

By Regalus

Long ago Human and Beast digimon warred; but one day an angel appeared from on high, bringing with it a golden age of peace and prosperity. However, that peace was short lived as their savior would become a tyrant; yet when all seemed lost Ten Legendary Warriors rose from the masses, and dethroned this wicked ruler. Though the Ten Legendary Warriors vanished soon after their victory; they left three mighty and noble angels to watch over the world in their stead. The noble Seraphimon to uphold law and order, the wise Cherubimon to preserve and spread knowledge, and the gentle Ophanimon to foster love and life. Alas, the wheels of fate began to follow a familiar path; as Cherubimon grew to resent his fellow angels, believing them unable to understand the plight of Beast digimon. Though Seraphimon and Ophanimon tried to quell his fears, the once noble Sage soon fell from grace; his disquiet growing into a wild fire of madness that would threaten the digital world.

The fallen angel betrayed his fellows, fatally wounding Seraphimon; yet before the final blow was struck Ophanimon offered herself as Cherubimon's willing captive to save his life. Since then Seraphimon sleeps amid their abandoned citadel, and Ophanimon lays imprisoned by her former friend. All the while Cherubimon labors from his tower beneath the light of the Venus Rose; causing the darkness in the hearts of many Digimon to run wild, even as his armies take apart the Digital World. Over the course of many years this land has been slowly torn apart and consumed; left with gaping wounds as its new dark master gathers power to make himself god. Little does he know that he is but a puppet dancing to the whims of another, and an ancient tyrant awaits its chance at freedom. However, all hope is not loss; as despite her imprisonment Ophanimon has found a way to bring aid to the Digital World from a land free of Cherubimon's dark magic.

You shall begin your time here shortly after countless human children answer her call; among them the five unlikely heroes that will resurrect the legends of the past to save the future of both worlds.

Ten years you will spend in this land, and **1000 Choice Points** are yours to spend as you see fit. This world is fraught with uncertainty, on the cusp of salvation or destruction; and now more than ever the choices made by even the most unlikely of individuals may decide its future. Never forget, whatever choice you make is yours and yours alone; so, if you choose to reach for your destiny than do so with your head held high as you brave this new frontier!

Location

Though pocked by many gaps upon its surface, the digimon world is still a vast wonderland to behold; interconnected by a vast and complex connection of railroads and Trailmon that could take a person wherever they wished for the right price. As such you may begin your time here wherever you wish; but perhaps you'll find the following locales worth notice.

1. **Fire Terminal:** A town of metal and fire. Many in-training level Digimon call this place home despite its many furnaces and exhaust ports; though they're suffering a slight overpopulation problem after a terrifying Cerberumon tore apart the surrounding forest in its search of the Spirit of Fire.
2. **Forest Terminal:** A deserted station built within a tree that reaches for the heavens. Empty of life, its thick mist befuddles would-be explorers; however resting amid it's branches is a castle carved from iridescent gemstones which serves as the resting place of Seraphimon. There the steadfast Sorcerymon guards the sleeping body of the angel, and unknowingly awaits the arrival of Ophanimon's chosen children.
3. **Akiba Market**: An oasis of warmth amid the frozen plains; the Akiba Market is the greatest trading outpost of this world, and the heart of the Ice Area. For now, things are peaceful, but it will be the site of many great battles in the future.
4. **Dark Gate:** The entrance to the Dark Continent; a land steeped in mystery and shadows, where the countless ruins of those who came before dot the land. Legend says that those who venture into its depths are never heard from again; whether lost, perished or worse is anyone's guess. Though given that this is the home of the Trailmon 'graveyard'; perhaps not all rumors should be considered true.
5. **Venus Rose:** A brilliant rose-like aurora that hovers over the castle bearing the same name within the heart of the Dark Continent. This is the throne from which Cherubimon harvests the fractal code of the world, and the home of the Legendary Warriors that serve as his enforcers. It's haunted by the imprisoned wretches left behind from Cherubimon's experiments to create a means to use the Spirits, and several of his elite soldiers. However, deep inside it's twisting and logic defying maze lays the prison of light where the great angel Ophanimon is kept captive.
6. **The Village of Beginnings:** A peaceful land upon which a great tree grows; it's canopy shielding the countless digieggs growing from its branches and bushes. This is the place where all life begins in the digimon world, and where it begins anew after its fall. It is guarded by the gentle Swanmon, who labors to both raise and protect the new life here; though she's found herself rather understaffed these days.
7. **The Blue Moon:** Above the skies of the digital world lay three moons; home to many Digimon who have never stepped foot on the world below. While a bit out of touch with current events,and favoring the mysteries of the stars; they're the most technologically advanced society you'll find, and exceptionally friendly to boot. Sadly, the EM storms that rage above and lack of a terminal leaves them without a reliable way to get people back to the surface; though they'll aid you in whatever scheme you come up with to do so.
8. **Free Choice**: Destiny smiles upon you; you may begin your time in this world in any locale of your choice.

Races

Digimon (Varies): The digital monsters that call this world home; they are countless in number, and come in so many shapes and sizes. Each one possessing the powers that would seem miraculous or terrifying to humble humans; though these may not be quite how your used to. As digivolution is considered a fact of life in this land rather than a miracle; such that the average Digimon has already become a Champion, and most villages have multiple Ultimates and Mega level digimon as unremarkable civilians. Why some larger cities even have rare species such as Gallantmons serving as humble shopkeepers and entertainers; drawing no attention to themselves for what they are. Moreover, it is possible for Digimon under enough duress to learn how to temporarily digivolve much like the partners of past digidestined, or even jogress with those they have a close enough bond with.However, this ease of digivolution has come at the cost of the power usually associated with these stages.

While the gap of power between average members of one stage and another is often like that between a child and an adult; only those who put in the effort to train and grow can reach the heights Digimon are known for, with some exceptional individuals going even beyond the accepted limits of their stage. Such that a Champion who has forged themselves in the gauntlet of war may cause Ultimates to cower, and one such Champion grew so powerful that even the Three Great Angels could only seal him away. Of course, that power was achieved by becoming a person that even a fallen angel would consider a monster not worth releasing even in his darkest hour… but other paths to such heights remain.

Because of this you may begin your time here as a Champion Digimon of your choice for free, but should you be willing to pay the price you may begin your time here as an Ultimate or even a Mega at the cost of **200CP** and **400CP**. However, not everyone is so blessed. As such, you may begin your time here in a weaker state; gaining **+100CP** for becoming a Rookie, and **+200CP** for In Training. That said do not forget, that while the path of digivolution may still be open to you the wheels of destiny spin quickly in this world; and in half a year's time this world will meet its fate if all else remains the same. So you may not have as much time to grow as you wish. Alternatively, if you already posses a digimon form you may import it or one of its pre-evolutions as your starting species here for **Free.**

There is one last thing you should know; for as a denizen of this world you are forbidden from ever entering the human world. All digimon can recognize a human on sight, and know that the Trailmon lines can take anyone with a suitable ticket to the human world. However, all digimon have a deeply rooted aversion to the thought; though few know why. In truth, the human world is antithetical to digital life; just as digital life is antithetical to the human world. Described almost like a violent allergic reaction of cosmic proportions; it's said that entering the human world will lead to the complete destruction of both the foolish Digimon, and the human world itself. For everyone's sake, it may be best for you to keep your wanderings to this realm.

Human (Free): A more familiar bunch, hailing from another world. While not that different to those you're used to on the surface; within them lays a great power that can decide the fate of both worlds; though not one that they can willingly invoke on their own. This makes them the heirs to a legacy of great power and heroism within this world; such that only they have access to the **Chosen Child** Background**.** However, by the same token their foreign nature prevent them from electing any other Background unless they take the drawbacks **Astral Agent** or **Unchosen One**.

Backgrounds

Age and gender are things of little value to Digimon, as such they may choose them freely. On the other hand humans may enter this world with a gender of their choice; and a starting age between 8-12 years old .



Unaligned: The second war between Human form and Beast form Digimon is a distant memory, and why should you care about the scuffles of angels? You're only concern is to endure this time of tumult, and leave the past behind you. As such, so long as Cherubimon's forces leave you be, your content to live out your life following your own dreams and passions. Alternatively, you may enter this world without memories or a past to tie you down.



Angelic Remnants: As one of Seraphimon's Peacekeepers, Cherubimon's Sages or Ophanimon's Caretakers you devoted your life to the prosperity and well being of the world; perhaps even worked alongside the Three Angels. However, that just made Cherubimon's betrayal all the more painful. It was a slow thing at first, but in the end his fall from grace was heralded to all when he amassed his army against you and your fellows. Though said to act in the interest of Beast Form digimon, his madness was plain to see for anyone who saw his now darkened form; unlike his own followers who were too blind or corrupted to notice, or too weak to stand against him.

Whether you fought in that final battle or not, you are now one of the final bastions of Good in this world; whether guarding something or someone of great importance, traveling the land doing good, serving as Ophanimon's hands from beyond her prison… or perhaps trying to bring back Cherubimon from the darkness that consumes him. However, Cherubimon's forces grow by day and things look grim for the fate of this world; though not all hope is lost. Ophanimon has reached out to her remaining forces; assuring them that help will soon arrive from beyond Cherubimon's reach.



Fallen Angel Force: Regardless of whether you served him from before his fall, believed his promises, or joined opportunistically; you now serve a major role in Cherubimon's quest to conquer the digimon world. Though your duties are morally questionable; Cherubimon has assured you that it's all for a worthy goal, as with this power he'll be able to reforge this world into a truly fair one. Of course, as one of his supporters you will be duly rewarded for your efforts. Thankfully, so long as you regularly send back some fractal codes your more or less free to do things as you wish; giving you plenty of freedom to follow your own desires and plots, especially when anyone who knows who you work for is too afraid to stop you.

…Hmm? What's that? I'm forgetting something? Well, if you're interested, there are two other paths you may choose instead.

Legendary Warriors

Long ago when the world, ten heroes rose forth to do battle against the shining tyrant; and when their job was done they entrusted their power, their Spirits, to the Three Angels so that their power may be called upon when it was needed the most. Each Warrior leaving two Spirits; a Human Spirit which contained their skills and mind, and a Beast Spirit which contained their overwhelming power and instincts. In turn the angels dutifully hid them, keeping their locations secret even from one another, and their they laid until Cherubimon's betrayal.

To choose this path is to become the inheritor of a legacy that stretches back to the dawn of the digimon world itself; taking the mantle of great heroes that are kin to the world, and the great power they wield.

All legendary warriors are greater than the expectations set by their stage; such that even an untrained child could use Human Spirit to take down an Ultimate in a single blow, leap dozens of feet into the air, lift a train engine, be capable of split second evasion, and tanking an ultimate's signature attack at point blank range. Beast spirits on the other hand are on average strong enough to lift multi-story battle tanks, tough enough to catch falling locomotives without injury or strain, and treat most combat-trained Ultimates like mooks; though this power comes at the cost of having to wrestle with it's intense instincts and passions.

Beyond this all Spirits grant great protection from their elements, and possess esoteric powers; though discovering and mastering those will take great effort and synergy with your Spirit. However be warned, Spirits are not simple baubles to be hunted down and taken by common treasure hunters. As the remnants of legendary heroes they are incredibly selective of who may wield their power, and can easily overwhelm the unworthy Moreover, they are quite capable lashing out in ways that seem to bypass high resistances to their chosen element when needed with enough potency to run a power plant on their own indefinitely; while those who attempt to force their acceptance are well known to be afflicted by fates worse than death.

That said, this is also a path of great responsibility, that will place you at the heart of the conflict that will determine the fate of two worlds; where your actions and choices may tip the balance between salvation or destruction. As such you have several choices to make; one to determine your Identity in this world, and a second to determine whose mantle you will claim.



Incarnated Warrior: When Cherubimon gathered his forces to begin his harvest of the world he knew he would need an edge to ensure his victory; so what better way to take over the world than by enslaving its saviors? Though unwilling to simply hand off his Spirits to any random Digimon they chose as worthy, he lived up to his title as sage and devised a way to incarnate all but one of the Human spirits in his possession; twisting them to become his loyal lieutenants, and all too happy to perform dark deeds for his ends. You are one such being now, meant to be a mockery of the hero you'd been in a past life in both spirit and form; but perhaps you'll be more than that?



As an Incarnated Warrior you are your Spirit, and need not synergize with a second entity to leave your mark on this world. Your power is yours to use as you see fit, possessing great understanding of your own powers and form; perhaps even having tapped into one or more of the esoteric powers of your Spirit. However this comes with a flaw. As you are your Spirit, should it be taken from you your body will breakdown; returning to a simple digiegg unless your Spirit and Fractal Code are returned. Thankfully, Spirits are fairly data dense; ensuring that your Human Spirit cannot be stolen until every other Spirit you've absorbed is taken from you.

Chosen Child: Before today, you were just an ordinary kid. However, you always felt as if there was something missing in your life; some mystery left unanswered, some weakness unconquered, a destiny unfulfilled. Then *she* spoke to you; presenting an opportunity through which you might find what you sought, if only you rose up to meet the challenge. You are one of the few who successfully did so, choosing to proceed each time you were given a chance to turn back; but more importantly you are counted among the few that were chosen to be heirs to the Legendary Warriors, the Digidestined. You begin your time in this world just as your trailmon arrives to its station, and will find your chosen Spirit shortly after arrival.



As a Chosen Child you can only assume your Digimon forms temporarily, and in the beginning only for a few minutes at a time. However, in exchange you will gain a D-Tector and the subtle guidance of your chosen Legendary Warrior to help you along your way. Moreover, by synchronizing this spirit with your soul you may achieve heights unreachable to many; slowly growing stronger each time you transform, and drawing on your emotions for sudden bursts of power.

Taking up this path grants you a single Human Spirit, as appropriate to the options below; leaving your Beast Spirit hidden somewhere in this world, where it lays guarded until a worthy soul can find it. However, should you not wish to undergo such a quest you may pay an additional **200CP** to begin your time here with both your chosen warrior's Spirits

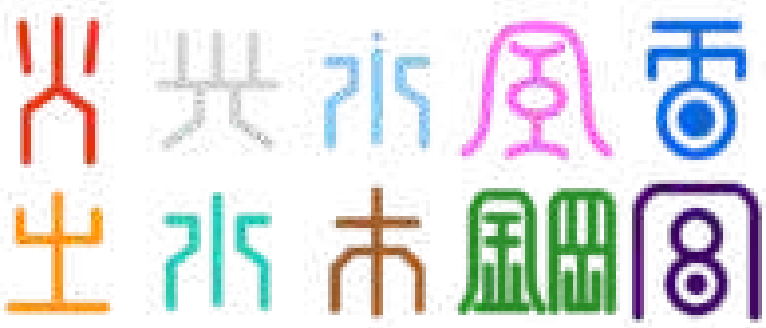
The One True Heir (Free): You take the place of one of the established heirs of this tale; either having been favored by the Spirit over another, or becoming it's incarnation as forged by Cherubimon. In making this choice you claim their destiny and power for yourself, but in doing so fate of these worlds have been intertwined with your own. In another time the heroes of this world saved both through the efforts and sacrifices made by each Warrior; thus the absence or inaction of a single one might well doom both worlds.

The Eleventh Warrior (200CP): However, perhaps you dislike the weight of such responsibility? If so then this option may be for you, inheriting the mantle of an Eleventh Warrior that partook in those battles long ago; thus turning you into a force that could greatly tilt the course of this world to one you favor, yet not strictly necessary to its survival. As for who this Eleventh Warrior and its Spirits are, you have several choices:

The Other Half: Perhaps a twin to one of the existing Warrior's; allowing you to inherit forms and powers similar to one of the Ten.

