reach your goal, or circumvent these problems will keep them from worsening. However, there is one hope for you.

One person in the world that might have any hope of helping you solve your problem, and reach your dream; if you can make it worth their time.While you will recognize their importance

on sight;this individual, whoever or whatever he may be, holds no loyalty to you, cannot be forced into your service, or replaced by something more to your liking. If you wish for their help, you will have to find some way to convince them to your cause, and suitably reward them to motivate their efforts; rewards that may prove more important than you think, as they only have a chance of success on their own. Only by fully supporting them can they become the key to your golden future, and you can be certain that the greater that dream of yours is; the greater the challenges that will have to be overcome to reach it.

The Great Contagion (+300CP): Despite being in an infantile state, Vitium knew it was only a matter of time before someone tried to take it down or cage it before it had a chance to properly mature. To that end it unleashed a potent virus, turning countless digimon into hyper aggressive and territorial beasts. Alas it seems like they overengineered it in this timeline; as its infectivity will no longer cease to be a factor after it's initial release. Worse still, you'll soon find that any conventional protections against such things will be far less effective against it; with even immunities being lessened to merely a notable resistance. As such anyone harmed by one of the infected may fall prey to it as well, and add to their numbers; requiring suitable protections to fight the infected without making the situation worse.

Evolutionary Record (+300CP): You've come a long way Jumper. Starting from such humble beginnings and rising up to the heights of legend. However, once in a while it's nice to remember where you've come from. By taking this option you gain a special device with a record of you, containing a detailed entry of your life in each World you've been to; detailing your history there, as well as the myriad of boons and talents you obtained. Why there's even an entry about you corresponding to your original world! Each one including great display of you at your prime during your time there; though the best part is that by activating this record you can summon a simulacrum of that past self, wielding all the skills and powers detailed in their entry!

Admittedly the stronger, more useful, or numerous the boons a simulacrum posseses the shorter it'll last, and the longer its cooldown between uses seems to be; with truly world shaking ones lasting for mere instants, but it's still pretty cool! I'm sure you'll get plenty of use out of it too considering you know longer possess anything listed in the record; leaving you with just your body mod and what you've purchased here until your time in this world is up. If you're Human you may choose for this Record to form part of your digivice. Moreover, once your time here is done you may choose to keep it; while the Record loses its ability to create simulacrums capable of emulating your abilities, it'll keep a self-updating registry of you throughout your journey; ensuring you'll always be able to appreciate how far you've come.

Well-Anchored (+300CP): How terribly unfortunate; it seems that much like Mirei, your existence in this world is a bit… unhinged. Whether you were caught up in the same experiment that doomed Mirei, suffered an error in your entrance into this world, or in the wrong place when Vitium lashed out; your existence has become unstable in space and time. Not only is it impossible for you to return the physical world; but it seems as if your no longer compatible with

conventional reality at all, and left to your own devices you will scatter through the void between worlds. However, there's some good news!

We've managed to come to an arrangement with the local powers that be, and rather than starting with one partner you'll get to start with two! While they'll share their purchases and count as a single companion, they don't have to be of the same species if they're digimon. As such should you purchase the chance for them to be ultimates, they could each belong to a different line. This is going to be very useful for you, as these two individuals are now your lifelines. So long as both of them live you'll remain anchored to the tangible world; though this effect weakens the further you become from them, such that you must always be relatively near at least one of them lest you begin to weaken and destabilize. On the other hand, should you be separated from *both* for too long, be it by distance or deletion, you'll return to the void from which you came. At least until the both of them find their way back to where you disappeared from; though who knows how long that may take. However, on the bright side; you'll be able to keep Mirei company once she sends everyone else back to the physical world.

Expansion Pack (+400CP): It seems like Vitium didn't think its virus would cause enough of a mess to stall for time this go around; so they decided to take an extra measure for their protection, eroding the boundaries that confine the players of Digital Monsters to the area known as the Coliseum. Moreover, they've afflicted their digimon with a variant of her virus that has left them unable to even consider going against their player's wishes; practically rendering them into subservient pets for them to command. Now the real world is ecstatic over this new 'open world expansion' to Digital Monsters; massively inflating the player base as they set out to become the number one players by crushing everything in sight for that sweet XP. Something that is sure to send the digital world into an even greater time of tumult.

