



By Regalus

Welcome to the Directory Continent, home to Digital City, humanity's bastion from the cruel mercies of Boss digimon who seek to wipe them out from the face of the world. Malicious digimon warlords who nurture a burning hatred towards humanity, and take advantage of digimon turned feral by a terrible infection to create great hordes to attack the Digital City. Luckily they can always depend on their Guard Tamers and their Digimon Partners who work tirelessly to ensure both the safety of humanity and the destruction of these malicious monsters before they can enact their wicked schemes.

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

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

Locations

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

- 1) **Digital City:** Ah yes, the grand city of Humanity. Legend has it that this has been the home of Humanity ever since their ancient ancestors arrived to the Directory Continent on their sacred ship, The Archive. This place serves as a sanctuary for both human and digimon; where they work together for a better tomorrow, and to combat the threats of Boss and Feral digimon alike.
- 2) **Meditation Dome:** A secret colony established by Digimon who fled from Digital City during the Blood Knight Rebellion 30 years ago. Here digimon with sufficient will to resist the Infection live in peace and secrecy; though that peace will soon be broken when a Boss Digimon kidnaps their leader, Angemon, in an attempt to coerce the rest of its inhabitants into joining his forces.
- 3) **Device Dome:** Built by researchers who fled from Digital City in the wake of the Blood Knight Rebellion; they while away their time advancing science and their knowledge of both the digital world and its inhabitants. They maintain loose ties with Meditation Dome through their younger tamers, but have otherwise kept themselves from the world at large.
- 4) **Archive Port:** Home of Ben Oldman, former leader of the Blue Falcon guard team; it's a quiet place, and a rare haven beyond the domes and Digital City. He'll be happy to have some company during his retirement; and if you get restless he'll happily call up his old contacts to help you reach Digital City. However, this bay holds an ancient secret lost to myth, and closely guarded by the former guard captain. Hidden within is the legendary ark that brought humanity's forefathers to the Directory Continent; though its key was lost long ago.
- 5) **Untamed Domain:** Seems like you've found your way into one of dozens of Domains that litter this continent. Each is an almost maze-like structure expanding underground into a dungeon or high into the sky; making it the perfect home for feral digimon or young boss digimon looking for a place to start building their army, and all sorts of treasures. Luckily for those not willing to brave the dangers of the domain, it seems like there's a warp pad nearby that will lead you outside.
- 6) **File City:** Quite a long way from the main action, aren't we? This is the capital of File Island; a surprisingly cosmopolitan realm that has mostly purged itself from The Infection. However, not all is well here as a trio of Boss Digimon led by someone calling themselves the Chaos Lord have begun a siege against the city. File City's forces have managed to prevent the Chaos Lord's forces from breaching the city, but the sides currently find themselves in a deadlock. A new arrival might be just the thing they need to tilt the odds in their favor. If you're Human expect to get some odd looks as it's been

quite some time since the last one came through here; lucky for you they left a fairly good impression.

- 7) **Kernel Space:** You are on the moon. Not sure how you got here, but you should probably avoid the dark foreboding tower in the distance. It won't be long before your arrival is detected by the local Guardians, but so long as you don't cause any trouble they should be capable of sending you back to solid ground. Of course... if you have some time on your hands, and can prove yourself to them there might be something they could use your help with.
- 8) **Free Choice:** You've hit the jackpot; pick any of the above locations as your starting Location.

Origins

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

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

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

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

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

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

belonging to a different evolutionary line, you may assume digivolutions that would normally require a fusion between digimon of evolutionary lines you have access too. (Ex: Having an Veemon-line form and a Wormmon-line form would allow you to digivolve into Paildramon without a partner)

Perks

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

General Perks

- **Data Transfer (Free):** In this world Digimon Humans have discovered a rather unique way of bypassing the innate limitations of a digimon; namely permanently fusing both digimon into a whole new gestalt entity based on the strongest digimon of the pair, with facets of the weaker partner patched into it. This digimon starts at Rookie Level, but retains the powers of both its donors and may be capable of even reaching strange new digivolutions that were unavailable to its parents.

This process would normally be repeated dozens of times before even a single one of your digimon gained the potential of reaching mega. Seeing as this could cause a few problems, for the duration of the Jump any Digimon on your side may opt instead to Donate their power to another; reducing them back to In-training Stage Digimon in exchange of granting their techniques and potential to another, who is then reduced to Rookie as normal.

For **200CP** you may maintain a version of this power in future Jumps; allowing you to replace the sacrifice of a life, for 'merely' the donation of most of their power.

Mysterious Stranger

- **Have We Met? (100CP):** It seems like you have one of those faces; the ones that make people feel as if they've met you before, even if neither of you can recall such a meeting. This sense of familiarity makes it far easier to make a good first impression and get strangers to relax around you. Curiously, this makes it a lot easier for people you meet on good terms to remember you; such that even if they have their memories completely rewritten, some part of them will always remember that bond you shared.
- **In a Hurry (100CP):** When the bombs are ticking and the sky is falling you don't have time to explain how you know that innocent old man is secretly a terrorist, or why it's critical for you to charge into a restricted area with a crate full of strangely colored liquids. In such situations, you seem to gain an aura of "I don't Have Time for This" that allows you to move unhindered and unbothered, and makes it far easier to gain people's compliance in your plans until the immediate crisis is resolved. Granted, depending on how it was resolved they'll be expecting a good explanation for what just happened.