From Beyond: If you have a more conventional spirit, such as an elemental or even a Persona, you wish to craft Spirits from then this option may be for you. Electing this option will allow you to design a Human and Beast Spirit based upon them and their abilities; using the existing ten as guidelines for their capabilities and power.

From Within: Alternatively, this path my offer some unique introspection. When you arrive here you might feel the phantom of something forgotten; as if you'd visited somewhere else before your arrival here, and done things that flicker foggy recollections as you travel in this world? By taking this option you may design a pair of related Human and Beast Spirits representing this lost Warrior; using existing Spirits as a reference for the kind of power and abilities they may possess. However, rather than embodying some aspect of Nature and the World; it's powers and themes will evoke aspects of your own nature.



Perks

Now we're getting to the good stuff! The following options are sure to give an edge during your time here; gaining a 50% discount to the perklines matching your chosen Race and Background, while gaining the **100CP** from each free.

Digitize (Mandatory): Fractal Code. It's more than just a barcode-like energy field Digimon can gobble up for power; it contains the sum total of a things existence. Their power, their memories, the structure of their physical body, items of power they have claimed, and so much more are all encoded into this mystical code. Why even the trees, towns and moons above possess a Fractal Code! In fact, even humans do as strange as it sounds. So of course, you do as well. Taking it from others can strengthen you or be used for more esoteric purposes with the right means; however be careful as having it taken will cause digimon to revert to lower evolution, or even return them to their digiegg immediately! What happens if a Human loses their Fractal Code you ask? I assure you it'll be an unpleasant surprise.

However it's not all bad. Fractal Code's are notoriously finicky to manifest; with only those who have been gifted ancient knowledge such as the Three Angel's elite forces and the Legendary Warriors can reliably force their brief manifestation from a weakened foe. Whereas locations often have theirs hidden away and protected; ensuring the need for both thorough and intensive searches, along with a hearty helping of luck to find.

Voice of Champions (Free): Everyone knows a good battle needs to be exciting, dramatic, and filled with witty banter and character growth! Alas, petty things like "proper breathing", "lacking vocal chords", or "basic physics" get in the way of such things; but with this you may stride into battle confidently like a hero should: loudly proclaiming your ideals while beating friendship into each other! This option grants several boons to the discerning hero.

First and foremost, you'll find yourself capable of conversing in any language you know regardless of your anatomy or lack there off; even if your face were literally replaced by a flat mirror, you'll still be able to wax poetically about your enemy's inferiority. Secondly, your actual speech can become unaffected by your actions; so while you'll still grunt or moan in pain if struck, you won't have to worry about flubbing your line while bouncing off enemies like a hyperactive ball. Lastly, you may choose to allow your voice to be heard clearly despite environmental factors so long as a target would be able to hear your voice otherwise; making sure that everyone will hear you call out your attack's name even as you fire enough lead into them to build a bridge. This perk is free during your stay, but may be kept for a modest investment of **100CP**

Traveler of Worlds, Jumper! (Free): This is a world of legends old and new jumper; where a single deed can catapult children into the heights of fame and glory. As such it comes as no surprise that you can't throw a rock around here without hitting someone with some fancy title; so why should you be left out of the fun? With this you may elect a simple title that will quickly spread, and the first of many should you do your part; ensuring people will proclaim your greatness on sight. However, a title is little more than a fancy nickname without the weight of your deeds to back it; so, by paying **100CP** we can make sure your title doesn't ring hollow or reek of arrogance… or at least not undeserved arrogance as word of your great deeds will spread like wildfire should you wish it. Alternatively, you may pay **100CP** to allow your legend to echo into future worlds; spreading through the veil of ancient myths and epics of each world you

visit. Should both fame in the present and a legacy from the past call to you, you may pay **200CP** for both these boons.

Some might say such things matter little; but for others the knowledge that their deeds and sacrifices will be forever remembered, and that they may inspire others in turn, is a prize beyond measure.

Tempestuous Beauty (100CP): Some people say that beauty is merely skin deep, but those people are wrong. True beauty is something that comes from within, something that transcends the limits of the flesh, logic, and a PG rating! One need only look at you to know that it's true, as your beauty shines through whatever form you would assume; preventing the world from being denied the blessing of your beauty! This goes beyond merely making you into a majestic inspiring specimen that evokes your inner nature, as even forms that should be utterly monstrous can be altered by your inner beauty; transforming them along a sliding scale until leaving them as a humanoid bombshell with only the most aesthetically pleasing traits of it's monstrous nature remaining.

Better yet this beauty has no detrimental effect on the power such monstrous forms should be able to wield; allowing them to exert their full power and ability despite having a figure that would make supermodels weep with envy. I hope you weren't hoping to avoid attention, as with beauty like this you could easily attract a fanclub; though if you tire of such treatment you may choose to cast off your veneer of humanity, and assume a more monstrous shape.

Mon of Action (Varies): Any idiot can swing around their fists like a flailing five your old, or haphazardly spew fire around like a demented sprinkler; but what you've got is the skill and grit of a true warrior! As such, while others are content to rest their laurels on their natural talent you've taken it upon yourself to push your gifts beyond that, and helping others get off their rears to do the same. As for how far you've managed to push yourself, that depends on how determined you are to reach those heights. For **100CP** this would leave a human child exceptionally capable for their age, enough for them to easily best their peers. For **200CP** such a child might reach a level of skill and talent that their combat skills would be more at home at an action movie rather than real life; making any insufficiently trained adult little more than a warm up to them. While **300CP** would push your capabilities straight into the fields of fantasy and legends, performing moves people would swear would be reliant on video game physics to even be possible, and making all but the best warriors in their prime merely a decent warm up even if they tried to gang up on them

Digimon may achieve a similar degree of finely honed excellence through their determined effort; enough to allow a Champion to best his untrained fellows with a single purchase, a second would give them such prowess that even ultimates could be pushed unto the defensive, and a third would allow one to take on entire squad of ultimates and cause your average Mega to hesitate against you. Were you a mega already… then with a third purchase you might be able to stand against the might of a Royal Knight or the Three Great Angels without being crushed the moment they decided to take you seriously.

Birth of a Legend (Varies): No matter how great the hero there comes a time where they are no longer willing or able to perform their duties; times where one must trade their blades for hoes, or grown weary of battle. However, what hero would leave the land they so loved undefended? For the sake of passing the torch to the next generation, and ensuring a brighter future for all; you've gained a unique power, seen only once at the dawn of this world. The power to create Spirits. For **600CP** you may gather portions of your own power, skills and relics

or those willingly granted you by others for this end that form a cohesive theme together; and through a great and costly ritual forge them into a set of mighty Spirits! These Spirits will always come as a set, a Human and Beast Spirit, whose natures and powers are born from the sacrifices that gave it life. A worthy trade for the cost the draw from their donors; for a time greatly weakening those aspects used in their creation

These artifacts of great power will have many uses, but their most intuitive will be to transform into a mighty hero or guardian beast; granting them access to the powers held by these Spirit so long as their own spirit and will is strong enough to channel them. However, these are more than simple relics; but the birth of a legacy, as these Spirits will in time gather power from their wielders and learn through them. Each passing generation helping them to grow in power, and adding new skills and techniques; while the experiences shared with its users will allow them to become more than simple relics, but true partners and mentors to their chosen heirs. which the Spirits may in turn pass on to their future wielders. In this fashion you may ensure that the land will never be short of heroes long after your own departure.

However, stronger than any blade or talon is the might and fury of the world; who better to forge the heroes meant to defend it, than nature itself? For an addition **200CP** you may further the depths of this unique power; allowing you to truly recreate the miracle that birthed the Ten Legendary Warriors. The preparations for these rituals will be the stuff worthy of quests, and their performances ordeals on their own right but should you succeed you may give shape to the very essence of a world; forging a set of Spirits from one of its fundamental forces or components. While you'll have little say in their shape and function, there is no doubt the warriors born from these will be legends among legends; wielding veritable miracles in the hands of those who truly master and bond with them. This is power you obtained, the birth of legends and legacies; use it wisely.



Digimon

Or So I've been Told (100CP): The world is filled with a wealth of knowledge, yet people seem to so easily disregard the nuggets of wisdom they come across; making it so tragic that they're caught flat footed by situations, when they already had everything they needed to handle it. Thankfully, you're no longer doomed to repeat their mistakes thanks to your knack for picking up rumors, stories, and other facts; as well as accurately recall them when they become relevant! With this you might not have an answer to every question, but you'll at least know where to look! Conveniently, this also gives you a knack for learning languages; even old ones that haven't been used in ages, ensuring that the wisdom of your predecessors will never be truly lost.

Ordinary Living (100CP) : Being a 16 foot tall cyborg phoenix is pretty kick ass; but the lack of thumbs and pockets can be a bit of a bother. However, with this little trick you can put those troubles behind you. Not only finding ways to go through the day with the same ease you would as a normal human regardless of your form; such as a serpent being able to use their 'tail-end' as a fully prehensile limb for whatever they wished. Moreover, the storage capacity of any worn container such as pockets and backpacks is vastly increased; allowing you to easily store a tomes in waistbands, and great-swords in your trousers, all without making you feel any heavier or deforming what you're wearing!

Comfort Forms (200CP): While I'm sure you're proud of how far you've come; some people find talking to building sized dragons of colorless fire whose fractal wings stretch into infinity a bit discomforting. So for the sake of your more easily intimidated guests, or perhaps if you desire a break from yourself, you've developed the ability to assume less… imposing forms. These states are always lesser than your true-self in some way chosen upon assuming them; perhaps less beautiful, weaker in body, or even outright juvenile in comparison to your true majesty, but they do come with various benefits such as helping pass by while garnering less attention or allowing you to recover from strain and injury with greater ease and speed. If you're a Digimon or some other kind of creature with stages of life; then you also gain the ability to assume your previous or more juvenile forms. Of course, should you tire of playing nice you can just as easily release your true power; either in stages or all at once, flashy transformation sequence optional but recommended.

As One (200CP): For all their power no mon is an island, and there's some hurdles that can only be overcome by reaching outside of yourself and banding together. In those moments all eyes turn to you; your expertise allowing you to take a rag tag group and work with them like a well-oiled machine, allowing its members to read each other with ease and find the best way they can aid your shared endeavor. While this shines best while working on group projects together; this harmony certainly makes itself known in a fight. Why with a little cunning you and your friends could briefly overwhelm a Legendary Warrior despite being rookies.

However, this gift goes beyond simple teamwork; should you stand with your friends as your heart beat as one you may come together, literally! This fusion is greater than its individual members, and brings out the best in each of them as a gestalt. However, such unity can't be maintained forever; especially should it be mortally injured, or something cause a conflict of interest between its components. Either way, once the fusion is terminated its members will separate; tired from the experience, but otherwise unharmed.

Not On My Watch (400 CP): There are some things in this life worth protecting at any cost. Places that contain terrible secrets, items of untold power, and beings that would ruin all that they touched. Thus, to protect what you hold dear you may place a seal upon them; preventing any from tampering with it without your permission so long as you hold breath. Should your power be great enough you may seal objects or even locations inside of yourself. Such things cannot be detected through conventional means, granting an exceptional level of security; however the burden of doing so grows with the power and size of what you wish to contain, and the dangers of attempting to contain something with the will to wield the power it holds should never be ignored. Should you grow to damaged or weak, this seal may well break; releasing whatever you had hoped to contain back to its rightful place.

The Price of Survival (400CP): It's often said that the dead aren't truly gone, and you prove those words quite true. When faced by dire fate you may persist despite your doom by paying a great price; though how you do so depends on what you're willing to sacrifice. By sacrificing your Form you may become an imperceptible and incorporeal spirit; which, while unable to interact with things, directly will allow you to advise your allies through dreams and whispered thoughts and go where they cannot. However during a moment of crisis you may briefly manifest your spiritual form through a fragile avatar, allowing you to wield your powers once more with great effort. That said, caution is advised as such direct intervention will reveal your presence to those around you, and create a window through which you may be harmed through conventional means. Should that spiritual avatar be destroyed it may well put an end to you once and for all.

Alternatively, you may sacrifice your hard earned power. By shearing away half of all that you've gained, you may allow that part of you to fall in your place; taking with it all injuries and maladies you have suffered up to that point. This choice will no doubt change you greatly in both mind and body; as even a mighty angel who had mastered both light and darkness may be left as little more than a mad demon where they to sacrifice their Light. In either case, whichever price you pay cannot be undone for ten years, or until you move on to your next world. Moreover, you may not make this choice again until that time has passed. Perhaps you might balk at such a price; but when the alternative is your certain demise is the cost truly that high?

Code Muncher (Free/600CP): Less to do with programming, and more to do with consuming your foes and making their strength your own. A common mistake to be sure, but around here such things are rather common. By mortally wounding a foe you may reach out, and take their fractal code for yourself; cannibalizing it to optimize yourself, or patch damaged portions of your own code. For non digital-life this would translate as ripping away their 'essence', in order to heal yourself or to nurture the growth of your own powers ability; a worthy foe being equivalent to weeks of training done in a moment. While surmounting a foe far greater than yourself might see you leaping in progress by months or years depending on the gulf between you.

Of course, the opposite is also true as the weaker a foe is the less you'll gain from their defeat. Admittedly, this does grant you a lesser, but no less useful ability; as should you choose to spare a foe, you may return them to a weaker and more juvenile state in exchange for significantly reducing what you would've gained from their defeat. Such a transformation is often accompanied by some degree of memory loss; but it's certainly better than death. That said, while this is a power all digimon possess you'll have to pay some CP to keep it in future worlds.

Element Blending Artistry (600CP): Fire and Ice, Heaven and Earth, Light and Darkness. To the common man the world is one of contrasts; immutable divides between inseparable forces destined to war for dominance until the end of days. This, however, is a lie; one that you have seen through by virtue of the enlightenment you have achieved. Such forces are not doomed to stand forever apart; fore they all come from the same origin, and at their heart bare the same nature. Thus, through your guidance you may bring such forces together; at first merely finding the best ways to compliment one with the other, and ways to synergize their natures for greater results. However the greatest feat of this new skill of yours is to wield them as one true whole; such reactions may be volatile and wild at first, but as your understanding and mastery over them grows so too will the uses for such creations expand. In time, you may even give birth to something truly wonderful through these unions; forces embodying aspects of both in perfect harmony, and overcoming the flaws of their base natures through one another.

Curiously, this art comes the most naturally when attempting to wield opposing forces; even its simplest form allowing you to do so without the consequences that would come from calling or channeling both at once. That said with each additional force you attempt to add to such creations or techniques the difficulty to master and understand their unity will grow ever greater; and should the forces bear little in common you will certainly fight for every inch of progress you make. Still only a fool would shy from this path because of that.



Human

Breezy Spirit (100CP): A whole new world unfolds before you; rich with unbelievable sights that fill you with indescribable feelings… that can so easily leave one reeling. Thankfully, you possess a heart that's open to new experiences; no longer reflexively recoiling from things that are merely alien to you, and allowing you to experience new worlds and cultures without troublesome knee jerk reactions getting in the way. Such that you could fully appreciate an exotic drink, even if your host made it by inserting the fruits into their skull and squeezing them before you. Moreover, you'll never let a few bad experiences unfairly poison your views of a whole; such that even near death experiences wouldn't rob you of the ability to appreciate the wonders of that land, or leave you unable to see the good in its people. Overall making it much easier for you to befriend people who you might consider strange, and adapt to their exotic cultures.