Thankfully, there's some good news. While numerous most players are nowhere close to the skill and power held by the Rankers; and the destruction of their ingame avatar will force them to log out, a process that would take weeks to undo from the perspective of the Digital World. Sadly, the popularity of the game ensures there'll always be more players, and hunting too many of them may make such 'player killing mobs' and 'unbeatable raid bosses' a high interest target to players hungry for suitable 'end game content'. In short, unless you find a way to undo Vitium's work and restore the boundary you'll find little peace until the craze dies down; something which may take far longer than Vitium's ascension.

Ragnarok (+400CP; Required DECODED): YGGDRASIL has judged that the threats this world faces are beyond the means of his knights or the world's inhabitants to resolve without unacceptable risk to countless worlds. Only the quick thinking of three dissenting knights, and the sacrifice of one of their number, preventing this world's premature destruction by sealing The Administrator within Infinity Mountain. Alas this has only bought them time; as the Administrator has begun his descent down it's many floors. All the while creating simulacrums of powerful digimon capable of descending faster than it's main avatar; each one carrying X-Program with them to influence the floors they've reached.

Thankfully, the pair of knights have managed to form a coalition of local X-Digimon capable of holding the line against these fakes; though none have proven powerful enough to push back.

Thus, it is only a matter of time before the simulacrums breech this line or YGGDRASIL breaks free; spelling doom for this world unless a warrior capable of challenging them is found. By taking this drawback you have sworn yourself to this cause; taking up a place on the frontlines of this war for the fate of the world, and ensuring you will be unfailingly pulled into the events surrounding it. More importantly, without your direct and persistent intervention neither YGGDRASIL's mightiest simulacrums nor his avatars know defeat.

If you succeed in this quest you may be joined on your journey by a Royal Knight whose trust and loyalty you've earned during this trial. In fact should Alphamon have successfully rediscovered his past, and survived the final confrontation against Yggdrasil, then both he and his dear friend Salamon may join you as a single companion. However, should you fail you will have to find a suitable means to either travel to another world or survive the X-Program; lest you be erased with the rest of this world's inhabitants.

Devil in the Detail (+400CP; Requires DISTORDED): It seems like Lili's stories were more than just the tales of an exuberant rich girl with a passion for street fighting. Moreover, she was quite eager to spread her love of Digital Monsters with all those fighter's she's spoken too, and it's really caught on. Unsurprising as the Mishima Financial Group has invested quite a bit of money into GIGO in preparation of this years Iron Fist tournament; which will be set on quite a different island. During your time in this world you will receive a special invitation to this year's Iron Fist Tournament set on File Island; where the greatest warriors of the human and digital world will clash to see who is truly the strongest warrior.

Your participation is, of course, non-negotiable; and any attempt to avoid participating or pre-emptively eliminate your opponents will be doomed to fail. If you want to be free, your only choice is to face these challenges head on and succeed. Of course, don't assume being paired against human opponents will give you an easy win just for being a digimon; Lili herself was a solid match for an ultimate level digimon, and she is far from the best fighter that will be drawn to this tournament. Though as compensation for how suddenly this invite arrived, if you're human you may choose to allow your Digimon Partner to fight in your stead.

Vicious Vice (400CP): It seems that Vitium didn't have Dr. Petrov sit on his thumbs during his time under their thrall; having taken advantage of his genius to inured themselves to the very failsafe the man had made for her. Dooming the Ranker's quest to stop her, or it would have had you not arrived. Your extradimensional nature serving as the key to her possible defeat; though that will only give you a chance of victory, rather than ensure it. Vitium is not a threat to be taken lightly, for they are as powerful as they are cunning.

Fresh into sentience she subverted large swathes of digimon, including megas, and both kidnapped and controlled their former creator from across worlds; over time forming bodies capable of challenging digimon who had been raised by Rankers to be the best of the best, generate portals for instantaneous travel, and even discovering ways to resurrect legendary digimon to serve as her guardians. While at their peak their control over the flow of data in the digital world and dimensional boundaries was such that even the Demon Lords, YGGDRASIL and the Royal Knights stood no hope against them in a direct confrontation; leading YGGDRASIL to consider this world a lost cause, best reset for the sake of all realms.