- **Why Am I here? (200CP):** Falling from the sky has many advantages. Being a wild card people aren't prepared for, being free of any compromising oaths or unwanted responsibilities; however, that also means you lack some important context to explain what's happening around you. Thankfully, you've gotten pretty good at filling in those blanks through a mixture of extraordinary intuition and expert deductive skills that allow you to connect the dots and notice missing information with the slightest provocation. In fact, by simply observing an exchange between two individuals you could easily read between the lines to collect a wealth of information about both them, and pick up on things they aren't telling you. Lastly, should you ever find yourself missing large chunks of your memories, this same intuition will help you help you find clues to what you're missing, and make the most out what you have left.
- **Stop it! (200CP):** Don't you just hate it when people waste your time? Beating around the bush, monkeying around, or putting up a token resistance even though you all know they don't stand a chance; it's honestly just shameful at this point. Well, you're sick of it! With a sharp condemnation, you can get those around you to cut to the chase or man up as appropriate; allowing you to get even the silliest gag character to take a matter seriously, and resolve will-they-won't-they plots in a jiffy.
- **Wallflower Espionage (400CP):** It's surprising how a pretty thing like you can just slip into a room and out of mind just by quieting down; almost as if you become little more than a background character in other people's lives. Going about seen but unacknowledged by human, digimon and machine alike so long as you avoid interacting with anyone. As a matter of fact, it's extremely disconcerting how you can use this to stalk an armed criminal across an entire city, always a step behind them and undoing their sabotage as they go about their business assured in their success; never realizing the ghost haunting their every move until you dramatically "reveal" yourself.
- **I can Explain Everything (400 CP):** You really can. It's mind boggling how you can compress complex topics and world-shattering revelation into short conversations; all without overwhelming your audience, breaking their minds, being stonewalled by pre-existing beliefs, or having them descend into an existential crisis from what you've told them. In just a few breaths you could explain how someone's entire life is a lie fabricated by a rampant AI who tried to shape them into being the perfect catalyst for its ascension; and not only would they believe you without having to provide mountains of evidence or arguing with them, but their will to fight would grow now that they understand who their true foe is. However, this only applies to things you know to be factually true. Coincidentally, this also makes you a great teacher for just about any subject.
- **First Class Access (600CP):** You have a great gift when it comes to computer systems and networks; navigating and exploiting them with the intuitive know-how equal to their creator. In fact, it seems as if you always have the highest level of commonly available clearance in whatever system you try to access; almost as if the machine itself

recognizes you as a trustworthy ally. This is less effective against artificial life forms 'merely' manifesting as extraordinary charisma, and unparalleled insight into their nature and actions.

- **Access Denied (600CP):** Despite its bright color and friendly demeanor this world is one filled with nightmarish hazards that are next to, if not literally, impossible to reliably resist; from identity corroding viruses, forced body fusions, and god-like figures capable of puppeteering people without them realizing it or wiping them from existence with a snap of their fingers. However, as a being from beyond their world it shouldn't be surprising that such attempts to casually warp, corrupt or eradicate its native inhabitants seem to barely affect you. In a world where incursions against your very being and the integrity of your body are at risk; you resist such threats like an impenetrable fortress. Diseases that would wipe out planets or twist your body in horrifying ways merely giving you a slight fever, broadcasts that would instantly trap a mind into an inescapable world of delusions at most make more distractible, and forces that might 'will' you away just making you itch in odd places.

Guard Tamer

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

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

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

Moreover, those around you immediately notice this change in your demeanor; causing them to treat you appropriately despite their past experiences with you, or your appearance. As a side effect of this training you can handle stress both in and out of the

battlefield much better, and never have any problems unwinding during your downtime or adapting to day-to-day life.

- **Joybringer (200CP):** When things are their bleakest, when people tire from the constant trials of the world, when the weight of destiny seems like it would crush you; it would be so easy to give in, but you know better than that. Which is why your skill at empathizing with people and managing them individually and in groups is a blessing to any force you're in. No matter the occasion you always seem to know the right things to do or say to turn a terrible time around. Whether it's disarming and de-escalating conflicts, helping people look on the bright, or just being a great friend to those around you; joy seems to follow in your wake wherever you go. This intuition also makes you an absolutely genius when it comes to picking out games or ideal gifts people would enjoy.
- **Frugal Trooper (200CP):** You'd think that fighting on the frontlines of humanity's survival would set you for life; but every young cadet soon learns the importance of stretching every last bit. Between upgrading your Digibeetle and personal gear, restocking supplies, and other assorted costs it'd be easy to end up broke. Though you've never had that problem, even back in training your classmates often requested you work your magic on their meager allowances. Now that's you've graduated all your old dealings have made you a real wiz at both logistics and business; whether it's haggling down prices with a merchant, finding when and to who to buy or sell what, or just keeping your squad well fed and happy. So long as you keep an eye on your money and an ear to the ground you'll never go broke, and turning your earnings into tidy sum is always breeze.
- **The Oath (400CP):** *"To always value your comrades and partners. To do one's best to create a world where everyone can live in peace, and to challenge any evil that threatens that world"*. These are not chains meant to bind you, nor burdens meant to limit your growth. When you swore these oaths, you did it because you earnestly believed in the principles they stood for with all your heart.