Electrifying Guest (100CP): It's not everyday someone like you comes around; so when they see you strangers are eager to get to know you. Good first impressions come naturally as well, so it's no surprise that when you need a place to stay at your new friends seem open to giving you a place for the night. Once there you quickly prove to be the ideal guest; easily picking up their unspoken rules and cues to avoid any unfortunate faux pas, perhaps even making it a pleasure to host you! Prove yourself to be a good enough guest, and you might find yourself enjoying a free stay for much longer than you bargained for as little as a good review and your lovable company. Of course, hospitality is not without its limits; and should you prove to be too troublesome or costly to host, you may soon find yourself on the road again.

Destiny Heralding Glimmer (200CP): They say that sleeping within everyone is the potential for greatness; that you never know who might be the next Beethoven or Einstein. However, that goes for everyone but you. When you take a good look at someone you can receive a vision; a flash through which you may see who and what they may become. Though brief, the experience will grant you hints of the greatness they may achieve; whether they're a peasant who could revolutionize medicine, or a timid boy who could become the noblest of heroes. Needless to say, these glimpses make those with particularly great destinies stand out to your sight; making it all too easy to involve yourself in affairs that may shape the world, or avoid them entirely.

Burning Blood (200CP): There are times when pragmatism must be set aside by the heart. Moments where your very spirit will accept no alternative but to act; to stand up against a bully even if he's a dragon. In these moments of passion and valor you'll find fortune smiling upon you; not only being more likely to succeed than they have any right to, but coming out of it far fewer consequences for your daring actions. Why you could throw yourself into a firefight to tackle your friend off the side of a waterfall, and not only would you avoid getting shot; but both you and your friend would survive the fall. Aching and shivering, but certainly alive! Curiously, this effect seems to grow in strength when acting on behalf of those dearest to you or your most closely held beliefs. Just remember, the line between valor and recklessness is quite thin, and luck can only make up for so much**.** After all, there are times when being swept aside and left for dead is a far more fortunate fate than the alternative.

Heart-Sworn Oath (400CP): Every choice we make shape our hearts, and while some may be forgotten in time; others become deeply etched within them, like a sculptor slowly carving a grand monument. Such choices are not made halfheartedly, and can easily stand the test of time. When you make a choice, of any kind and of your own free will, you may choose to hold it close to your heart; allowing you to sincerely devote yourself fully to that end. Once set, you'll find that you're yourself more than able to face the hardships of your chosen path; enduring trials without breaking, taking each step diligently without unreasonable delay or hesitation, and never allowing the fire that drives you forward to fully extinguish. Moreover, attempts to force you to forsake your choice will find themselves ill prepared to face the determination in your heart; remaining true to yourself even through amnesia, and mental control shattering itself in its attempt to make you betray what you hold dear.

Of course, this strength of will is born from your own heart and the weight given to the choice you made; as such there may come a day where you regret your choice, or come to find a better path than the one you devoted yourself to. On that day you may release yourself from your heartfelt oath, allowing you to walk a new path unburdened. At the end of the day the choice that matters most is your own

Precious Snowflake (400CP): What does a Jumper need to do to get some respect around here?! You're a hero, a sage; the change this world needs! You've ousted countless villains, crafted wonders, and prevented more disasters than you can count; so why is it that other people find it so easy to treat you like you're just some kid? Perfectly happy to go out of their way to help you in small ways, or take you into consideration when deciding what to do; even if it's just making sure your jail cell is extra comfy. Okay, that last bit might have to do with how adorable you are *and it is* kinda nice when people dote on you; but its like all your fame and achievements slip from people's minds unless they're immediately relevant, or you actively remind them.

Hell, even your enemies seem happy to just capture and tease you most of the time; with their torture being closer to mean spirited bullying. I swear, sometimes it feels like you'd need to directly threaten their lives or the things they care about for them to even *consider* taking the kid gloves off; despite knowing your the only one with a chance of standing in their way! It's clear how frustrating this can be, but thankfully you seem to be capable of dialing down this effect whenever you want… though, I suppose it might have a few perks worth keeping it on for.

Shining Soul (Free/600CP): Human's may not be that strong or bright when compared to Digimon; but the strength of their heart, and the power of their souls are great enough to draw the envy of fallen angels and royal knights alike. It is a force that can't be quantified in simple numbers from which dreams and miracles are born! Though you might not know how to use it on your own, this power shines forth into your surroundings like a star in the dark; such that whenever you "put your heart" into an action, it plants the seed for a miracle to blossom forth. This isn't something a normal human would be able to meaningfully direct; often manifesting strangely, but always in tune with your true desire and when it is needed the most. Helping a group of colonists plant their first harvest could cause your wish for their safety to erupt from those seeds as a magical beanstalk that shields their poor village from calamity and grants it safe harbor. Meanwhile, a close bond with a rookie desperate to save his people and prove his worth might allow him to digivolve straight to Ultimate level when all seems lost.

Of course,this is merely the power of your soul untrained and undirected; lacking any true channel to focus it, or the discipline to refine it. Should you have items of powers bonded to your

soul you'd see the true worth of your radiant spirit; finding that they're enhanced greatly through your bond, and that they become a little bit stronger and more refined the more they adapt to you. This is the power of Humanity, be proud oh child of man! This quality is part and parcel for humans in this world; but you'll have to offer up some of your Choice Points to keep it in future worlds.

Follow the Rails (600CP): It's a big world out there; filled with countless opportunities and vistas just waiting for the right person to find them. Sadly, with such a big world it can be pretty easy to get lost; especially if your not too sure about what you should be doing, or don't know what you're looking for in the first place. Thankfully, it seems like the world's got your back. Whenever your in such straits you're sure to recognize a series of metaphorical bread crumbs that will lead you to where you need to be; perhaps as simple as a conveniently placed ad, a flock of birds pointing a certain way, colorful graffiti, or even literal train tracks for you to follow. Should you choose to follow these signs you'll find that they'll guide you from one auspicious event to another; as if stumbling into another's life at a critical point in their story. Each time finding some way to insert yourself into their stories, and placing you in a position where you might be able to avert disaster or take advantage of the situation yourself.

Though troublesome, or even dangerous at times; you'll find these events will help you through your journey. Such that should you help each event reach its conclusion you will find that this trial will both lead you to what you actually needed to find, and prepare to make the most out of whatever awaits you at your destination. Of course, should your interest or courage wane, nothing will stop you from abandoning this path; though remember that the world will not wait for you to walk it once more, and some opportunities do not come twice.



Unaligned

Not My Problem (100CP): Nope, nope, nooooope; you don't care what possible explanation this mess has, you aren't touching it with a ten-foot pole, and strangely people seem to respect your cowardice. Regardless of what's going on or whose doing it, so long as it has nothing to do with you and you do nothing to change that, people seem to know it; preventing them from dragging you into their problems. Why the devil himself could burst forth in all his hellish glory to reap the soul of some poor man in the bar you're in, and so long as you quietly take your drink and walk away you won't have to worry about being next. Of course, there's some situations to big or nasty to just ignore and hope they go away; that's when you run, and boy have you turned the art of running away into an art form! You can be sure that if there's some way to escape the slaughter and mayhem around you, you'll not only find it but have a good chance of making your way through bruised but whole. It might not be the most heroic thing to do, but who says you need to be the hero?

Banquet of Crumbs (100CP): It's a fact of life that no matter what you do, where you go, things will inevitably suck. A bandit lord might decide to terrorize your village, a storm might wipe out the harvest, or some legendary warrior turned villain might decide to nuke your zipcode off the face of the planet. Point is, crap happens, and when the crap hits the fan you know just what to do. As a survivor your gifted in making the most out of any situation you're in; whether that means stretching rations to last through a famine, keeping warm during an early winter, or helping a kid have a nice childhood despite growing up under the thumb of a tyrant. This greatly helps with maintaining the well-being of those around you, and should you ever have to go on some great pilgrimage to find a new home you can be sure your people will make it. The experience may not be easy or pleasant, but bad times never mean you have to have a bad time.

Skull Piercing Diatribe (200CP): It's a shame that words of wisdom are so rarely welcomed. You could have the solution to all their problems, be their salvation made flesh, and in the end stubbornness and willful ignorance might easily prevail. Such a shame to witness so many tragedies that could have been averted had someone spoken out and been heard; perhaps it's fortunate than that in a world of thick skulls your words are like a chrome digizoid power drill to the temple. When you speak with passion or believing in your words, they carry a great weight that makes them nigh impossible to ignore.

Oh sure, they might argue their side with tooth and fang; even the most stubborn and hot-blooded hero won't be able to brush off your words or dismiss you for being 'silly' or 'a jerk'. Why if given the right opening, you're scathing rants might bring even a fallen angel pause, your encouraging words might bring a broken soul back from the brink, and your heartwarming plea might reach the hardened heart of a crusader. Just be sure to take advantage of this opportunity, as being heard means little if you don't say anything worth hearing.

Stand Out Service (200CP): Many mon go through life drifting from place to place and task to task, but you are one of the lucky few that has found your calling; perhaps even your purpose in life! This passion and love you hold in your heart has allowed you to excel in a vocation of your choice to the point you could be considered no less than world class in it; Digimon flocking from far and wide just to benefit from or experience them, and word of your expertise spreads like

wildfire. In fact, such is your drive towards your calling that you easily bring about new innovations using your own exotic traits and abilities; delivering medicines through poisonous breaths, carving great works of art with building severing blades, and making world-class burgers with the fires of hell! Better yet, while such exotics tricks may surprise and astound your clientele you'll never have to worry about any potential disgust or fear ruining the experience for them.

Like No Other (400CP): White, Black, male, female, magical dinosaur diva, cyborg hellhound with tommy guns for hands; who seriously cares about that sort of thing? Why should you be shunned because someone *like* you was a jerk, or be bullied just because you act weird? The past is in the past, and people should know better than apply their prejudices to someone they've never met! As such you may choose to make yourself an exception to such superficial beliefs and assumptions; allowing those you meet to judge you wholly upon your actions and the content of your character, rather than your appearance or whatever label they might apply to you. Who knows? If given the chance meeting you might go a long way to break even long held prejudices and taboos; though you'll need to leave quite the impression to make it stick.

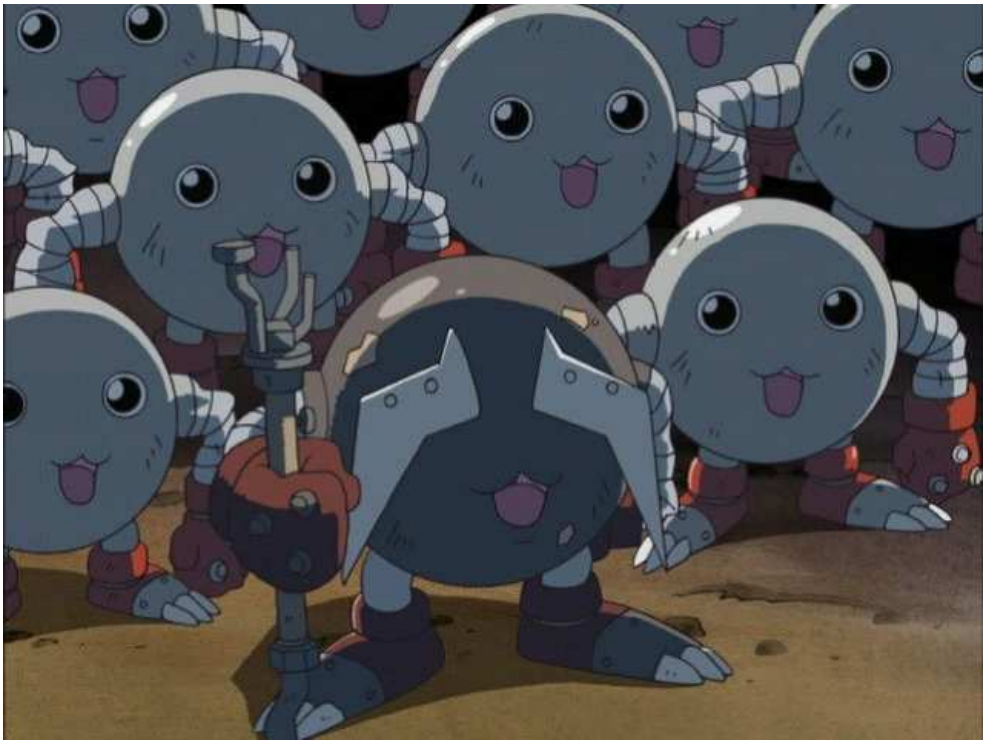
Self Inviting Attitude (400CP): Don't you just hate it when you wanna hang out with someone, but you can't quite fit in with the group? It can be pretty stressful wishing you could spend time with them, only to get rejected or told you can't follow them. Thankfully, you've become quite the social butterfly and chameleon; allowing you to easily insert yourself into pre-existing groups, be they a close-knit band of friends or a rigid organization. This is all possible thanks to not just how enjoyable you are to be around; but your knack for picking up all sorts of traditions and unspoken rules within those groups until outsiders would assume you've been with them for years! Though the best part is how you can get by while contributing so little to their efforts; so long as your presence avoids being actively detrimental, even an adventuring party would be happy to have you along despite a complete inability to defend yourself or others. Isn't friendship grand?

Chapter's End (600CP): In a world of living legends, where the grooves of fate carved so long ago are so easily tread over and over again, it is all too easy to become trapped in a cycle. To lose sight of the world around you within an ever-growing rut with perhaps only the illusion of progress if your lucky. This dark tragedy you shall suffer to continue no longer! The blessings you have received are twofold. The first is that never will you be blinded to or ignorant of the patterns around you; ensuring you will always be able to pick up trends, and realize what's wrong before you can be smothered under the weight of conformity or caught off-guard by seasonal storms. However, the second blessing is the greatest of the two; as when you wish to bring about an ending it will not be so easily crossed out.

If a relationship ends both of you will be able to avoid clinging to your failed love, if you give up a vice you will never need to fear the impulse to indulge in it once more, if you end a war it's embers will not reignite at the slightest provocation, and ever-returning foes you slay shall finally know rest if you're willing to put in the effort. Such is your gift, the power to bring a chapter to a close, and turn the page so that a new story may start; ensuring that tomorrow will be free of the chains of the past, even if its touch is never forgotten.

Leader of Mon (600CP): The greatest power is not held within the barrel of a cannon or in an ancient ruin. The greatest power of all is the strength to *lead,* to unite warring clans, and through that leadership usher forth of a new age of prosperity. It takes a special person to do such a thing; a certain kind of mettle, force of personality, and wisdom that's far rarer than compatibility to some mystical power. You are one such person; unifying even the most diverse people under a single banner, and easily rectifying the wrongdoings of the past. In this way you could take a broken people of a war-torn land and forge them into a major power within their region. However, any fool can rule in times of plenty and pick up the pieces from where they lay; thus your true prowess as a leader shines most during those times of hardship.

Whether it's enduring war, or leading your people through wastelands to a promised land; you have a gift for finding the right course of action to take, even if it would seem mad to others. Holding back your forces and letting your enemies' approach only for them to be caught in a storm, starting health reforms that catch would be plagues before they have a chance to wreak havoc upon your people, or welcoming aliens whose passage will solve your people's plight. Why, if the world itself were to end you'd still find some way to preserve a portion of your people and culture; ensuring that your nation will live on when all others are naught but memories.