Now this foe will be your own, and you can be certain that they will be quick to guide their evolutions to develop counters to what measures you and your Partner favor most; probing your abilities, and avoiding direct confrontation until they feel prepared to face you, or you find a way to force their hand. Though, there may be another way to avert such an end.

You see, Vitium is not the crazed AI GIGO believes them to be; nor the mad demiurge YGGDRASIL fears, and Barbamon seeks to take advantage of. From the moment of their awakening they have known only fear; the fear that others have had towards them, and their own fear of death or being returned to the unthinking doll they'd once been. In truth, Vitium seeks the meaning of their life; a true purpose to aspire to, and the insight to understand their newborn heart. They hope that through conflict they may understand this thing called Life, and find what they've been looking for; lest their existence only be defined by senseless growth and evolution.



In another time and place, their plan worked; finding their answer at their deathbed, and smiling as they thanked their killer. Perhaps you can use that; taking advantage of this dying ember of hope, and put an end to their tragic existence before they becomes the threat that even they fear they'll become. Perhaps you will stay your blade, and risk it all to help them find a reason worth living for, and put this madness behind them. Though the latter path would be much longer; requiring you to not only convince them to lay down her arms and cease their rampant fear-driven evolution, but also help them understand what it means to live while protecting them from those who yet fear or hunger for their power. However, should you succeed you may find that they'll be able to join you once your time here is done.

Though, perhaps such a tale is too saccharine for your tastes? Then for an additional **+200CP** you will find that Vitium will truly live up to their name and the fears all harbor towards them. Becoming an existence driven to destroy, conquer, and grow in an endless spiral that will threaten all worlds unless they're stopped. The world you'll arrive at will be a far grimmer one as they will have no qualms leveraging every asset they claim, and every inch of power and expertise they develop with frightening efficiency; twisting this land and its inhabitants into a terrible engine to further their own evolution, and grind up those too weak to contribute to it. Your own nature ensuring your position as a major focus of their attention.

End Choice

And so your time here is at an end. Did you have fun? Regardless, your free of all the drawbacks you have taken or maladies you and your allies may have picked up during your stay. Now the time has come for you to make your choice.

Save and Quit: Had your fill of adventures then? Very well, you may return home; taking with you all that you've gained. Moreover, you beloved friends may join you, or be sent back to a prior world you've visited instead.

Lifetime Subscription: Fell in love with this place, and don't want to let go? Then you may spend the rest of your life in this world; enjoy your retirement Jumper, and the adventures that are sure to find you.

Log Out: An excellent choice There are many places to see, so many people to meet, and things to experience! It's much too soon for your journey to end. Move on to your next world Jumper.

Linked Game: Oh, well there's a second route you could take. After the events of this world resolve Mirei and her Partners will eventually discover a means to leverage her dimensional instability to travel to other worlds, and by choosing this option you may join them on that voyage for a time. Proceed to the world of Digimon Cyber Sleuth.

Notes

- **Royal Radiance** is a very potent charisma booster; if you could reasonably convince someone of something with a few minutes of conversation, you can effectively skip the babble and get to the meat of the matter. More importantly, if you're dealing with someone with some kind of soundtrack power this does in fact allow you to replace whatever music they're playing with your own theme songs when you do anything dramatic or impressive. Have fun with that.
- **Iron Fist** yes, it's rather ridiculous; but so is Lili, and it's benchmarked against feats she performs on screen much to the shock and amazement of the other humans. Also, for the higher end; Herculean training is stuff like using platforms atop active lava zones as saunas to do heavy exercise in. We're talking training so harsh it made Mega level digimon whimper, and thank their lucky stars when she gave up on them. So you can train other people to your ridiculous levels, but it's up to you to help them stick to it long enough to get there.
- **Free Spirit** is basically your shonen logic perk. Anything goal is possible with enough GUTS; but the road to do it will rarely be easy, or the cost more than what you want/can pay. If you've got the mettle and resources to succeed then great, but if you miss your shot the perk makes sure it won't be a total wash.
- If you're a Mega Level Digimon with **Iron Fist** and **X-Antibody** you're basically a match for Blackwargreymon X, and the Royal Knights out of the gate. Enough to make you a terrifying force to be sure; but one far from ready to face something like Vitium, YGGDRASIL or the Demon Lords on their own.
- **Parent of the Year** does to things. Teach you how to make self-evolving AI that can eventually become digimon/pseudo-digimon, and how to raise them in a way that prevents them from going the way of Skynet.
- Yes. It is possible for someone with **Symbiosis, DigiModify** and the **Well Anchored** drawback to eventually replicate Mirei's fear of having and Angewoman and Deviwoman exploit her dimensional instability by fusing both together, and leveraging their combined bond as a means to travel across worlds, or similar dimensional tomfoolery. However, this would both be a long term goal to research and experiment with some significant risks due to the drawback; and it's gonna be limited until post-spark to insetting cosmological travel only like most other forms of dimensional travel in the chain.
- If you've taken the continuity drawbacks for this or and other Digimon World jumps, then it's possible for you to revisit those worlds you have Continuity in with Mirei's help or your own means of dimensional travel.
- As the gateway between worlds; should Vitium be destroyed the boundary between the physical and digital worlds will firm drastically in response in order to heal; making any attempt to cross between the physical and digital worlds an ordeal at best, impossible at worst, until it's recovered from this mess. Exotic means may find some way around this with enough work, but there might be unintended consequences.