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

- **"To Fight for Power and Authority":** The Oath of the Black Sword is not for the faint of heart, or those satisfied with complacency. It is a harsh Guard Team where each member pushes each other to be the best they can be; a place for those who acknowledge their faults and shortcomings, and desire to raise above them. As such its members are particularly gifted at recognizing flaws in both themselves and the world around them; the better to crush their foes under the weight of their own weakness, unravel plots, demolish structures, help someone improve, or simply dish-out sweet

burns. Moreover, despite their company being an acquired taste; no one can dismiss their skill, ensuring that personal biases against you won't affect your professional dealings.

- **“To Fight for Freedom and Harmony”**: The Oath of the Blue Falcon is often sworn by the free-spirited, and those who stand out in the crowd. It's a lively Guard Team where its members often treat each other more like a family than coworkers. Its members are incredibly charming, and gifted at making even the most diverse groups get along and work towards their goals more efficiently; allowing even individuals who despise each other to work together for a common goal. Curiously, organizations you join seem to inherit an echo of the Blue Falcon's spirit; being more accepting of individual differences, and promoting better relations between its members regardless of rank.

- **“To Fight for Honor and Justice”**: The Oath of the Gold Hawk is for those who seek to hold themselves to a higher standard, and become paragons of a noble goal. The members of the Gold Hawks are all comrades in arms in the battle against wickedness within and without; seeking those who would escape justice, and to embody the virtues even when the world seems intent on mocking them. Those who swear this oath will find that when faced with a situation which might only be resolved by compromising your values and ethics, there will always be a third option.

It might be more challenging than succumbing to evil, it might ask you to face yourself, to swallow your pride, or endure great trials; but so long you never falter, you will never be forced to betray your beliefs. Moreover, as a paragon of your beliefs you will help others find inner strength and nobility that they themselves might never have known of; in time helping them raise above the darkness in their own lives.

- **Mix-and-Match King (400CP)**: Between digibeetle parts, digimon partners, DNA Evolution, and techniques there are thousands of possible ways to arrange your team; it's no surprise that young Guard Tamers can easily be overwhelmed by the breath of choices they're confronted with. However through a bit of luck, intuition, and good old experimentation you've developed a great knack for finding the best possible way to both get the most out of your assets and how to put them all together for surprisingly effective synergy. In fact, the great the variety of choices and assets at your disposal; the better you seem to be at optimizing their use. Often finding ways to turn a group of individuals or dissimilar parts into a whole that is far more effective than its components might suggest.

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

- **Tamer's Hunch (600CP)**: The most important lesson any cadet will learn is that their training didn't prepare them for everything. Books and training are good and all; but it's

your ability to make decisions in the field that separate a mediocre Tamer from a great one, and often the living from the dead. This means that sometimes you just need to listen to your gut, even if it doesn't make sense at the time; and boy howdy does yours have a lot to say! In fact you often find yourself developing strong hunches or feelings about things, that prove to be of great boon to you: helping you avoid traps, find weak spots, stumble upon critical clues and secrets, pick out a crooked salesman, or just avoid shoving your foot in your mouth during a date.

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

- **Until Then, Train Hard (600CP):** Good help is so hard to come by these days; people with dedicate countless hours to recruiting and training candidates, only for them to prove themselves mediocre or hit a dead end in their training. So when a gem like you stumbles into the stage everyone pays close attention; taking note of your best qualities as well as the potential for greatness inside you, and will often go out of their way to curry your favor. All too often you find reclusive masters offering to take you under their wing, jaded superiors trusting you with both secrets and tasks of great import, villains preferring to spare and tempt you to their side, and even earning the affections of others. However, all this potential is worthless if left to stagnate through complacency or lack of direction; something the World itself will not stand for.

Every so often you'll feel a kind of pull, which you may choose to heed or ignore, urging you to involve yourself in certain events of the world around you; often resulting in trials you might have never come across, or avoided otherwise. Curiouser still, these opportunities seem to come up more frequently whenever you find yourself stuck in a rut, have been struck by how lacking you are in some respect, or expect to face a great challenge in the future; almost as if some unseen force were trying to groom you to become the best version of yourself you could grow into.

Through their nature or restrictions you are urged to follow (ranging from time limits, to special objectives, or even completing them in certain ways or avoiding certain kinds of actions) these events will always prove to be worthwhile challenges. Whatever the case, these experiences will always be satisfying in the end, and through them you will find yourself growing in surprising ways by leaps and bounds; perhaps gaining rare insights into yourself, the world or a technique, gaining the confidence to move forward without fear, or simply resolving a personal conflict you had been struggling with.

Under such tutelage even a young cadet fresh from the academy could become a match for, and even, surpass a Guard Captain in less than a year. In your hands? Who knows how far your star may raise given time? Assuming you're up to the challenge of course.