Angelic Remnants

Ever Burning Faith (100CP): When the night is long and dark, and cold winds you're your strength, it can be so easy to forget the touch of the sun and full in despair; but to those wandering in darkness or smothered by hardship you are a lantern in the dark. You heart burns with the quiet conviction that things can get better, and that no matter how terrible the trial salvation may one day come; whether by your hand or that of another. As such you can endure any hardship, be it torture at the hands of a former friend or defending a castle on your own for countless years, without letting that fire die or forgetting what you stand for. Moreover, like any good lantern you can share that light with those around you; inspiring them to hold fast, and helping those who have fallen to despair stand up once more.

Choice Offering Whisper (100CP): Everyday people make choices that shape their lives; each of these is a step, big or small, towards a future of their own making. Thus, it should not come as a surprise that many struggle with them no matter their weight; all too often hesitating until their choice is taken from them or they make one in haste they'll forever regret. To these poor sources wracked with doubt, you are the savior called by their hearts; banishing the influence of hindrances such as fatigue, anxieties, conformity, biases and madness for a time.

In this way you may allow them to assess their options with clarity of mind and heart, and deliberate in moments as opposed to hours or days; ensuring that even if the choice they make isn't the 'correct' one, it will have been the right one for them in that moment. Through such guidance even timid souls may rise as heroes, and those trapped in cycles of misery may take their first steps towards freedom! Curiously, this extends to even your method of approach; such that even a random message from an unknown sender might open the way for a life changing decision.

Hidden Virtue (200CP): It's said that true virtue doesn't need to be shouted from the hilltops; that it humbly does good day by day without drawing attention to itself. So it shouldn't come as a surprise that you're quite good at concealing yourself; knowing just how to avoid attention despite residing in a location well-known to, and heavily surveillanced by, your enemy. This knack for concealment even applies to objects; allowing you to find ways to conceal objects of power from detection, or even maintain your modesty despite wearing only a few tactically placed strips of cloth. Whatever the case, it would take concerted action or you willful sabotage to your concealment for what you have hidden to be revealed.

Champion's Halo (200CP): Many may claim to be heroes, to serve the greater good, only to be serpents laying in wait. Such a troublesome thing to be sure, but made worse by how jaded people can become; perhaps going so far as to even fight those who truly come to save them. However, at your discretion you may reveal the purity of your heart through a brilliant halo; allowing all who witness its majesty to feel your intent, spreading comfort and hope to the meek and imposing judgement upon the wicked just as the sun's light grants warmth to those who touch it. Thus, no matter how strange or sudden your appearance may be, none will be able to doubt your intentions. Of course, if you were to become a wicked soul then this brilliant radiance would also be tainted; becoming dark radiance or terrible gloom that announces your malice like an oncoming storm.

Heavenly Sign (400CP): The world is a big place, filled with countless; who could any person hope to bring aid to those in need? Why, through prayer of course! Should you wish it, you may open your heart to the world; allowing the wishes and prayers of those truly in need to reach you, even if their maker doesn't know of you. Such an act grants you innate knowledge of the petitioner and their circumstances; allowing you to easily find and aid them without wasting precious moments understanding their needs. Though should it ever become too much for your heart to bear you may deafen yourself to their calls for a time; either wholly or to those that don't meet certain requirements. More importantly, you may channel a portion of your power in response to these calls for aid; while these miracles may not be as potent as what you might be capable of in person, sometimes even the smallest blessing can change fate.

Of course, this presents a question, who does a savior call when they are the ones in peril? Through this gift you may grant your own prayers power; allowing your own calls for salvation to reach those who might be able to aid you, and speak with them even if they lay in another world. Sadly, this grants no guarantee that your would-be saviors will take up the task or succeed in the end. After all, sometimes even angels must have faith in others.

Guardian's Mandate (400CP): A vow to protect another is no simple thing, especially when done by one such as you. When actively devoting yourself to the protection of another, be it a target or place, your performance increases by leaps and bounds; such that a normal champion could easily repel a group of rowdy champions on his own. More importantly, the world itself seems to acknowledge your devotion to your ward. So long as you're actively defending an other, events seem to twist such that any who would wish to do them harm will have to go through you first; would-be assassins stumbling into you on their way to strike your wards, and complex rituals find your presence disturbing their delicate sorcerous workings. Why a Champion could ensure a small child's safety despite having the building they were in detonated a royal knight; if at great cost to himself.

Reach for the Heavens (600CP): Above all, the greatest duty left to the Three Great Angels and their followers was not to guard the Legendary Spirits; but to guide digimon into a brighter tomorrow. To that end you've developed a most wondrous power; the ability to unlock the sleeping potential within others; even using your power to fuel their growth, breaking through their ceiling to reach a new level of power! However, there are many in this world who hold great potential for an art; yet through misfortune will find it forever beyond their reach through no fault of their own. Potential musicians born deaf to the world, would-be archmages born with defects that will keep them from ever weaving a spell, and champions denied their destiny simply because they were born the wrong race to wield an item of power; such tragedies will not be allowed to pass so long as you intercede on their behalf.

Should you wish it, you may invest your power unto an object important to them; transforming it through your grace into something greater, through which they may overcome their failing. Perhaps a locket that allows them to listen with their heart, toy turned to a wand to weave the spells his body cannot cast, or even a device that would allow a human to channel the power of a Legendary Warrior. Keep in mind that this only allows you to unlock their potential and overcome the obstacles that prevent their talents from blossoming; thus, it would do little good for those that hold no potential for an art or for those who would not be considered worthy by an item even if they had the capacity to use it.

Angelic Choir (600CP): You aren't just any random Digimon; you're a follower of the Three Great Angels! When given the choice you decided to live for something more than yourself, and that oath steels your will; greatly helping you fight off forces that would attempt to corrupt or influence you. However, greater than that are the teachings you received during your service under one of Three Great Angels; gaining a single one of the following bonuses appropriate to the Choir you served in:

- **Peacekeepers:** Followers of Seraphimon; it was you and your fellows who were charged with enforcing the law and preserving peace across the land. Thus, you gain the power to sense wickedness and corruption in those around you; with a glance you may choose to become aware of the wrong doings they've committed, such that no devil may conceal themselves under the veneer of an innocent. Moreover, against those who are truly wicked or committed grievous wrongs you will find yourself becoming far mightier through the power of this righteous retribution. However, your greatest strength is the power of sealing. Upon successfully defeating a foe such that they have no choice but to be left to your mercy you may declare your judgement upon them; sealing them away such that they may never escape under their own power, even if they were mightier than you at their height. These are the most sacred tools of the Lawgivers, use them wisely.
- **Sages:** Followers of Cherubimon; it was you and your kin who were charged with safeguarding and spreading the lore of this world. As such you'll find that your mind has become a limitless repository that perfectly preserves all you've learned and experienced; each factoid as easy to remember and cross-reference as a book in your hand. This minor boon is rather essential if you wish to make use of the vast amounts of lore, both mundane and mystical, you have accumulated through your duties. From the wisdom of long forgotten empires and the truth behind legendary warrior's nature, to sorcerous rituals that would allow you to view and communicate with figures from across vast distances or turn a castle into a maze of twisted space. More importantly, you have quite a knack for teaching others; being able to convey even the most complex subjects in an easy to digest manner, and finding ways to overcome your students disabilities.
- **Caretakers:** Followers of Ophanimon; it was you and your fellows who were tasked who were charged with fostering life and love wherever you went. Within you lays a font of endless love that causes even the most twisted of souls to hesitate to bring you harm, and allow your words to reach them even within the deepest pit of madness or despair. In much the same way, your boundless love guides your hand in all manners meant to soothe and nurture another; leaving no wound of the body, pain of the heart, madness of the mind, or taint of the spirit beyond your ability to soothe and heal.



By your hands even an angel who fell and became the cruelest of devils might find salvation and forgiveness once more! However, be warned, that no caretaker can truly prevent their wards from coming to harm once more; especially if there is a source to their malady left unattended. While you may undo and suppress its effects through your love and expenditure of your power; their salvation will only be temporary until the source of their blight is dealt with.

Fallen Angel Force

Hellfire Herald (100CP): For far too long have you and your people been ignored; brushed aside tepid leaders, who took advantage of your olive branch to further their plans while ignoring your cries. Well, no longer! Like a fire in the dark of the night, your passion draws in those around you the stronger you feel about your words. When speaking out your words never go unheard, as those who can find their attention drawn towards you; such that you could start an oration in a busy square, and watch as traffic slows around you. However, it is when speaking to individuals that you can bring forth the full weight of your spirit upon your words; whether to intimidate and inspire, or simply make your presence so great few would dare to interrupt you. Let all those content in their ignorance tremble at your cries, for you shall not go quietly into the night.

Constructive Destruction (100CP): Being powerful is great, but one soon realizes that the world can be a rather delicate place and that sometimes you need to practice more thoughtful mayhem. After all, busting through walls to surprise enemies, and wielding pillars is awesome; but having the building fall on you afterwards is a little bit embarrassing. As such you've honed an excellent sense for construction and demolition; allowing you to easily predict the aftereffects of destructive events, and more easily use them to your advantage. Whether that's to subdue a target without killing them, sculpt a mountain with missile fire, or just have a big flashy fight without accidentally destroying the one thing keeping you from certain doom.

Spirit Breaking Caress (200CP): There are times where you'll come across obstacles that cannot be solved through simple shows of force. Prisoners too delicate for more forceful interrogations, foes inured to pain with unbreakable bodies, and zealots who refuse to see reason and will take any castigation as confirmation to their ideals. For such foes you find that a silken glove can crush their resistance. From things as simple as tickle torture to complex psychological procedures; you've become a master of many soft techniques that allow you to pressure and break others without ever harming them. Well, physically at least.

Might Seeking Synesthesia (200CP): Power, such a wondrous thing; yet so hard to come by. A person could spend their whole life scouring the earth for it, never realizing it was under their nose the whole time. However, you've heard the call of Power; opening your senses to its true beauty. Your lust for Power allowing you to perceive it through your five senses; an aura around objects and people, a deep bass of an enchantment placed upon an area, or the even the scent of legendary weapons resting in an area. This synesthetic experience allows you to gain information about its nature and track it them as if they were no different from any other valid target of your senses. Moreover, while certain methods may conceal it; so long as you were familiar enough with a source of Power you'd be able to track it down to an area the size of a town, and identify those who had come across. However be careful about where you poke your nose; lest you be burned by sniffing out the wrong thing.

Devil Unchaining Whisper (400CP): Everyone has a part of themselves they deny; shadows of their selves containing the feelings, desires, and beliefs they refuse to admit or let the world see. Perhaps a desire to rise above their station smothered by complacency, joys rejected through self-loathing and fear of recrimination, and a thirst for justice left unsatisfied by the rules of society. Through your actions you can set these poor 'sinners' free; piercing self-deception and conditioning, and allow them to accept their true selves. In this way you may allow them to break free from the chains placed upon their hearts by others or themselves; though as their guide you may certainly exert some influence over the answer they find, a few words making the difference between the birth of activists and rebels.

Moreover, those who truly embrace their nature my find themselves transformed by the experience; taking on forms with boons that better embody the truth in their hearts. Of course, there are those who even when faced with their rebel soul and sleeping grudges refuse to accept the truth, and to those you may take a more… direct approach; using your power to forcibly empower their Shadow and act in accordance to it. However, this false acceptance is an imperfect thing; their desires becoming wild things like a drunken rampage. Moreover, such an artificial change can be easily undone by exposing them to the reasons for which they suppressed those desires or undone through more esoteric means.

Beast of Calamity (400CP): In order to create a new, better, world it's necessary to clear away this old broken land. To that end you've mastered the fine of wrecking destruction wherever you go; in addition to a massive enhancement to any of your attempts to destroy an object, structure or location you find the area affected by your efforts is also increased. Such that it would be child's play for you to leave any area you fight in looking like a warzone, and even perform minor geographical alterations with dedicated effort in a fraction of the time. As a champion your fiery exhalations could kick off a wildfires that could consume forests within minutes if left unattended, your fists casually blowing up stone and dirt to leave small craters, and reducing a large hill to a ruined pile of rocks with a night's work. Given the chance, you're sure to become one of Cherubimon's most prized harvesters with the ease with which you'll expose an area's fractal code.

All-Seeing Overlord's Gaze (600CP): No man can change the world. True change takes the concerted effort of countless individuals all working towards the same goal. However, the sad truth is, that no matter how noble an organization may be conflict and corruption are inevitable.Such agendas can vary from petty things such as ensuring their promotion over another to attempts to usurp its leadership or twist its means to their own end. Rather than fight a pointless war against sapient nature, you've learned how to tame it and bend it to your will. No matter how cunning or cautious they may believe themselves to be, or how little time you spend interacting with them, no follower or ally can conceal their agendas from you; their schemes as obvious as those of a child to you.

Moreover, you're unnaturally adept at guiding those agendas towards your own goals. Within the realm of politics and intrigue you can direct others with the ease of a practiced conductor before his symphony; such that their agendas and feeble attempts to betray you will only further your own goals. Needless to say, this makes nipping such things in the bud a simple task; such that they may forever question whether you ever knew of their plot to begin with, or you may attend their discontent before it blossoms into something more problematic. With this you are surely more than just another agent within Cherubimon's forces; perhaps even ranking among his highest lieutenants and advisors.

Relic Defiling Heresy (600CP): This world is filled with countless treasures. Wonders both new and old that could change the very course of history; what a tragedy then, that most are so picky that they might as well be paperweights. Worse still are those that would choose naive whelps over wisened veterans who know full well what they're getting into. How fortunate for the world that you've mastered a rather persuasive art! When faced with an object or force that will only allow a rare few to use it, you can work your magic to *correct* that silly notion and grant them much needed flexibility; perhaps to expand what it considers acceptable, or adapt them such that an individual may use it regardless of how far they are from its preferences.

Of course, sometimes it's more of a compatibility issue; but have no fear, as with a few painful procedures will see to that. Oh sure, it may take a bit of trial and error to get right; but you can ensure that your favorite patient becomes its ideal user, gaining whatever affinity or intrinsic trait they would need to make use of their new power. Of course more intelligent assets might not appreciate your tinkering; but under your skillful administrations those complaints won't last for long.



Incarnated Warrior

Granite Grudges (100CP): Love and friendship are nice and all, but nothing gets people moving quite like spite. That little pinch of hate or pettiness that helps a person move mountains and open up new paths if it means screwing over the person who earned that special place in your black heart.SImply put; so long as it's to screw over someone you dislike; your efforts seem to turn out better, and should you actually hate someone down to the depths of your little black heart? Well, I'm sure the tales of your vengeance will fit right in with the greeks!

Drowning Depths (100CP): Having a position as lofty as yours can be rather strenuous; adoring masses to attend, bosses to backstab and co-workers to mingle with. It simply wouldn't do for an idol such as yourself to show them anything less than what they expect from you; as such you've become a master when it comes to playing such a role. Whether your charming your fans as a bubbly diva, or kissing up to the boss as a sickeningly loyal sycophant; few will be able to imagine what lies beneath the surface.

Quicksilver Smirk (200CP): When it comes to you people seem torn on whether you're incredibly insightful or insufferably annoying; something not helped by your ability to radiate so much smug that they could feel you smirking even if you lacked a face. People are just so easy for you to read and predict that's it's not uncommon for them to feel as if they're facing a mirror; you're words cutting through whatever crap they try to peddle to themselves or others, and their half-hearted defenses serving only to highlight their intentions and insecurities in your ways. You could probably make an excellent counselor if you cared about helping them; while those who've earned your ire should be wary of receiving burns they'll feel for ages, or being led along like a puppet on strings.