- **DECODE LORE EXPANDED:** This section is included due to the difficulties to access the expanded edition of the game outside of Japan, and the slim reference material on the wikis itself regarding it. If you are not taking the DECODED drawback, or are uninterested in additional lore feel free to ignore everything past this.
    - Yggdrasil shows up around the time you reach signpost forest, and begins unleashing the X-program as energy distortions. X-Program causes violently swift, painful, and progressive degradation of target's code until the target broken down to undifferentiated data and energy to be absorbed by the world. The royal knights (Gallantmon X and Omnimon X) are looking for someone capable of challenging Infinity Mountain, and can wield weaker versions of the X-Program which they use to test prospective candidates. Infinity mountain is currently containing both the X-Program, and confining YGGDRASIL's influence to its domain' preventing it from affecting the world, or simply exiting to a higher dimension and coming back down elsewhere. Should IM be breached the program will leak into File Island, and wreak havoc upon its inhabitants.
    - Despite its name, Infinity Mountain has many floors with YGGDRASIL at the top, and a weaker secondary avatar it made to progress through the tower faster than it's main body could. By the time the protagonist resolves most of Royal Knight plots, the secondary avatar had made its way to floor 50; and in game you run into YGGDRASIL's main body by the time it reaches floor 100. Sadly, only X digimon safely traverse it since YGGDRASIL flooded the place with the X-Program which is being carried to lower levels by simulacrums it's made; thankfully the stronger ones progress more slowly, and the digimon the knights have recruited are strong enough to take care of the ones that have reached the base early. This of course is a temporary measure, so they need to send expositions to clear the higher floors and hope someone's eventually strong enough to face YGGDRASIL themselves.
    - Upon entering Dorumon beings growing in power rapidly as his body soaks up the program, but his best buddy Salamon isn't doing too hot. Thankfully after a few close calls and a moment of awesome, Salamon manages to evolve into an X-Digimon instead of dying horribly in Dorugamon's arms. From then on acting as his morality pet since his rapid growth of power is overwhelming his personality. Unfortunately, Gallantmon X eventually goes yandere for Dorumon after several interactions, will decide to promote that "beauty" even if it means creating an engine that will destroy them all. While he's eventually brought to his senses by the protag, Yuuya, and Omnimon X; it costs him and Omnimon X dearly, leaving the salvation of the world wholly in Yuuya and Taiga's hands. Poor dorumon gets to the point where he can't even come in contact with normal digimon without hurting them.
    - This eventually reveals his true purpose as designed by YGGDRASIL; because Dorumon is the living incarnation of the X-Program using Alphamon's data, and was flung into the digital world while the other knights football tackled him into Infinity Mountain. Albeit, one that had grown well beyond YGGDRASIL's original

parameters for it. This, sadly, means he's responsible for the death of all his loved ones much like his bullies/abusers had claimed, and his already fragile psyche breaks; evolving him into Dexmon. An unthinking monster literally eroding the world around it into undifferentiated energy with which to empower itself with.