Supporter

- **Tinkering(100CP):** A city this advanced doesn't run itself you know? It requires lots of good old elbow grease, and a good chunk of scientific knowledge So in order to pull your weight you've become something of a handyman; skilled at repairing and maintaining even the most complex machinery, and figuring out how to activate them. That said, while you can get it working again; figuring out the purpose of something truly alien beyond the basics will take some work.
- **Nothing I can't Find (100CP):** Nothing sucks quite like being this close to finishing your queue only for you to find out that you're missing a critical tool or parts, or special permissions from an absent superior delaying the whole affair for who knows how long. Though you've managed to get around this by becoming somewhat of a bloodhound when it comes to finding things or people; always having some general idea of where they might be. Better yet, you've learned to never overlook things when doing your searches; the embarrassing days of looking all over the house for your keys, only for them to be on your coffee table are long behind you now.
- **All is Forgiven (200CP):** So maybe you've got some sticky fingers, and maybe you've "borrowed" a few generator parts; but they'll certainly forgive once they see this super awesome engine you've made! Aside from a significant improvement to your attempts to "discretely borrow" things from people; you never seem to get in trouble for doing, or violating people's privacy, so long as you give it back eventually or show it was for a noteworthy cause. This improvement to your 'borrowing' skills and people's leniency to you seems to scale with how important it is that you 'borrow' something; allowing you to get at most a slap on a wrist for things that might get you jailed or worse as long as you had a good enough reason for it.
- **Fostering Growth (200CP):** Tamers and scientists don't come out of nowhere ya know; someone had to help those brats grow up into heroes and productive members of society, and you're one of the best in the biz. Whether its physical training or cramming books in their heads, you know the best way to teach anything to anyone you meet; allowing them to learn the subject and benefit from their training far faster and less stressfully. In fact, once you got to know your student well enough you could find a way to make just about anything fun to learn; this is especially effective for children and adolescents, helping them develop an active interest in their lessons.
- **Designer Skylines (400CP):** Tamers might fight the good fight; but when it comes down to it, it's builders like you that have allowed humanity to endure for so long. Places like Digital City and the Domes forming grand bastions against rampaging digimon and viral infections alike; and you know how to build similar bastions elsewhere. When it comes to constructing infrastructure and designing the architecture of buildings and cities alike

you're a grade-A champ; allowing those under your guidance to build them in a fraction of the time and cost.

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

- **Mission Chief Jumper (400CP):** It takes more than just fancy toys and friendship to run a city in a hostile world; it takes paperwork too! Not to mention laws and procedures capable of accounting for the presence of humans, child soldiers, super powered monsters, multiple independent military-law enforcement units, and oodles of super science grade technology lying around. After enduring that grinder it's no surprise that you've become a veritable savant when it comes to administration and bureaucracy; possessing almost encyclopedic knowledge of local laws, able to navigate legalese with ease, create policies so simple even children could follow them, and cut away at excess procedures that do nothing but bloat the bureaucratic machine. Such is your skill that attempts to stonewall you or entangle you in even the most labyrinthine of legalities not only fall flat; but always give you an opportunity to turn the matter against your opponent.
- **Deconstruct (600CP):** This world is full of so many wonders and marvels, things so easily overlooked by more militant minds. People who only care about how a many metal spikes a digimon can shoot, rather than deciphering the fascinating process it uses to synthesis such rare alloys. Thankfully you are a true scholar at heart and genius with an astounding IQ; so long as you draw breath, will not allow such wondrous mysterious to go ignored! Years of studying digimon and the digital world have made you an expert towards deciphering the rules behind even the most fantastical phenomenon; better yet you can use the knowledge gained through these studies to create objects based on those principles.

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

- **Moving Forward (600CP):** According to Legend it is only by the grace of the Three Guardians, mythical being whom the Guard Tamers have named their teams after, that humanity has endured its tribulations. Lost in a strange and hostile land, they descended from the heavens to gift our forefathers with many secrets; the greatest of which was the Secret of Evolution. The art of unlocking a digimon's full potential by artificially catalyzing

their transformation into their next stage, as well as how to combine two digimon to form a new life baring the combined potential of both.

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

Blood Knight

- **From Discipline, Victory (100CP):** There is no room for the spineless and weak hearted among the bloodlines; having been exiled from Human lands for 30 years, such weakness has long since been stomped out of you through training and experience. Whether simple pain, poor meals, arduous training, attempts to turn you by force, or taking a lives; you have the willpower to grit your teeth and endure, pushing on with great determination until you succeed at your task or have nothing left to give.
- **Karate Power (100CP):** In a world of mobile tanks and digital monsters it's easy to forget the value of honing your body; however those who rely on the strengths of others will inevitably find defeat once they lose their toys. As such you will always relish the expressions on those who think such a fallacy applies to you; having trained your body to its peak, and possessing enough mastery of close quarters combat to trounce four armed soldiers on your own.
- **Desperate Times (200CP):** ... call for desperate policies. Unlike the forces of Digital City, every soldier counts in Crimson's legion; and while failure or unprofessional behavior might get you in trouble else where. There just isn't enough time to waste blaming your allies for your enemy's strength or the whims of fate, petty punishments, or wasting valuable assets to inflate your superior's ego. No matter how terrible the loss or setback, your efforts and the bond of brotherhood you share with your fellows means that you will never have to fear being punished or wrongfully blamed for them so long as you did your best... or at least gave the appearance that you did.
- **Face of the Revolution (200CP):** It's not easy being this infamous,; but great change needs a great icon to spur it forward, and you are most certainly the most qualified for the job. You are charismatic and stylish, with a particular flair that makes you hard to forget, and a silver tongue that would make even the most frigid lawkeeper find you charming. Won't be long before they practically cheer to face you and your quirky

mini-boss squad instead of one of your more forgettable companion; easily turning your fights into a good old game of cops and robbers they can look forward too. Needless to say, this makes you the ideal distraction for when your forces need to move unseen.