Lonely Shadows (200CP): Who could hope to understand the trials and woes that afflict such a tortured, yet exceptional, soul such as yourself? Foolish co-workers might say that you're just "being lazy", "wasting time" or "goofing off"; but the people that *truly* matter understand how great you truly are, and labyrinthine complexities you face. It's only natural then that they'd be far more hands off with you; giving you little to no unwanted supervision. In fact so long as you pitch in when it really matters, such as during a crisis or upon receiving a direct request, they're content to leave you unbothered even if your less than diligent in your daily duties or professional norms. Leaving you with plenty of time to contemplate your tragic existence, or work on a few personal projects on the side.

Soaring Leaf Fortune (400CP): Destiny waits for no man, but it certainly seems to seek you out. Perhaps it is because of the great weight of your own destiny or simple luck, but the winds of fate seeming to curl around you; causing opportunities and momentous events to fall into your lap through little effort of your own. Whether it's searching for the perfect bigger and coming across an escaped foe, or stumbling into pawn shops that just recently obtained a rare relic; the simple act of following your personal desires causes such coincidences to happen around you as reliably as the changing of the seasons. No doubt you your fellows will be left gobsmacked at all you the opportunities that present themselves to you, whilst they must slave themselves to hope for even half your good fortune. Of course, such an interesting life can wear on anyone; so when you wish you can cause this attractive force to ease, allowing your life to fall to a more comfortable if dull routine.

Lost Treasures Made New (400CP): It's so easy to lose oneself; to have your past buried by the passing of ages, your mind washed by those with agendas, or having your very being warped into a twisted mockery of who you once where. Some might even find it effortless to unquestionably follow the role forced upon you, and accept that this is all you ever were or were meant to be. However, the same cannot be said about you. No, deep within you lay echoes of another time; of a life so different from this one it seems more like a greying dream than a memory, that draws you unerringly to that life you lost**.** Thus by following this instinct you will find yourself overcoming the cruel fate placed upon you and uncover your truth; becoming whole once more in mind, body and spirit regardless of how black the malediction or deep the wound dealt to you.

Of course, should you be an Incarnated Warrior than this carries an additional boon; for you have seen past Cherubimon's machinations, recalled all that you once were, and may now return to your true nature. One of the Legendary warriors, kin and protectors of this world. Free from his corruption and lies, the fallen angel is sure to be most displeased; however your freedom and destiny are yours own once more.

Specter of Hope (600CP): No matter how great you might be, or the legends spun of your deeds, someday you too will fall. By sickness, age, deed or worse there may come a time where the final hour draws close; yet you will be to frail, weak or far to aid those you hold dear. Of course, if your body is weighing you down; then the simple answer is to remove it from the equation. By allowing your body to fall into a death-like trance you may allow your spirit to free itself from the chains of it's flesh; manifesting in as an intangible spirit that may appear at your ally's side, even if they're a whole dimension away from you. In this ghost-like state you may communicate and be seen by others, and soar unhindered by physical objects. Moreover, while your ability to interact with the world directly will be all but nonexistent; you may freely provide your console to others, or even loan them abilities or objects of power you possess for a time. Of course, it's up to your allies to handle those boons effectively and safely; something you would be wise to remember when choosing who and to whom to bless in this way, lest it become a curse.

That said, should you find a suitable medium such as an item of power like a Spirit or an empty vessel you may use it to form a physical shell for yourself; sacrificing your ghostly nature, and the ability to grant your allies boons, in return being able to wield the full breadth of your power. However be warned, as using this power in either form will surely leave your body vulnerable; making it wise to use it from a secure location, or when the alternative is unacceptable.

Spirit Claiming Conqueror (600CP): It is the right of the conqueror to do with their foe as they see wish. Their riches, their tools, their life; but why satisfy yourself with such measly trifles? When you would slay a foe you may take for them something truly precious; in this world we call it their fractal code, though future worlds might give different names to what you take from them. So long as this sphere of spirit and power is bound to your own spirit your target will find themselves crippled and unable to undo the consequences of their defeat; with fallen foes being wholly incapable of resurrecting or reincarnating so long as you hold the proof of their defeat in your grasp.

Moreover, using this stolen essence you may choose to assume a form akin to your foe; changed in ways evocative of your own nature, and yielding the powers they once called their own. However, while potent such a use puts at risk your ownership of your foes essence; allowing your defeat to swiftly return it to its rightful owner.

Chosen Child

Power Pose (100CP): What power! What magnificence! It's hard to believe someone like you could become any greater; so it's unsurprising that whenever you do assume a new form. It doesn't matter whether your invoking the power within a trinket, unleashing what was within you, or reaching beyond your means; all who witness your transformation sequence stand in awe of your grandeur, unable or perhaps unwilling to interrupt it. Though perhaps that has to do with the grand displays that accompany it; heralding your ascendence in a way that's iconic to the form you're assuming and never becomes tiresome to observe. Of course, there are times where even the greatest of heroes must value brevity; at which point you may choose to instead greatly shorten the time it takes for you to assume a form, easily completing a thirty second transformation in the blink of an eye.

Should you posses **Voice of Champions** as well, the two will combine to allow you to add suitable gravitas to your feats. Together they will allow you to include grand declarations as part of both your transformations and notable feats. So long as your words do no more than add a dramatic flair to your actions; allowing you to declare their wickedness in the eyes of the moon, or proclaim your well wishes before sending them to the next world, without fear of opportunistic retribution.

Embracing the Beast (100CP): A lot can happen in the heat of the moment; with your blood boiling, or desperation drowning your heart. However, the answer to them comes not from suppressing such things; but accepting them and making them your own. You've discovered a deep understanding of your emotions and motivations; always understanding why you feel a certain way, and having an easier time than most to manage your emotions and instincts. This attunement to your heart not only makes it easy to recognize when something is forcing to feel a particular emotion or urge, but also ensures they will never over power your reason even in the most exotic of circumstances. Oh sure, suddenly finding yourself with the emotional and hormonal profile of a pubescent dragon will be one hell of a rush; but you'll never rampage due to the new found heights of your passions, or lash out at your friends due to some perceived need to establish your dominance.This introspection has the fortunate side effect of making it much easier for you to adapt to new forms and powers; easily understanding what your instincts are trying to tell you, and putting them to good use.

Embers of Glory (200CP): Power changes you. It may not be apparent at every moment, but every skill and ability you gain leaves it mark upon you; such that even should you find yourself in a situation where they would be taken or denied to you, the embers of your former glory will remain. These embers are but a pale echo of the powers you once claimed; but even a child bonded to a Human Spirit, would be able to assume a form that's more than a match for a rookie let alone a human. In this way even at your lowest point you'll find yourself greater than when you first set out on your journey. Should you wish it, you may choose to willfully reduce yourself to a small fraction of your might; though in doing so you may find yourself gaining new insights into their nature, and capabilities that you were blinded to at your former heights. Should you be a Legendary Warrior you would gain access to an appropriate Rookie form; one that even Chosen Children would be able to access even if their digivice were malfunctioning.

Taste the Rainbow (200CP): There's nothing wrong with having preferences, but sometimes you need a little contrast to mix things; as no matter how good it might be, some things are at their best when brought together despite their differences. In much the same way, you're particularly gifted at finding the ways different things can complement one another; often finding truly amazing or unforeseen synergies between them, and applying them with great ease. Whether that's finding ways to turn a questionable assortment of alien ingredients you found out in the woods into a stellar meal, or performing combo attacks with your friends on the fly that'll send mightier foes reeling; people will be amazed by was that extra dash of color can do.

Blood of the World (400CP): They say that we're all children of the world; but for you that might be truer than most. You posses a connection to the natural world; granting you both an awareness of its working. In this way you may commune with the world, hearing its voice upon the wind and babbling brooks, and be counted as its friend. The world's favor towards you often manifests in simple ways, and even inures you to its fury; such that you can stand in a storm without being chilled to the bone, or have you actions troubled by its fierce winds. In fact in times of trouble you'll find the world itself stirring to aid you at your request, or by its own volition; sending breezes, clear skies, tempests, tremors and more if given enough time to act. Such expressions of the world's favor are unusually effective at disrupting your foes, and aiding your allies in ways that seem to be more than simple happenstance. In fact you'll find that your own powers, particular those of an elemental or natural origin, will become greater while in the presence of an expression of nature's fury; such that a tempest might allow you to easily overcome a foe you were hard pressed to match.

Sacred Darkness (400CP): Light and Darkness are essential parts of the world; it is not its nature to be evil, but that of its wielder. Indeed, it is the wielder that defines its nature; just as a blade in the hand of monster is a tool of cruelty, yet in an other's may bring salvation to many. Thus the idea of any power or object you wield trying to corrupt or control you is laughable at best; in fact the opposite may well be the result, as you influence *it* instead, altering its nature to better align with your own or even purging it of prior tampering and taint. Such a transformation is clear to any who knew of it's prior nature, as while it's exact manifestation may change it's essence remains the same. A shadowy manslayer maybe transformed into a noble hunter veiled in shadows; but it's essence as a warrior of darkness will remain the same, even if it's unholy nature has been cleansed away.

Resurrecting the Ancients (600CP): You may be an heir to a legacy that spans the history of this world; but you have a long way before you prove yourself worthy of that mantle. Thankfully, you have a mentor to guide your way. More than any other child you possess an exceptional affinity with your Spirits; allowing them to truly communicate with you and share their teachings without having to rely on vague gestures, and obscure dreams. Moreover, this closeness between your own Soul and their Spirit allows a most unique miracle to take place; allowing you to fuel their temporary return into this world, standing by your side as a spiritual projection. Admittedly, their full might titanic forms may be a bit much for a child to maintain for long; but calling forth an Ancient digimon makes for one hell of a trump card when you're in a tight spot, or their Human Spirit forms are always useful when you need more hands on instruction.

In future world you may find yourself forming a connection with similar entities; the ghosts of lost ancestors, or fledgling item spirits appropriate to your Background. Such beings, though not under your control, will be eager to grant you their consul and aid; though may ask you to prove your worthiness at first. Moreover, given time you may even learn to manifest them

into the world as well; ensuring that no matter where life may take you, you will never have to face its trials alone.

Trinity (600CP): Man and Beast. Human and Digimon. Such a division is an illusion, a misunderstanding born from lack of understanding regarding one's true nature. You are you; that's all there is to it.You've gained a glorious power through this enlightenment; which some might call the blessing of angels, but to you it is a simple boon. One that allows you to manifest the truth of who you are into the world; assuming a form containing all the strengths of every form you posses. However, though the mind might be willing; the spirit and flesh may not be able to endure such an ordeal with ease. At first you'll find it easiest to merge forms related to one another in nature or theme into a Hybrid state of sorts; but in time even that boundary will fall away, like rays of light flowing back through a prism. In this way achieving an evolution born of true Unity, and harmoniously transcending the limits of your lesser selves, if only for a time.



Items

Of course, a world such as this is rife with all sorts of treasure; take a look, and see if anything catches your eye. Now because I'm generous, you may choose **4** options to gain a discount on; with **100CP** options you choose being granted to you for free.

D-Tector (Exclusive for Chosen Child): A wondrous device born from angelic power, and man-made technology; that has physically embodies your connection to one of the Legendary Warriors of this world. It offers a myriad of features ranging from a simple communication to a three dimensional compass that can lead you to a target destination, or energy source. However, it's true abilities are revealed once you come upon your Human Spirit; should you be seen as worthy by it, you may then seal it within the device. Thus allowing the warrior to serve as both it's AI, and grant you the ability to channel the Spirit's power safely; transforming yourself into one of the ancient heroes of this world. During such a time the digivice will subsume itself into you, until such a time that you need it once more; instantly appearing in your hands ready for use. Better yet, each one is designed with a specific person and spirit in mind; ensuring that no one but you will be able to use it.

Of course, this is far more than a simple transformation trinket as it can be used to extract and utilize fractal code for a myriad of purposes; even purifying corruption, sealing objects of power bound to an individual, and even restoring geological features! In times of need it may even display a wider variety of powers; from self-propelled flight to answer your calls, or altering the terrain to reveal hidden paths. Given time you may find even more amazing uses for it; though sadly it doesn't come with a manual, and your Human Spirit is as new to this arrangement as you are. Lastly, as a miracle equal parts mystical and technological it can be modified by those with sufficient magical or technical skill and resources.

Now, normally the D-Tector would use a personal cellphone as it's key component; however you may choose to import another Digivice or transformation device you own to serve that role. In this way creating a single device possessing the functions of both.

- **Region Unlock (100CP):** While miraculous compared to many of its predecessor's, the D-Tector is rather dependent on the specific nature of this world and its inhabitants to perform its more complex functions such as purifying the corrupted and brainwashed. By purchasing this option we can upgrade your D-Tector a bit; ensuring its full capabilities will be available to you in future worlds.

Eternal Threads (100CP, Free to Humans): A single tasteful outfit of your choice, be it new or one you already own, which is sure to be the last one you'll ever need. It's self-cleaning, self-repairing, exceptionally hardy, and guaranteed to always fit you; why you could wear it for a year straight, and never feel uncomfortable! Lastly, you may choose for it to reappear on your body in pristine condition after any transformations should you.

Sweet Delights (100CP): Ever had the munchies, but couldn't satisfy them because the nearest convenience store was a dimension away? Well no worries, as henceforth your sweet tooth will never go unsatisfied. Merely reach out of sight, be it into your jacket or under a pillow, and you'll be able to pull out any harmless mundane sweet your desire. Better yet, while they're no more nutritious than normal sweets these have no harmful effects on your health regardless of your diet or hygiene; leaving few reasons not to indulge whenever the mood strikes.

The Tale of Jumper (100CP): Congratulations Jumper, you've made the first big step every hero needs to cement their legend within the world; a record of your adventures, with the odd twist for the sake of narrative entertainment of course. What's it recorded on you ask? Why, your very own anime series and manga collection! Better yet, at the end of each Jump this record will update; adding new seasons and volumes to your ever growing collection.

Nature's Bounty (100CP): A basket filled to the brim with an unlimited supply the digital world's famous delicacy; an assortment of oddly colored fruits and vegetables with a most fascinating flavor. Heads of lettuce that taste like a wide variety of food from pizza to curry, or beef and buttered potatoes. Succulent meat apples which even children can roast to perfection over an open campfire with the rich taste of steaks, chicken, and more. While strange and fantastical, they have everything a growing jumper needs to grow up big and strong!

Things that Want To Be Told (100CP): Whether you're writing a confession to your crush, or baring your emotional scars to another; this collection of envelopes and letters possess three peculiar effects that makes them worth their weight in gold. Firstly, those who pen words to them will find that their thoughts and feelings will flow freely, and always finding the right words to communicate what they wish to share clearly. In this way those who pen their thoughts on them can express themselves genuinely in ways their own inhibitions, or insecurities would not allow otherwise. Secondly, so long as you seal this letter by itself in its matching envelope addressed to an individual it will unerringly find its way to them within a day's time. However, it's greatest gift is that those who would reply to this message will find themselves benefitting from these same boons; ensuring you receive their sincere response before long.