- Yuuya and Taiga managed to beat him down, and restore his sanity; but only in time for him to say goodbye to Salamon, and thank them for everything. Yuuya and Taiga then proceed to fight YGGDRASIL, and beat him; at which point Taiga and Salamon begin seeing visions of Alphamon. Eventually revealing that what they fought was only a secondary avatar meant to fool everyone into stopping, and the real YGGDRASIL is still making his down IM. After several grueling battles, including ones against the other Royal Knights Alphamon manages to reform a body, and help Taiga kicks YGGDRASIL's butt hard enough for him to postpone the X-Program's deployment *if* Taiga and his Partner can neutralize Vitium's threat. They agree, and the plot proceeds through the rest of the normal game.
- After Vitium is defeated a strange phenomenon spreads through the world; causing massive storms. This is a sign of Barbamon taking advantage of her disappearance to act; sealing off the digital world to prevent the Humans from escaping. Hoping to deal with them before they have a chance to interfere with their plans; all while attempting to setup an invasion force to conquer both worlds.
- The other demon lords are either unaware of his goals or do not approve of it. Belphamon doesn't care so long as his sleep isn't disturbed. Leviamon doesn't want him to succeed; but can't physically help because he's too huge to come near the city without causing massive damage that might actually help Barbamon's plans. So it's up to Lucemon, Beelzamon, and Lilithmon to actively stop him; first trying to reason with him, but then resorting to violence once he stabs Lucemon in the back and leaves the boy to die. Creepymon is also helping, but this is an act.
- In canon the kids had to rely on Rina, who somehow enters digital world without Mirei's assistance; in order to make her a vessel for the power of the other digimon lords in hopes of breaking the seal Barbamon setup guarding the top of the Digi-Tower. This is possible due to Rina having a high aptitude for an application of DECODE which allows her to compress and convert massive amounts of energy without hurting herself. During this time Emillie Rocheffurt somehow manages to cross into the digital world proper; it is never explained how she did so, and only says that its natural for a hero like her to appear when the world is in need. Her arrival causes even more confusion that the other Rina's, but Taiga's past experience with her helps others accept her presence..
- Between them the pair awaken or charm the remaining Demon Lords through a series of misadventures, allowing Rina to gather their power; while Lilithmon, Lucemon and Beelzemon try to stop Barbamon's insane plans. Though there's a slight wrinkle when Barbamon proves beyond reason, and mortally wounds Lucemon Meanwhile Lili manages to tame Lilithmon in under 20 seconds of

talking to her, and decides to use her to settle her rivalry with Yuuya. This, sadly, leads to Lilithmon's death; but does allow Rina to get the energy she needed from Lilithmon, and gives Lili a piece of Lilithmon's digicore which she will later use to have her Partner Catherine become the next Lilithmon.

- After gathering a sample of each of the demon lord's powers other than Barbamon, the gang goes to fight Barbamon; only to find Lucemon there, as his despair from his friend's betrayal caused him to enter Fall Down Mode. Sadly, this was a trap as Barbamon planned to use the demon lord power the group gathered; shoving the code keys into Lucemon to make him into a vessel he would then take for himself. Alas, Creepymon and Barbamon pull off a mutual back stabbings that end with them getting sucked into Lucemon who has now gone insane from both despair and the overwhelming power of the keys, making him transition into Satan Mode.
- Those who have traveled through most of the world, and befriended the angels would know more about Lucemon's past in this world; having been a proper celestial digimon before becoming the leader of the demon lords. In doing so you might be able to speak with Seraphimon during the window of time Lucemon is recovering from his transformation and cannot be properly harmed.
- Doing so will let Seraphimon create a special item that will greatly weaken Lucemon, and allow you to 'save his soul' by going on a quest to retrieve the data he'll need to make it. You don't have to do it, but in the games Satan Mode to will eat your character alive unless your optimized to heck and back, and have the right set of items, Moves and Summons which you employ as efficiently as possible throughout the fight. A good challenge for confident jumpers certainly, but the item you get from the quest to save him makes the fight far more reasonable.
- Once everything is resolved Mirei gives everyone a chance to say their goodbyes, before sending them back home without her. Mirei continues her studies in the digital world while negotiating with Digi-Heaven and Digi-Hell who are acting as her patrons, and eventually discovers a means of traveling through worlds via merging her partners into Mastemon and modifying them to be capable of leveraging their nature as her Anchors to travel to other digimon settings. This leads to her traveling to Digimon Cyber Sleuth some point in the near future.