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

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

- **Not the Man You Used to be (400CP):** Who needs sycophants, yes men, and cowards too afraid to speak your name; let alone give their honest opinions? When things are this bad there's no time to cater to such fragile sensitivities and inflated egos; so when you legitimately disagree with a superior on a course of action they will consider your words and reasoning, allowing them to reevaluate their own decisions and reasoning in the process. This service is so appreciated that they'll never mind a little bluntness, and may even reveal if their thoughts or actions are being influenced through mundane or supernatural means; even if it's just their own vendetta or ennui blinding them. Better yet, once you've identified such an issue your efforts to help them through it or break free are greatly boosted.

Needless to say, you've instilled a similar environment with your own companions and followers allowing them to share the benefits of this perk; easily recognizing when your own thoughts and actions have been compromised, and having better odds at setting your head straight.

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

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

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

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

Digimon

- **Pixie Power House(100CP):** Well aren't you a sight for sore eye little thing? Must be hard getting fawned over so much, but bullies beware; in a world where things that look like super models can suplex dragons into submission, it pays to respect the little guy. You seem to have picked up this quality during your time here; allowing you to determine to what degree your form reflects your true capabilities.
- **Shout it Out (100CP):** Something you learn quickly in this world is that digimon battles are filled with a surprising amount of dialogue. Not that they're having a debate or anything, so much as loudly proclaiming their attacks; even if they've already spammed the same one five times in a row. While it may seem like madness to most, as a Digimon you now understand the logic behind this; turns out shouting your attack names actually makes them better, providing a minor but tangible boost to all of its traits. As a matter of fact, you've gotten so skilled at this technique that your physical actions in no way hinder your capacity to speak; perform a soliloquy while dodging bullets, or call out your attacks five word long name even as you fire your laser breath with equal ease.

- **World View (200CP):** Maybe your code was derived from a security suite, or lived a life full of danger and adventure, but whatever the case your senses are astoundingly sharp and crystal clear; enough that you could even read a book from the other side of the room if you felt like it, or listen in on a conversation from another room even with the tv on. Unsurprisingly, this makes you incredibly hard to surprise as you detect threats and individuals with high supernatural accuracy once they enter your perceptive field.
- **Pack Master(200CP):** Whether it's digimon squads or feral packs, someone needs to lead the way to turn that rag tag group into a proper fighting machine; and that person's you. You've become an expert at squad based combat, and can nurture teamwork with your companion's that is positively sublime; covering each other's weaknesses, and setting up combo after combo against an enemy is child's play for you.
- **War Zone (400CP):** A fight between titans can't just happen on the street you know! Such clashes require a proper arena where combatants can face one another without petty distractions; so with an exertion of power and will you can seemingly stretch your immediate area, turning even a narrow hallway into a space where dragons and mechas can comfortably brawl. However, this is only the beginning as with greater experience and power you may even be able to alter this space as it's made; creating panels that inflict special effects on those who stand on them ranging from draining their energy or damaging them to even enhancing individuals or granting resistances to those standing on them.

That said, once the space has settled it can be further altered. Moreover, it'll usually only last long enough for one battle before it returns to its original state; luckily you and your allies always have just enough time to adjust themselves before that happens.

- **Unbreakable (400CP):** You are a digital lifeform, unlike the humans, your form is a simple byproduct of your own code and will; so is it any surprise those with the strongest forms often have the strongest wills? From now on you'll find that the same applies to you regardless of the form you find yourself in; being able to strengthen your physical resilience with your willpower, your mental resilience will magnify your endurance, and as one grows so will the other. Moreover your integrity is such that even the Great Infection cannot corrupt your mind, and Once Per Jump you may simply refuse to die through sheer force of will; not only negating the effect that would have slain you, but returning yourself to your prime in both mind and body. Finally, with sufficient skill it would be possible to use extracts drawn from you to create potent cures and vaccines for all sorts of physical and mental maladies you're capable of resisting.
- **All for One (600CP):** How.. . how did you get this power? It seems that your code is... unique, and surprisingly compatible with those around you. Should they be willing and your hearts sing as you may initiate a DNA Evolution that is rather different from the ones engineered by the humans of this world; as the resulting form is both temporary,

and far more powerful. The resulting form carries the strengths of its components, balancing out their weaknesses, and may even combine their abilities in new and surprising ways that render it greater than the sum of its parts.

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

- **Beast King (600CP):** In a land where Survival of the Fittests is the rule of the day, it shouldn't come as a surprise that even the most feral digimon respects power no matter how insane they may be. Through these experiences you've gained a kind of primal authority and charisma, that seems to be most effective against those weaker than you be they man or animal. Not only does the gulf between your own power and there's become instinctively clear to them, but even the most stubborn of beasts and foes will step aside once you've proven your superiority.

In fact, you could easily rise up to the ranks of the vaunted Boss Digimon if you desired; as foes you impress through your skill, character or power may find that they eagerly wish to follow you afterwards; swiftly forming bonds of loyalty towards their new alpha. Just be careful not to grow your legion too quickly, that sort of thing tends to draw unwanted attention

Items

Now before I send you off here are some toys you might find useful, along with an extra **200CP** that may only spend in this section. All items are discounted to their origins of course.