Media Grove (200CP): A grove of trees with most fascinating properties; allowing them to display images and sound from their surface like television screens. Curiously, they have a tendency for showing scenes relevant to the person's interests; even if the scenes they show are of a place in another world. One moment they could be showing you nostalgic vistas of your hometown, only to interrupt it by suddenly cutting to a loved one in danger.TV Grove that reveals scenes upon its bark like television screens; showing distant places even beyond dimensions.Regardless, each such "scene" is shown as if it had been filmed by a professional film crew; ensuring you'll always have the best view of whatever they show.

Mega Bites (200CP): Congratulations! You're now the proud owner of the greatest dining experience this side of forest terminal! This restaurant is run by a cadre of Eriburgermon who are more than capable of satisfying all your culinary needs; whether providing a fine dining experience, or serving the most mouth-watering burgers you'll ever experience. Moreover, they're in such high demand they'll even deliver; guaranteed to arrive to your door hot and ready in twenty minutes or less. Though a physical local in this world, this band of notorious travelers are quite eager to explore the great unknown and are willing to offer up their services to you as payment; allowing their restaurant to follow you to future worlds, where they'll assume a suitable disguise to fit with the locals.

The Big Book of Plot Relevance (200CP): A rather thick tome holding a collection of myths, poems, parables and anecdotes with simple illustrations. While not the most organized book in the world, you'll find that its contents will be helpful in some way throughout your time in this world; which while rarely enough to solve a matter on its own, will always provide just enough information to make a difference when it matters the most. In future worlds you'll receive a new

Big Book of Plot Relevance appropriate to your new surroundings; ensuring you'll have quite the amusing collection in time.

All Aboard! (200CP): You've earned yourself the personal friendship of a trailmon is worth its weight in gold, and you won't find yourself regretting this purchase. Trailmon are a fascinating subtype of digimon possessing some impressive diversity; each one being a fully sentient train engine that can spread their influence to all the cars connected to them. While they're lacking in offensive power, they serve as the premier method of long distance travel thanks to the speed and safety they provide; such that a one way trailmon ticket could be considered quite the lofty prize. However their greatest boon is the ability to go wherever they which, so long as they have a set of tracks to follow; making trips through outer space or across dimensions as safe as any other route they might follow.

Now normally, this would also be it's greatest weakness as it'd be wholly dependent on a set of tracks for it's mobility; but this one seems to have developed a way to produce its own temporary tracks while moving about. Sadly, it hasn't worked out the trick to dimensional travel yet; but if you can find a usable route it'll get you to the other side in a jiffy.

Grand Jumper Station (400CP): A prize worthy of a true love of trains everywhere; this purchase grants you a beautiful train station attached to your warehouse. Aside from serving as an ideal resting spot for your vehicles, this terminal has a few boons for the discerning buyer. First of all, it can be accessed not only through the warehouse proper, but from any elevator of your choice; quickly transcending the boundaries of space and time in a theme park worthy ride, and when you're done it'll drop you off at the last elevator you used! Moreover, this station serves a set of exclusive lines; each taking their passengers to just about any realm in the local universe. Moreover, while these lines run on their own schedules; should you have a worthy vehicle of your own it may make use of these tracks to travel to your favored destination on your own time.

Destiny's Chronicle (400CP): This vast chamber with a single staircase which leads to a floating platform overlooking an abyss filled with strange rotating rings. Within this sacred site one may find the whole of the world's history meticulously recorded; each critical event that has helped shaped history recorded is recorded; even those which had no witness to them beyond its actors, and containing information about the event that even those involved in them may have been blind to. However, words scarcely suffice for such a detailed archive; as such by passing through one of its rings you may enter simulations that recreate momentous moments in history; allowing you to obtain a full and unbiased understanding of those events, regardless of whether they came to pass that morning or so long ago they're thought off as myth so long as the events that brought it about or that will come to pass because of them are important enough. A priceless treasure to some to be certain, and one that some would do anything to bury. You may choose whether to have this as an attachment to your house, or as a physical location in the world.

Wonder Chest (Varies): The bond between a child and their toys is a precious thing; true friends who stand by another through fear, tragedy and boredom. Yet it is a tragic bond, so commonly fated to be forgotten once their duties are no longer needed. A childish notion perhaps, yet in a world of dreams and wonder such things carry a power all their own. Fpr **200CP** what you have before you is an ornate toybox baring images and carvings that would

surely evoke of precious moments from your past; within which lays a peculiar collection made up of those toys that held a special place in your heart. Each one is in excellent condition, and all too pleased to have found their way back to you. Yes, *found.*

Whether toy cars, lego figures, fluffy bears, or combining robots; each toy in this box is alive, and remembers their time with you fondly. So of course, they practically leapt at the chance to help you on your journey; especially thanks to the boons granted to them as former denizens of Toy Town. Each one having access to 'miniature' versions of what they're based on; with toy planes capable of flight and tiny missiles, and plush doggies capable of tracking as well as any bloodhound. All together, making them comparable to in-training digimon; just enough that they could fend off a small group of rookies by working together, or distract an ornery champion.

Aside from this, their devotion to you makes them unflinchingly loyal, and as toys they have quite the knack for helping you have fun or face your inner turmoil. In future jumps you'll find more toys added to this chest, as each precious bond forged in your childhood adds a new toy to their ranks. Lastly, should any of them be loss or broken they will be returned and made whole within this chest by the next morning.

But perhaps their love can push them beyond being simple toys? For an additional **400CP** a spark of Toy Town's magic will be imbued into this box; granting them the potential to become digimon by nurturing your bond with them, becoming toy-like rookie digimon evocative of their original nature. Starting out your new Followers won't be much stronger than a rookie, but their nature will grant them a few neat tricks; such as former lego figures being able to reassemble themselves into different shapes, or combine to assume stronger forms.

Gold Sanctuary (400CP): In your hands lays a single golden seed born from the hopes and dreams of those who seek salvation. By planting this seed some manner of great plant while rise up overnight; a mighty verdant tower that will serve as patron and guardian for the land under its watches. For you see it's surroundings will soon benefit from many boons; barren lands healing and becoming exceptionally fertile, and plagues being unable to sink their hooks into the populace. Moreover, forces that would attempt to bring harm and ruin to the land will find themselves powerless before it; as attempts to warp and corrupt it are rebuffed, and forces designed to destroy and consume the land itself ignored. Greater yet is the indomitable nature of this floral guardian, capable of receiving a veritable storm of attacks from even the mightiest of this world's inhabitants without a scratch. However, no guardian is perfect; and as a font of life it's very fruit is its weakness.

Somewhere upon this monolith there is a fruit or seed as golden as the ones that birthed it, and should it be severed from the whole tower will wither and die; leaving its lands vulnerable to attack once more. However, even in death this protector will offer one final blessing; for if destroyed it will release 4 golden seeds from which new guardians may grow; though only if planted in the same world that birthed their parent. Lastly, should you use your seed you'll receive a new one at the start of your next jump.

Jumper's Domain Varies): There are many places of wonder in this world; from fairy tale castles carved from rainbow crystals, to grand factory villages; each wholly unique unto themselves, and a sanctuary to those who dwell in it. This one is yours. For **400CP** while the exact nature of this abode is up to you; at its base it is a humble abode, large enough for nine people to live in comfortably. However, you may select three qualities from the list below to further expand its facilities. Moreover, additional qualities may be purchased for **50CP** each.

- **Exotic:** You'd be amazed by the kind of things that find themselves at home in the digital world, so it's no surprise that your own properties won't be turning any heads. With this

option you may choose to import an existing property you own to benefit from the boons you've selected.

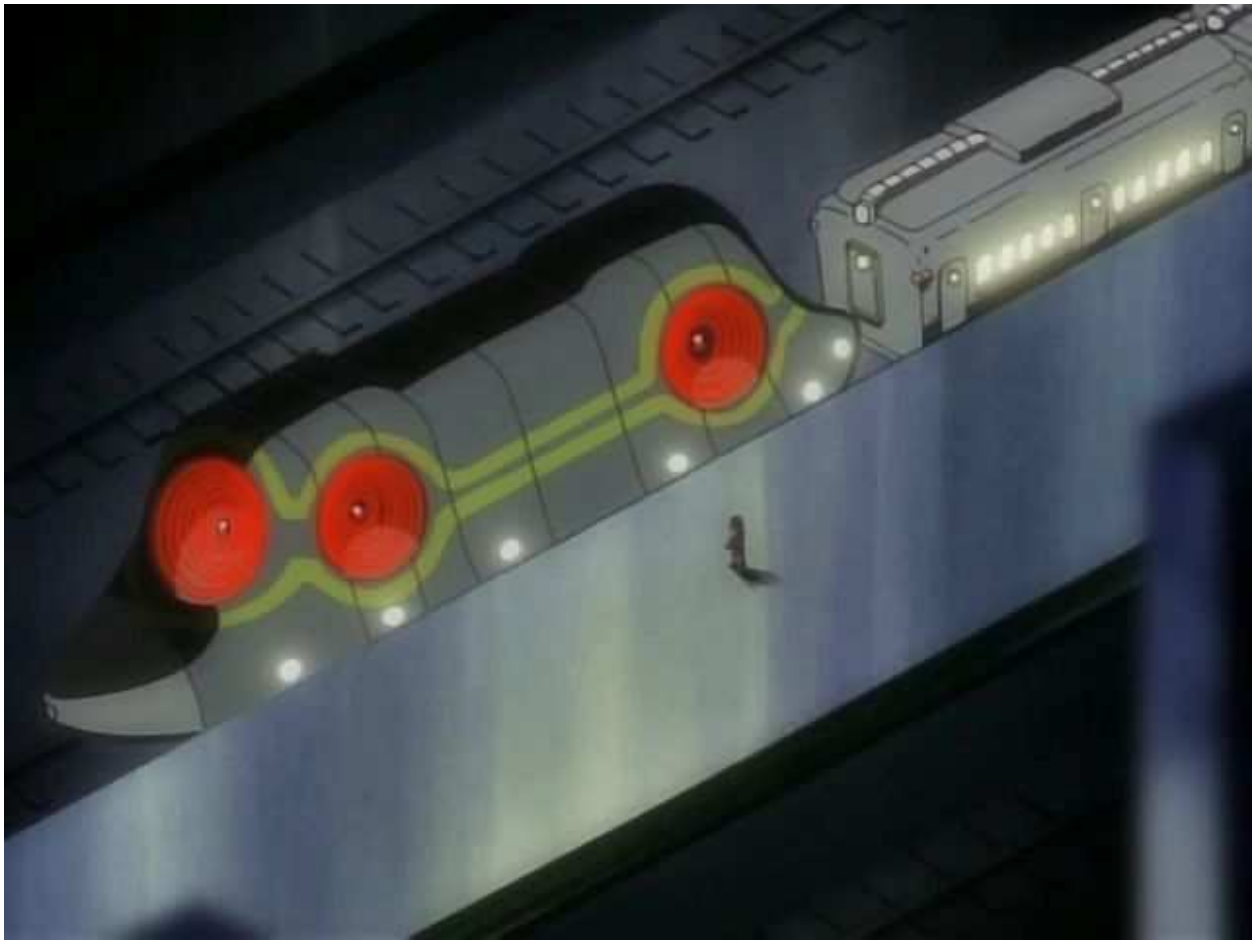
- **Fortified:** Everyone knows that the most important thing is the sense of safety a home should give, and that feeling is well justified in this case. The structure being sturdy enough to handle being a war zone, and it's gates can easily handle an assault from even a group of champions and ultimates. For greater threats it can produce some form of barrier capable of withstanding a siege from a small army of digimon, and even take the ire of a few megas without instantly collapsing.
- **Grand:** Humble doesn't seem like quite the right word for this place any more; being more comparable to a castle or modest estate in size. Plenty of space to get up to all sorts of shenanigans, or setup a few workshops.
- **Mobile**: The adventurer who wants to see the world with all the comforts of home; your abodes gained some means of moving around. For the standard price you may choose land or sea; granting your abode the chance to sail the high seas, or roam the countryside at a decent pace. For the cost of an additional quality, you may even allow it to burrow itself or dive underwater as appropriate to the mobility option you chose. Alternatively, for the price of two qualities you may elect to grant it flight, or the ability to retreat to its own pocket space; a useful ability to add some mystery to your home, though the half hour cooldown between transitions be a bit bothersome at times.
- **Private:** How fun! Your domain makes it very difficult for outsiders to have any idea what's going on inside it. Whether it's super human senses, spy cameras, or magical scans; they'll have to actually get inside if they want the big scoop on you and your guests. Just the thing for exuberant partygoers, and mad scientists!
- **Resort:** You're guests will surely fill welcome here! From game rooms and pools, to a high class kitchen and exquisite rooms; your abode possess everything it needs to serve as a high class resort for humans and digimon alike.
- **Serviced:** Who has the time to actually manage this place?! Cooking, cleaning, repairs; you have so much more important things to concern yourself with! How fortunate that you're abode has a set of humble servitors capable of taking care of such minutia for you. Be they robots, toys, or something else; you can rest easy knowing these guys are on the job.
- **Veiled**: The bane of scouts everywhere; it seems your abode has a way to keep itself hidden from prying eyes. So much that even those who have visited it before will be unable to find it again should you refuse to lower this defense. Care should be taken however; as, while this veil can be lifted quickly and partially, it'll take some time to restore it once more. Leaving a window of opportunity crafty foes may take advantage of.

Terminal Darkness (400CP; Cannot be Discounted): On this road you've come to make many choices, and lived through so many things. It's only natural for there to be things you've come to regret, yet have no choice but to live with the tragedies you've wrought. But… what if there were another way? A way to take back the choice, and undo the horror's caused by your hubris? With this, that too is a choice in your hands.

Once per jump when your heart is wracked by guilt or regret you may find yourself shrouded by mist, and soon greeted by a great black trailmon. With it you may travel to the past; arriving the day before you made the choice you so dearly regret. While you may be eager to change the past swiftly, you will find such attempts coming short; perhaps explaining strange events and twists of fate you experienced back then, or simply finding your past self unable to perceive you and oddly resistant to your own powers.

Through your time in the past you will find yourself coming upon insights that will grant you a proper understanding of the good and bad that came about because of your choice, and what may occur should you take it back. It will only be in the final moment, just as your past self will be presented with that original choice, that the iron grip of fate will loosen; presenting you with one final choice: To allow your past self to walk in your footsteps and return to your own time emboldened by the knowledge that you made the right choice and that it truly was worth all you've been put through; or to step forward, and take back your choice. Sacrificing all that you've gained since that moment aside from your memories, and joining with your past self; in this way using your wisdom to take the better path. However, should your new insights serve to reaffirm your decision then DarkTrailmon will return you to wince you came; all the wiser for the experience. Such is the power of this choice; that once you have made this decision it cannot be taken back.

As a special offer, should you come to truly regret having ever taken up our arrangement; so too will the Darktrailmon answer the call of your heart. Giving you chance to forsake your journey, and return to the life you once had. Let it never be said that your choice never mattered.



Companions

The Call: The best adventures are those shared with friends; as such you may freely import or create up to 4 Companions to join you during your stay. If you elect to have 4 they will each have **600CP** to spend on the options of their choice; gaining a suitable background and discount to help set them up. However, should you start with fewer companions the remainder can receive an extra bonus for their stay; starting with an additional **100CP** for each free companion and companion import you elect to sacrifice. Alternatively, you may pay **50CP** to create or import an additional companion.