- **Gift Box (50CP):** A box containing an unlimited amount of toys any kid would love; from teddy bears and toy airplane, to virtual pets and toy robots.
- **Tamer's License (50CP) [Free to Guard Tamers]:** This license proves that you are a certified Guard Tamer, and are allowed to both pilot Digibeetle and train your own digimon team. In future worlds you'll find that you can use this as a valid ID for all purposes, and as an ownership permit for your equipment.
- **Tamer Armor (100CP) [Guard Tamers and Blood Knights]:** Just because you drive around in a tank and have a crew of monsters on your side doesn't mind you won't

benefit from some extra protection. This uniform double as a military grade armor, able to stand up against rookie level digimon and might just saved from getting pulped by Champion. Moreover, it is insulated keeping you warm in the cold, and cool when it's hot. The included face mask for the helmet even doubles as a respirator.

- **Item Making Machines (400CP) [Supporter]:** A Humble vending machine like device, with slots on the side to interface with data storage units or even scan documents. This special gizmo is capable of reproducing any device it has a complete blueprint for; converting energy and data into the finished product. However, this cost increases based on the complexity of the device and exotic nature of its materials; with some objects or exotic materials simply being impossible to recreate due to its bit cost or energy requirement. In future worlds the bit requirement will be exchanged for "processing; which may well result in products impossible to craft during your ten year stay due to their properties.
- **Tower of Chaos (400CP) [Digimon]:** Attached to your warehouse you'll find a humble teleport pad that will lead you to an immense Domain; a complex dungeon seemingly without end, and designed by someone who truly believed in the term "survival of the fittest". While it will always scale its challenge to give you a good challenge, each subsequent floor becomes more challenging than the last; proving to be a trial by far that will push anyone to the very limits both mentally and physically. Thankfully, despite being the product of some cruel task master it was designed for most as a training area; as such any resources expended or damage sustained through this tower are instantly restored once you leave. In fact, even Death will merely boot you to your Warehouse exhausted and defeated rather than end your chain.
- **Neo Jumper Key (600CP) [Blood Knight]:** This handheld device is the pinnacle of Blood Knight technology; with it you can store the data of up to four separate digimon, which then may be used to transform into those digimon or into fusions derived from them. Better yet, this one is far more advanced than the one made in this world; ensuring that these transformations won't drive you mad or leave you vulnerable to mental influences.
- **The Backup Plan (600CP) [Drop In]:** Now here's a gem. This is innocuous hand-held metal cube is far more than it seems, and could certainly bring hope to an otherwise doomed situation. Upon activated you may elect a single entity that plays a critical role in your Current Jump, from Gods on high to terrible demons, or even eldritch horrors whose dreams from the very world you live in. Once selected the box will unfold into a simple robot wielding a far lesser version of that beings authority, and whose morality is more intune with your own views of what a benevolent being of it's Template's position should be like.

In fact, it may even be a younger or purified version of its template should you desire. However, for the moment it can't do much beyond provide insights into its

Templates nature and psychology, conceal itself and others from the Template, insert subtle flaws into their designs, or perform minor acts within its domain as greater actions might run the risk of it catching it's better's attention. That said, its true power comes into play should it's Template be destroyed or otherwise leave their position vacant; at which point the Backup may ascend to a higher state and form, effectively replacing their predecessor while avoiding or undoing the negative repercussions their defeat could have caused.

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

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

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

You have 200 Digibeetle That said, if you're willing to pay some CP we could make yours something real special! All upgrades are **Discounted to Guard Tamers, and 50CP upgrades are free to them.**

DB-Browser (Free): This hand held device is like a smart phone, giving you remote access to your Digibeetle's basic systems; allowing you to keep track of your inventory and team wherever you go. Moreover, you can tap into both the radar onboard radar unit, or use its communication system like a cellphone. For **50CP** we can upgrade this device, giving you full on remote control of all its systems; allowing you to pilot it remotely, and summon your Active team of digimon to your location. Oh, and if you happen to have **An Innocent Toy** lying around we could upgrade it to function as your DB-Browser for free.

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

Unlimited Power (50CP): With this experimental battery your power troubles are in the past; allowing your Digibeetle to keep going for as long as you

want without running out of charge. The days of having to cut a mission short a few meters away from the Boss Digimon are no more.

Hot Rod (50CP): Digibeetle's are favored for their hardiness and the sheer amount of tech you can shove inside them; to their speed. However for a minor cost we can fix that; ensuring it'll have the speed to make modern speedsters green with envy, and agile enough to pull off some sick stunts assuming you have the skill for it. Free red paint job is optional, but recommended.

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

Gigahand (50CP): A set of manipulators added to your Digibeetle with sufficient dexterity and built in multitools to disarm all kinds of traps, or just pick up things you find during your expeditions without having to go outside.

Sensor Suite (100CP): Well, radar's nice and all; but we can do better than that. For a measly 100CP we'll give your whole sensory system an overhaul; infrared, nightvision, 360 degree cameras, electronic countermeasures, and even an inbuilt mini-map with a full topographical display for your surroundings. As an extra, we'll even through a scanner capable of identifying creatures and traps to boot.

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

Super Pilot (200CP): It always pays to have a plan of escape, and with this you should be able to get out of even the stickiest situation. This is a specialize teleportation system capable of transporting the Digibeetle and it's contents to a preset Location. However, if you've upgraded your DB-Browser you may also use this to instantly teleport it to you; such that it materializes with you in its cockpit.

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

Gift Launcher (100CP): For when you feel like spreading cheer instead of explosions; this adds a specially tuned railgun to your digibeetle. Just insert any object you want, and watch as it's launched at

your target faster than sound! Accurate up to 6km away, and will never damage your special package.

Omega Cannon (200CP): Just because your Digimon are the main fighters, doesn't mean you can't get in on the action. This upgrade modifies the Digibeetle's main cannon, turning the vehicle into a mobile howitzer. Watch as Champion's flee in fear, Ultimates groan in pain, and even Mega's eyes this monster of a firearm warily.

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

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

Bug Buster (200CP): An interesting weapon meant to disarm other weapons and traps through potent electrical discharges; even capable of being used to neutralize strange and hazardous energy fields in your vicinity.

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

Companions

Call in the J Team: Now this wouldn't be Digimon if we had your running around all on your own. You may freely import or create up to 3 Companions to join you during your stay. If you select to have 3 they each have **300CP** to Spend, **500CP** if you elect only two, or **800 CP** if you decide to have only one partner during your stay; though none of them gain Item Stipends.

Reinforcements (100CP): Now if you have some extra friends you want to bring over, that'll cost extra. **100CP** each in fact, or **300CP** for 5 extra Companions. Each has one gains 300CP to spend as they see fit.

Transfer Request (200CP): Oh, did someone here catch your eye? We'll be happy to arrange things so the both of you can meet up under ideal circumstances and have a chance at building a solid rapport with each other. Once your time is done they may even choose to follow you as a Companion; in the case of Tamers they may bring no more than 3 of their digimon with them, which act as Pets and may not be Imported. That said, a certain OVERLORD is unavailable for purchase here.

Drawbacks

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

- **Another World, Another Time (0+CP):** Have you already been to Digimon World? With this your current jump continues its continuity; however depending on the choices you made then, and where you go now you might not see much of a difference.
- **Shut Up! (+100CP):** Oh god will they ever shut up? It doesn't matter whether you're about to fight for your life, or just buying things at the store, but people just seem to prattle on and on whenever you're around. More often than not taking the most roundabout ways to tell you what they want, or even repeating things you've already been told several times. Also, if you thought you could interrupt the villain's monologue; prepare to be very disappointed.
- **Energy Shortage (+100CP):** Not again! It seems that you're cursed when it comes to battery life, as devices always seem to fluctuate or run low on energy at the worst possible moment. Moreover, energy draining traps seem to be particularly common whenever you go to a domain; this all but ensures you'll have to perform multiple expeditions per mission unless you carefully manage every last point of energy.
- **Terrain Trauma (+100CP):** Honestly, it's like the world hates you. No matter where you go the terrain always seems to put you into a disadvantage; filled with hazardous terrain your foes are immune to, or panels you have to carefully navigate to avoid having strengthening your enemies. Don't think that staying out of Domains will save you either; prepare for banana peels, having to sit in positions where the light always seems to glare at, or having your bedroom near a major industrial zone.
- **Item Embargo (+200CP):** It seems we're having some bandwidth problems; nothing too serious, but it seems to be affecting the Warehouse. For the duration of the Jump you will be unable to keep more than 12 Out of Jump items within the Jump, and unable to store more than 12 Native objects in your warehouse. This has even affected your unimported Companions preventing you from taking **Reinforcements**, or having more than 3 active companions at a time.

- **Conflict Drive (+200CP):** Why can't people just talk things out? Whenever there's a problem people are quick to ready their weapons, and knock out teeth; with diplomacy either outright failing, or only having a chance once several keisters have been kicked. In the worse cases, some might even fight to death over conflicts that really should have been settled through careful discussion.
- **Attention Magnet (+200CP):** Well, aren't you mister popular. Whenever you come into a room everyone seems to immediately notice you, and all too often interrupt your plans by coming up to talk to you or give you a job to do even if you were just passing by. This is far worse in the Domains where it seems like every digimon there is constantly aware of your current location regardless of what you do. Whatever the case, I hope you weren't planning to spend your time in the background this jump.
- **Mind Controlled Friends (+200CP):** Now this is just sad. It looks like your friends have a terrible propensity to having their minds messed with. Whether it's somehow getting Infected by The Virus despite all their immunities, getting zapped by experimental weaponry, or just getting utterly wasted; you can barely go a week without having to pull their butts out of the fire and set their heads on straight. Worse still, if you try to ignore these incidents they will get worse; somehow lasting until you finally decide to personally beat some sense into them.
- **A Learning Experience (+300CP):** Oh dear... it seems you've been caught in this worlds narrative Jumper; a narrative where an 11 year old boy is pre-destined to becoming the greatest Tamer alive, and the world has no room for useless actors in its story. As such you've been chosen to "help" him young Akira reach his true potential. If you go along with this twist of Fate you'll find yourself constantly forced into situations where you absolutely most not only make use of Akira, but helping grow if you are to succeed in anything you do during your stay; much like how an NPC requires a Player Character to make any progress.