Written in the Stars (100CP): Is there someone in this world you'd like to meet? Than for each purchase of this option a special meeting will be arranged; ensuring you'll have the opportunity to establish a meaningful relationship with them. Moreover, once your time here is done you may present them with the choice to join you in your journey to future worlds. Alas, a certain set of Angels and Knights are not available through this option.

Heavenly Favor (200CP): Three great angels once stood watch over this world; each a paragon of their kind, and each having suffered a terrible fate. One fell in battle at the hands of his friend and now lays dormant in his castle; awaiting the arrival of the Chosen Children who carry the power capable of waking him once more. One gave herself up as a hostage so that her wounded comrade might be spared, and now plots her captors downfall; even as she hopes to save him before it becomes too late. The last fell from grace, and betrayed all he stood for to become the tyrant of this world; made blind to the corruption that has consumed him and the doom he will bring about by the will of an ancient evil. By purchasing this option you will have the opportunity to insert yourself into one of their tales; placing you in a prime position to get close to them, and change the course of their story. Moreover, at the end of your time here you may offer them the choice to join you on your future journeys.

New Hope (400CP): A special offer for those who wish to join the fight to save this world. While they may seem weak at first, they're a courageous, steadfast and ingenious bunch who may one day save this world despite the impossible odds set against them. That said, they won't say no to anyone who wants to lend them a helping hand. By electing this option you will gain the chance to befriend and recruit not merely Takuya and his friends; but also those who may join their number later on such as a certain lost twin. That said, should the events of this world play out as fate intends you will not have to worry about them being unable to pull their weight; as they'll have access to their D-Tectors and Spirits as well. Whether those are merely replicas, or their originals will be determined by how the future of this world unfolds.

Relics of the Past (400CP): A special offer for those eager to meet the fallen heroes of this world. A quirky and eclectic bunch, there's no doubt regarding the power and influence they wield both as individuals and as the mightiest agents under Cherubimon's banner. Though rather prone to infighting; if someone could help them conquer their flaws and work together they could become one of the most terrifying forces in this world. By purchasing this option you will gain the opportunity to both befriend this band of misfits, and offer them the opportunity to join you in future adventures.

Drawbacks

What's an adventure without suitable stakes? Should you wish, you may take a gamble; accepting certain complications to your time in this world, in return for additional points.

Astral Agent (Varies; Human Only): I've got good news, and bad news Jumper. The good news is, you won't have to worry about your fractal code; something that will make you a bit hardier, as you'll no longer be forcibly stunned and exposed by strong enough attacks. On the downside, that's because this isn't your real body! Maybe you fell into a deep sleep, or down a flight of stairs; but for **0CP** your current self is closer to a wandering spirit. Despite this, it seems as if there's no functional difference between this state and your original body; allowing you to use your abilities just fine, and even eat or sleep like a normal human would. Moreover, should you die you'll "merely" be shunted back to your actual body; though depending on how you die the shock of it may prove to be dangerous in its own right.

For **+200CP** it seems you've shared the same fate as the future heir to the Warrior of Darkness; having been found while you spirit wandered between worlds, and taken by Cherubimon. On the bright side, you may now choose the **Incarnated Warrior** background in place of the **Chosen Child** background; gaining the appropriate discounts, and becoming the physical incarnation of your chosen Spirit. On the downside, you've become one of Cherubimon's newest agents; one that has earned his personal favor and attention.

Moreover, while your personality is still intact; the same cannot be said of your memories, which have been suppressed through his dark power. Given time and opportunity your memories will slowly return, though such recollections may be twisted by the Fallen Angel if given the chance through honeyed-words and dark magic. However, never forget that even in the deepest pits of despair there is hope; such that should you manage to fully break free or be purified of his influence he'll never be able to force you back into his thrall.

Unchosen One (Varies): The Spirits of the legendary Warriors have turned their back to you Jumper. For **100CP** you will find that their Spirits will elude both the grasp and understanding of both you and your foreign Companions; leaving their power beyond your reach. Moreover, this forbids you and your allied Digimon from taking the Incarnated Warrior. Humans on the other hand gain **200CP** as sadly you just weren't worthy enough to be chosen this time; preventing you from electing the **Chosen Child** background; though as a concession you may take the **Unaligned** background instead.

The Legendary Warrior of Chains (Varies; Requires Eleventh Warrior [From Within]): You feel as if you're missing something. Your dreams are filled with alien sights, and a sense of aching familiarity follows you through your time in this world; almost as if you've visited this place before in a life long forgotten. Perhaps you'll find your answer by looking into the mysteries surrounding the Eleventh Legendary warrior? Indeed, it seems as if in this world there was another of their number; a Warrior that had come from a far off land, wielding even stranger powers before disappearing from history like his fellows. Powers which once belonged to you.

For **200CP** you'll find that all your out of context powers and skills will be tied to these Spirits; a Human spirit containing the bulk of your skills and expertise, and a Beast spirit containing the lionshare of your raw power but fueled by urges and instincts that would overwhelm the weak willed. Needless to say, this leaves them vulnerable to any thing that affects Spirits; including the risk of their theft should your fractal Code be exposed. However, should you be in possession of these Spirits at the end of the Jump you may choose to keep it

for yourself; while they no longer possess the full breadth of your powers, they are still immensely powerful relics in their own right. Chosen Children may gain an additional **100CP** by giving up the chance to claim it without effort; instead having to prove yourself worthy of the mantle you've cast off, just as the other Children had to do for theirs.

The Lost Warriors (Varies; Requires Eleventh Warrior [From Within]): I'm sorry, did I say Eleven Warriors? My mistake, as it seems like that ancient battle just got far more crowded. For every **50CP** you purchase through this option you may design two additional sets of Spirits up to a maximum of 9 sets for **200CP**. Be they Warriors of Courage, Song, Lust, Bone or Blade; each will embody a Legendary Warrior that is evocative of another aspect of yourself. Each a new prize to be sought out, and a new Warrior for either side of this conflict should they be found.

Moreover, if you chose the **200CP** version of the previous drawback then you'll find your exotic boons evenly split between each of these new Spirits; preferably in sets that align best with their nature. Should Cherubimon successfully Incarnate one of these Spirits, they will certainly have access to the powers contained in their Spirit; though they will be forced to rediscover and master them just as their fellow Warriors have had to do. Should you reclaim these spirits you may keep them for yourself; though should you manage to successfully redeem and turn any Incarnated Warriors born from them; you may choose to take them along as Companions. While they no longer contain your exact powers; the might of a full fledged Legendary Warrior, especially one that has assimilated the skills once possessed by their Spirits, is nothing to sneeze at!

Morning Star's Gift (Varies): Nobody's perfect. Everyone a few flaws to them, or even a guilty pleasure they enjoy; yet people so readily shame and punish one another for them! How hypocritical! Why should they tell you how you should be? Why should you deny what you know in your heart to be true? Why should it be called 'dark' simply because you refuse to bend to the whims of the masses? Of course even if you share this sentiment it can be awfully hard to let go of that wasteful baggage, and let your *true self* shine through. However, through this option you'll be given the strength to do just that in much the same way Cherubimon blessed the Incarnated Warriors; and be rewarded for it to boot!

For **100CP** you'll find it that much easier to loosen these inhibitions, and the weight of such taboos; allowing that side of yourself you often wrestle with or conceal to express themselves. This might cause some minor hiccups of course; perhaps your pride in your beauty might make you hesitante until the last moment to use a monstrous form, or take chances to allow others to properly appreciate your beauty. However, surely there's no harm allowing your self such pleasures; you've more than earned it after all.

For **200CP** we can do away with such trifles, and make set your heart free! Allowing your true self, what some ignorants might call your *"darker side"* to be a prominent part of you; at long last showing your true face to the world! If it you suffer a petty wrong at the hands of another don't fret over it; take life by the horns and claim justice for yourself with righteous fury! If you hunger for delights, then by all means leverage all you're advantages to claim the very best burger in the land; even if it means chaining the chef to your kitchen until the meal is done. If you wish to be the very best, then reach the top with skill and cunning until none can deny your glory; and if you have to push a few people off to make it, then clearly they did not deserve their position. Sadly this gift isn't perfect; suitably soul shaking event could cause you to doubt your new self. This could form a window of opportunity where a truly devoted person whose words bare great value to you might be able trick you into returning to your old self. A terrible tragedy where that to pass.

However, perhaps even this is not enough to satisfy your heart; perhaps it's not merely enough to be free. Perhaps you wish to be *better* instead? Then for **300CP** you may drink deep from this cup, and transform in body and spirit to something grander! This new form is quite similar to the one you just had, but altered in a way to make your rebirth clear to any who see you; perhaps even resulting in a "Black" or "Chaos" form if you're a digimon. In this state you'll find your *true self* to be fully incontrol; not merely indulging your desires and passions, but driving you to unimaginable heights to reach them without petty things such as 'reason', 'morals' or 'regret' to weigh you down. Such that should you decide that the world is unfair, you would have no issues burning it to ash so that you could rebuild it according to your own vision.

Better yet, a special blessing from your new silent patron will prevent busybodies from simply "talking you out of it"; as if *your truth* where just a phase or fit of madness. No, such attempts would be resisted by your new blessing; requiring that such naggers invoke great 'cleansing' powers before their feeble words are any threat to your new convictions.

What's This?! (+100CP): In a world of wonder such as this it's natural to be curious; but perhaps it would be best for you to tone it down a little. It seems you have a bit more curiosity than sense, and a bit less patience to boot; much like a child or over eager tourists perhaps. While this won't necessarily force you to throw caution to the wind; you'll frequently find yourself getting involved with situations and complications you might've avoided otherwise.

Tick Tock (+100CP): We're running a tight ship around here Jumper; no time for loligagging while the world's being eaten! During your time here you'll find that major events seem to happen with very little time between them; with situations that would normally take weeks to develop coming to a boil in a few days, and scarcely a week goes by without something that requires your full attention.

Genius on the Wind (+100CP): Don't you love it when a plan comes together? That thrill you get as you watch all you've worked for about to bear fruit! It's almost too much to contain; filling you with such glee from a job well done that you just have let it out! Be it congratulating yourself in detail on all the hard work you've accomplished; whether by proudly performing a soliloquy under the moonlight, or going over things *one last time* with your allies. I'm sure the fact something always seems to go wrong right afterwards is a coincidence.

New World, New You (+100CP): When going to a new place, it's rather common for people to present themselves in a new way; so no one would think of you less for doing the same. Select a persona. Maybe a cool headed bad boy, an energetic joker, a true casanova, a selfless hero; whatever catches your fancy really. Not only have you eagerly assumed this new persona; but you've thrown yourself into your new life with passion and gusto. Which is good as not only are you rather skilled at playing your new role; but there's something so fulfilling about your experiences with it which soothe an ache or satisfy a desire deep in your heart.

However, no one puts on a mask without reason; and no matter how strongly you cling to it, no mask can change the truth. Whether it's a past you want to forget, an embarrassing secret, a reputation you wish to divorce yourself from, or a personal failing you've tried to cover; no act will simply magic it away. Before long the ghosts of your past will come to haunt you; each time threatening to shatter that precious mask you wear at inopportune times, and urging you to go to greater lengths to preserve it. Will your mask shatter, and your heart along with it? Will all you've built crumble in your attempts to preserve it? Or will you find the strength to sacrifice your mask, and face that which drove you to such lengths? Only time will tell.

Watch Your Step (+100CP): Cherubimon's really done a number to this place; having his makeshift army absorb vast portions of land with nary a thought given to what they eat. It's a miracle the whole thing hasn't collapsed in on itself yet; though you seem to be cursed with the poor fortune of wandering into the more unstable lands of this world. From yawning pits opening beneath your feet, to unexpected rockslides, and unfortunately placed cliffs; you can almost expect solid ground to give way whenever most inconvenient to you.

Heart-Eyed Fanatic (+100CP): Ah, love. What a glorious thing; and with this option you'll be able to enjoy it to your fullest during your time here. As for how, that's up to you to decide. On the one hand, you could find yourself falling for others quickly and easily; crushing on them with the fervor of a teen discovering their first love each time, and inevitably being dragged into countless misadventures because of it. However, if you're a discerning individual there's another path you can take.

Somewhere in this world there is an individual who you might consider your ideal partner, and possessing a body you could stare at for hours with glee; with but a single meeting they've stolen your heart, perhaps even without meaning too! Too bad there's a *tiny* problem with them. Maybe what you've fallen for is just a mask they wear, they've been promised to an immensely powerful digimon, or you'll have to go through obscene lengths to earn their affection. Whatever the case, you'll have to fight tooth and nail for your happily ever after; after which you may take them with you as a Companion. Those who wish for truly interesting loved lives may purchase this option twice; ensuring you'll find The One multiple times. Moreover, should you manage to earn all their affections, you'll find that whatever *tiny* problems they bring to the table will play off each other in ways both inconvenient to you, and entertaining for the uninvolved. However, isn't that a smile price to pay for true love?

Manual Not Included (+200CP): Digivolution, a miraculous process through which an overly eager pudding cup can transform into a cyborg dinosaur. Truly, nature is full of wonder. However, isn't it a bit unrealistic for such a creature to immediate excel in their new forms? Such unrealism is unbecoming of an esteemed individual like yourself! As such for a truly authentic experience we'll do away with it! Now you'll have to learn how to use any new or alternate forms you use during your time here the hard way; no matter how similar it may be to one you previously possessed**.** Not to mention having to deal with inconvenient conflicts between your new instincts, and your old habits. If you're a digimon, taking this option means you've reached your current form rather recently, and have yet to accrue much experience with it.

Slush for Spine (+200CP): I've heard about being spineless, but isn't this a bit much? Between your crippling lack of self-esteem, and how easily you can be frightened badly enough to break into tears it's a wonder you can get anything done on your own; something that will certainly chaff at those who spend time with you, assuming they don't decide to take advantage of it. For your sake I hope you've got some very patient friends or a safe rock to crawl under; otherwise you'll have to toughen up in a hurry.

Lone Wolf (+200CP): Who hurt you Jumper? Or have you always been this prickly of an individual? Oh sure you might be able to get the job done, but you seem to do your best to keep people at arms rich the best of time or avoid them flat out; only tolerating extended socialization or cooperation when it's truly required of you, and even that might feel like pulling out teeth. God forbid someone actually try to touch you without your permission, as some harsh words or a

bruise will be the most they should hope for. Maybe you just haven't found the right person yet; but even if you did you won't make it easy on them until they begrudgingly win you over. Perhaps then they'll be able to help you with your issue; whatever that may be.

Truck-Kun Cometh! (+200CP): The hunter of heroes came to this world; seeking salvation for another! Yet through a trick of time his ~~prey~~ chosen hero escaped his reach through the aid of his future self. However, in you he has found another hero to save this world; and he will stop at nothing to claim you! During your time here you will be haunted by a strange truck who will periodically appear to pursue you; you're only warning of his sudden appearance being the sound of his horn, and the roar of his angel as he barrels down streets and up the side of cliffs to seek you out. While devoted wholly to his pursuit; Truck-Kun is neither omniscient nor omnipotent, as such should you manage to outmaneuver, outwit or outpower him you'll be safe… for a time. Each time adapting in some way to the means by which you bested him last time; eventually resembling something closer to a cartoon spy car than simple delivery truck. However, should you be successfully run over you'll find yourself transported to an incredibly generic and bland fantasy realm in need of a hero for the rest of your stay.