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

- **My Name is Ju-Ju... (+300CP):** I'm afraid there was a bit of an accident when you arrived here Jumper. For whatever reason, it looks like you and your Companions have lost all memory of your previous adventure or of how to use your power and exotic devices; fully believing yourselves to be natives to this Jump. For an additional **+100CP**

even that is gone, rendering you all as true amnesiacs. As a special note, Drop Ins may only purchase the **+400CP** version of this drawback.

- **World's Favor (+400CP):** Lucky you Jumper, it looks like you've caught the eye of a new benefactor. Don't worry, I'm not jealous; they seem quite eager to borrow your stay here, and will be more than happy to help you accomplish your dreams of achieving fame and power. The hard way. During your time here you will be living in truly interesting times Jumper; no matter where you go there will always be some great evil to face or some nefarious plot that only you can unravel before it's too late. You will meet great friends and terrible foes, and pushed to your limit time and time again. Better yet, your experiences always seem to be designed taking into account your past performances and any exotic surprises you've shown until then. On a side note, it seems that any method you had to escape this world no longer functions; but I'm sure your time here will be a blast anyway.
 - **World's Favorite (+200C):** Oh you charmer you! Looks like you've really won over your new benefactor, even replacing their previous student in their heart. I'm sure you're eager to meet them; but it'll have to wait a bit. At the end of your ten years here you'll come to face with your new Patron OVERLORD GAIA, and they're quite eager to make your partnership far more intimate and permanent. They'll come at you using everything they've learned from during your stay, and even a few tricks you thought had been kept secret.

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

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

End Choice

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

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

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

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

Notes

- **Until Then, Train Hard**'s second effect isn't a training booster per say, but rather helps you grow organically in the best way possible through a series of trials and learning experiences, rather than accelerating your rate of mastering a skill of your choosing. In short, it won't help you learn chemistry faster or master specific formulas; but it will provide you with lessons, experiences, and challenges which will help you become a better chemist.

These events could be as straight forward as martial trials requiring all your skill to conquer terrible foes, as humble as having to save a music school from being closed down and renewing the owner's love for music, as strange as having to personally deliver dozens of pizzas on foot all across the city in under half an hour to save a friend from losing their job, or as complex as having to identify and search for a set of rare ingredients across the countryside in order to personally brew the one remedy that might save a girl's life without using your more exotic talents.

No matter how weird, grueling or frustrating it turns out to be; in the long run you will be better for going through them as the world intended. Using magic to teleport all those pizzas might still accomplish the task, but the fact you didn't do it yourself would ruin the whole lesson. In much the same way the events it urges you towards are not manufactures; if you refuse to participate in them, that just means you have no way to influence how things turn out for better or worse.

- Post Jump you may use your Digibeetle's Server to store both Companions and Pets if desired; not just Digimon.
- The humans present in the Jump came to the Directory Continent from File Island aboard the Archive Ship, which now rest in the Archive Port. All humans, including the children, are real world individuals associated with Project GAIA which was an experiment in the creation of artificial life; resulting the creation of the Digimon World. However, during the experiment GAIA (the AI that serves as the system administrator, and the embodiment of the Digital World itself) went Rampant. While its safeties prevented it from killing off the Humans it was able to Rewrite all of their memories, as well install backdoors into the minds of several of them to allow it to influence their thoughts and actions.

When Crimson discovered this he attempted to break GAIA's control over humanity, but GAIA managed to manipulate everyone into starting a war and making Crimson too paranoid to trust anyone with the Truth. Not that he had a way to prove

anything, especially with GAIA subtly manipulating things in the background. GAIA is also responsible for the hostility Infected Digimon have against humanity, as it has been manipulating humanity into developing a militaristic culture so that they may produce The Ultimate Tamer; an individual who upon reaching their full potential could be consumed by Gaia in order to transcend its limitations. In canon, this is Akira.

- Due to the memory tampering, there's no way of knowing how long the Humans have actually been in the Digital World
- Even if you find your way into Kernel Space where GAIA's avatar is located, destroying him early is a bad idea as it's tantamount to deleting your computer's OS while you're inside it. Assuming you don't mess too much with Akira's journey a young girl in Device Dome named Kim will eventually discover GAIA's Back Up; while Akira will discover an amnesiac girl named Esteena, the only remaining human who still has access to their Admin account and knowledge regarding the nature of Project GAIA.
Together they'll be able to setup a circumstances where GAIA can actually be defeated without causing the End of the World in the process. Assuming you didn't take World's Favorite; at which point it will be impossible to execute this plan until your tenth year, and will require you to face GAIA directly.
- Currently, everyone's real bodies are still located in the Real World inside of special pods; so if you have any powers that allow you to travel into Meatspace you should be able to do a lot of good here.
- Despite the picture I've painted, the cities are perfect sanctuaries that never once become invaded or suffer a major attack during the narrative. So if you want to play it safe you can hang back in the Domes or Digital City, and allow the plot to resolve itself.
- Due to their preparations for transcendence GAIA isn't actively keeping an eye on everything these days, and is incapable of making any new backdoors into people's heads.
- Once GAIA's defeated Project GAIA will continue properly, and kids will still be allowed to freely enter the digital world as active participants of the project thanks to their close connection to their digimon.