Guardian Angel (+200CP): Countless children answered Ophanimon's call to action; some seeking adventure, others an escape from their lives, and some a chance to achieve their potential. Alas, only five Legendary Warriors were looking for worthy heirs, and so only five kids became digidestined. The rest were thanked, and returned to the human world before they could come to harm. However, not everyone accepted Ophanimon's offer; some decided that they would seek out their destiny by their own merit, and ventured into the world.

This wish was respected by the Angel of Mercy; who bestowed upon them a guardian that would shield them from danger until they decided to return home. You are now one such guardian; tasked with the safety of four human children. Each one possessing their own talents and personal demons, but united through their desire to explore this world in all its glory. Unable to simply convince or force them to leave, let alone abandon them; it will be your duty to see to their well being as the explore this world until they decide to take their leave, or perish. Should they fall you will be haunted by the memories of your failure; a dark shadow that shall hang over you for the reminder of your stay. However should you go beyond the bare minimum of your task by helping them overcome their failings and grow into true heroes, you may take them with you into future worlds.

Misplaced Mercy (+200CP): They say that compassion is the privilege of the strong; but should you really give it out so freely? It seems like no matter your personal feelings about them or the threat they may one day represent; you just can't bring yourself to kill anyone. Maybe you're just that nice, confident, or distractable; but it would take a true brush with death for you to even consider killing a foe, no matter how many times they've already gotten in your way. However, that's fine. After all, if you beat them up once, then surely you'll can do it another twelve times.

Magnetic Rails (200CP): Congratulations Jumper! You've just earned yourself an express ticket to all the greatest sights and battles in this world. You can be sure that one way or another, you'll find yourself at ground zero for every major event the Chosen Children experience. Admittedly, you might not have their luck and skill; but they're already taking care of two hanger ons, so I'm sure they won't mind another.

Railroad Switch (+200CP): Once upon a time, the Chosen Children would have beat the odds through a mix of skill, determination, and luck; altogether possible through a series of fortunate events. Yet some of these events would have been more critical than others; their consequences being deciding factors in the salvation of this world. By taking this option, you have now become a keystone to this worlds fate. Taking this option has two consequences; the first is that any means of leaving the Digimon World will be unavailable to you during your time here be it through local or exotic means. The second is that at some point during your stay here the Chosen Children will cross paths with you; and at the time a trial will arise which may only be surmounted through your intervention or interactions. Should you succeed all will be well, and the wheels of Destiny will turn unhindered; but should you fail to arise to the occasion, so too will this world be doomed. If this option is taken with Magnetic Rails, you'll find yourself to be a critical component throughout this world's tale; it's future hinging just as much on you, as the Chosen Children.

Team Mascot (+300CP): I hope you weren't planning on being a hero Jumper; as now you're little more than an ornament. By taking this option you'll find that all your combat abilities and prowess have gone down the drain, and stay that way for the rest of your stay here. Oh sure, you might be the greatest artist in the world, the most brilliant inventor, or unparalleled scholar; but any and all forms of self-defense you may come up with will always fail when it matters. Hope you've got a good friends jumper; you're gonna need'em.

Jumper's Shadow (+400CP): The brighter the light, the deeper the shadow it casts; and one such as you is certain to cast a great one. Out there in the world lays a person who has been cursed to live within it; watching is you lived a life blessed by everything they ever wanted, and enduring how your actions and achievement only contributed to the personal hell they endured. A sentiment made all the worse by how similar you two are, and how the same twist of fate could have resulted in you living each other's lives. Though the greatest insult to them by far is how you're wholly ignorant of these truths. These feelings have earned them the attention of benefactors who have nursed their grudges, and turned it into power; power enough to face you on an even playing field, and wielding powers and relics seemingly opposite to your own. You're only indication of who they are now coming when the two of you clash as the bond of fate shared between you causes each of you to experience key moments of the others lives as if you'd lived through them yourself.

Should your conflicts go on long enough without either dying you may piece together your shared history, and perhaps save them from both themselves and the unnatural curse that has taken root in their hearts; success rewarding you with a steadfast ally that may join you in your journey. However, should you be slain by them while in the throes of their curse they shall take your place on your journey instead; claiming all that you were for themselves.

Smite the Wicked (+600CP): A knight is meant to be a paragon of the people; to stand for all that is right, and to devote their lives to the service of their lord and people. However, in this world their lay two who have willfully spat upon their oaths; striking a deal with the devil to unleash untold destruction in exchange for kingship over the human world. This cannot stand. Alas, when they turned their backs to the Royal Knights they took steps to ensure there fellows would not intervene; as such the duty of bringing them to justice has been bestowed unto you. Until the day that they have paid for their sins, you will be unable to leave this world; all the better for you to make preparations for the challenge ahead.

After all, Crusadermon and Dynasmon are still Royal Knights despite their traitorous ways; making the pair second only to Lucemon in power among the digimon of this world. This is without taking into account the squadrons of Ultimate level digimon that defected with them. However, for now the pair lay in wait for their new Master's orders; a back up plan in case the Cherubimon fails to fulfill his part of their Master's plans. Moreover, they remain unaware of your own role for now; as such use this time wisely. Should you manage to not merely defeat them, but convince them to repent for their many sins you will be given the chance to take them with you as their warden; granting them the opportunity to atone for their past misdeeds through service to you, and providing aid to the worlds you visit along your journey.

Lightbringer's Herald (+600CP): In another world the peace of this land would have been destroyed when Lucemon corrupted one of the three great angels; thankfully in this world the three angels stand united and strong, having become aware of Lucemon's plot and saved their friend before it was too late. While this failure has cost the sealed king greatly, he retains the hope of one day returning to his rightful place as ruler of this world. A hope now embodied through you. By taking the option you will arrive long before the arrival of the Royal Knights or the Chosen Children, having formed a covenant with the sealed king; ten years will you have to set him free, and for ten years you will benefit from a direct line to him and the wisdom he possesses. A task the Three Great Angels will be sure to oppose along with the rest of the Digimon World should they find out about your goals.

Moreover, while the simplest solution might be to cannibalize the whole of the digital world to empower the fallen king enough to break free; there may yet be avenues left unexplored, or ones that might only be possible through your own nature. Should you fail, on your tenth year you will be judged by your temporary benefactor; being judged unworthy will see the fallen king reach through your link to drain your fractal code, a last ditch effort to turn this wasted effort into something of use to him. However, should you have taken to your duties faithfully despite hardship and ultimate failure, you shall be spared his wrath should you have earned his favor, or performed your role satisfactorily despite coming up short. However, should you successfully free Lucemon you will find the lightbringer to be most grateful for your aid; showering with treasure's befitting of a ruler's right hand. That said, should you have managed to have earned a place in Lucemon's heart you may find one final boon awaiting you at the end of your stay; having been intrigued by the tales of your origins and destiny, Lucemon will offer you the opportunity to travel alongside your King.

Heir of the Storm (+400CP; Requires Magnetic Rails & Railroad Switch): When Cherubimon conquered his fellow angels, and turned his sights to the cannibalization of the Digimon World. In this time, Ophanimon took advantage ohis distraction to send out a call; seeking out those with the potential to save their world, while also being beyond the reach Cherubimon's corrupting influence. However, when she looked upon the Digimon World and the world's beyond it only a single soul answered the call; you.

By electing this option the fate of two worlds have been intertwined with your own by becoming the protagonist of this tale, and accepting the responsibility of both Cherubimon and Lucemon's defeat. Should you fail both worlds shall be doomed, and your own journey will come to an end. If you're a Chosen Child this may open a unique path that would have been sealed to you otherwise; as without any other heir chosen, you possess the opportunity to prove yourself as a worthy heir to all the Legendary Warriors, rather than only the one who accepted you upon your arrival to this world. A chance of a lifetime to be certain, and one you may have to claim to have any hope of saving this world.

End Choice

Welcome to the end of the line Jumper. By reaching this point you've freed yourself of all drawbacks, maladies, and influences you may have accrued in your time in this world.
Those who walked the path of Legendary Warriors have one additional choice to make as they prepare for their departure:

Incarnated Warriors may choose whether to keep their Spirits as relics bonded to their souls; or to assimilate them, resulting in your Legendary Forms becoming regular alt-forms and ensuring that a portion of their power will remain with you even outside of them.

Chosen Children may decide whether to keep their D-Tector and Spirits in their current form (gaining functional replicas if events played out as they did in canon), or to invite the Legendary Warrior they've bonded with to join them as a separate companion. As a companion this legendary warrior possess all their powers as normal; in addition to having assimilated any skills you routinely used during your time here to a similar level of proficiency as yourself

With that matter settled, it's time to make your choice.

End of an Era: Everything has an ending, and there's no shame in this one. You may return home with all that you've gained during your journey; more than enough to begin a new legend in a world bereft of them.

The Legend Lives On: This world has left it's marks I see, and you're now doubt eager to see what happens next. Though we may part ways, I'm sure your Stay in this world will be full of adventure.

To Turn the Page: No matter how interesting the story; it wouldn't do to dwell on one chapter for too long. Now the time has come to write the next chapter in yours; move on to your next world Jumper.

Notes

- **Chapter's End** is a metaphorical weed killer perk. It helps you find ways to get to the root of the problem, and prevent it from springing up again; though keep in mind it won't stop new problems from arising. It can help you find a way to cure an addiction without worry about relapsing; but it won't prevent you from getting addicted a second time if you're careless.
- **Reach for the Heavens** allows you to help awaken potential, push people past their ceilings, and allow them to access attributes and powers they are intrinsically incapable of accessing but might hold potential for. This could be used to do things such as awakening someone's magical potential, helping a weaker Digimon digivolve, allowing Rock Lee to use other kinds of jutsu despite his chakra coil defect, or even create D-tectors. However you couldn't use it to help a salamon to digivolve into a crabmon, or allow Rock Lee to access Ice Release jutsu; they simply don't have the potential for that so there's nothing to awaken, empower, or overcome in order to access it.
- For the purposes of this jump "Data" applies to both physical and spiritual objects, as even souls have Fractal codes. Koishi on the other hand is referred to by the Royal Knights as anomaly due to the fact he's half-dead, and not "really" in the digimon world. Take that as you will.
- Clarifying the digivolution issue of this setting. Think of it in gameterms. Each Digivolution gives you a large bump to your base stats, and improves your growth curve. However, in theory both a Mega and a Champion to reach the same degree of power; it just means the Champion is going to have to get to a ridiculously high "level" to do so. This also leads to a significant disparity in power between members of the same evolutionary tier and even species depending on if they're just normal civilians, or consider themselves soldiers for life.
- The Legendary Warrior's have a pretty potent synergy between them; it's commonly used by Kazemon, Blitzmon and Kumamon to keep up with Beowolfmon and Aldaman despite being two power tiers below them. However it shines the most during the fight to save the Village of Beginnings; wherein the Human Spirits of the Ten Legendary Warriors were capable of one shotting Dynasmon and Crusadermon, forcing an emergency retreat.

  This is a pretty big deal considering that up to that point even Emperorgreymon and Magnagarurumon (each containing the power of half of the warriors); where treated as ragdolls at worse, or speed bumps at best. This lends a lot of credence to how the Ancient Warriors managed to beat Lucemon at his height despite being supposedly being individually weaker than the Hybrid and Union evolutions the kids achieve.
- While the series covers a little over half a year's worth of adventures, with the end game playing out in a fraction of that time; only ten minutes will have past in the Real World by the time canon wraps up.
- The Digimon World is stated to be only one planet and set of moons within an entire solar system; though Digimon have yet to devise means of reliable interplanetary travel. Curiously, you can breathe in space just fine even if you're a human. Even the digimon aren't sure about what's out there; but the starmon are fairly confident there's alien life somewhere, even if they don't know what it might be.

- While things are pretty bleak Katsuharu, Teppei, Teruo & Chiaki managed to have their own globetrotting adventure for six months without ever finding out about the true crisis the digimon world faced until Crusadermon and Dynasmon knocked on their doorstep. So yes, if you don't want to get involved in the plot you can totally go off to do your own thing; at least until the Royal Knights start breaking down continents. However, even they only fight people who try to get in their way; and don't prevent evacuations and the like. So if you see them, you can totally just walk away without fear of being shot in the back. They might be traitors to their order; but they still have *some* honor left.
- By the time Lucemon piledrives the moon the Digital World is basically done for. The planet is gone, and the other two moons get destroyed. The only places that remain are the Dark Area itself, and the various Trailmon railways and stops who for some reason seem to ignore all the destruction happening around them. A good place to hide from the main event if you don't plan on watching.
- If events follow the course of Canon, and you're unable to find a safeplace; you can rely on being found by Salamon, Patamon and Lopmon when they search for survivors amid the planetary wreckage. This'll give you a perfect seat to watch the end game unfold from relative safety; but be warned they're not powerful enough to cover for you if you decide to get involved in the final fight.
- Despite seeing guys like Gallantmon as background civilians; the only confirmed royal knights that show up are Dysnasmon and Crusadermon, who have been convinced to serve Lucemon as part of a deal. Prior to Cherubimon's defeat they appear to be dormant underground at an unspecified location. They've struck a deal with Lucemon, serving him in exchange for the opportunity to travel to the human world; allowing them to not only conquer it but feat upon human fractal codes.
- There are lots of ways to prevent the world from being cannibalize; mostly they involve keeping Seraphimon from dying, cutting Cherubimon free of his link to Lucemon, or finding a way to stop the Royal Knights; the latter of which could be done by convincing them Lucemon won't hold up his end of the deal. Crusadermon itself had their doubts, but went against their better judgement at Dynasmon's urgings about honor and loyalty to their new master. Failing that, if you can kill Nefertimon before the Royal Knights do it will ruin Lucemon's entire escape plan.
- If you want to keep Lucemon from entering Shadow Lord form you need to either punt the "evil data" of his digi-egg before it eats the dark area, or prevent it from absorbing it. His transformation was fast, but not instant; he pulled it off because the kids relaxed after seeing his life half be deleted, and didn't realize what was happening before it was too late to intervene. A keen-eyed Jumper could certainly take out his dark half while it's still in digiegg form well before it has a chance to absorb the dark area to empower and protect itself.
- The Ten Legendary Warriors were born from the same energy that created the Digital World itself; the data shared between them forming an intrinsic link between both.
- If things progress in accordance to canon the connection between the Human and Digital Worlds will be severed; making native methods of travel between the two worlds impossible.
- If you plan on experimenting with the Spirits or force them to attempt to synergize with a target (be it yourself or someone else) be prepared for the consequences. They *do not*

approve of that sort of thing, and the effects they can have un such subjects can vary from severe harm and death, to a fate worse than death territory. The appropriate perks will help, but even Cherubimon himself eventually gave up on finding suitable hosts, and just figured out a way to incarnate them as loyal minions; and even then the Spirit of Darkness rejected all such procedures and candidates until it found Koishi.

- Despite the absence of any lore regarding other digidestined or past interactions with the human world; humans are *exceptionally* well known. Such that even the random In-Training Digimon can not only identify them by name at a glance, but they also know how one can travel from to the Human World. However, they also declare that the first time they've ever seen a human before the kids…yet we have at least one population that developed grudges specifically towards human children.

  Does this mean Digimon have someone of contacting with humans, or stuff from the human world falls in to become digimon? Were the original ten legendary warriors the partners of some long forgotten band of digidestined? Who knows! If it becomes relevant to your story, feel free to go with whatever makes things most interesting.

Changelog 2.0

- Minor Typo corrections
- You may now import a digimon form you already possess, or one of its pre-evolutions, as your starting form for free.
- Tempestuous Beauty now provides a slider between Monstrous and Humanoid, instead of a binary choice.