



デジモンアドヴァンサーズ

DIGITAL MONSTER DREAMERS

最強の11月号
(10/4 発売)より
連載開始!!

応援よろしく
お願いします!!
アキラ・西

Digimon Dreamers

A Jumpchain CYOA by WoL_Anon

Ver. 1.0

One day, Ritsu Kodo, a young gamer, is suddenly whisked away into the digital world of the game he plays! There he meets Pulsemon, the Digimon he's been training in the game!! While initially bewildered by this sudden turn of events, Ritsu learns that Pulsemon summoned him as a Tamer to help break a curse preventing Digivolution. And so, he promises to help Pulsemon Digivolve...!!

You arrive in this world the day Ritsu is first pulled into the Digital World. You will be staying here for the next ten years.

You have 1000 choice points (cp) to spend.

-Age and Gender-

You may choose any age you would like for free, as long as it makes sense and does not provide you with any additional advantages you have not purchased. You may also freely choose your gender.

Such things matter a lot less to Digimon than they do to humans.

-Species-

You may choose to be either a human or a Digimon. Post-jump, any species you choose here will be considered an alt-form, which you can switch to and from at will.

[Free] Human

You are a human. Humans occasionally travel to the Digital World in order to act as 'Tamers' for their Partner Digimon.

[Varies] Digimon

Digimon, short for Digital Monster, is a strange kind of creature that is comprised of data. Digimon take on a wide variety of forms and types.

Digimon can be separated by "levels", with Digimon progressing through levels as they mature. This process is referred to as Digivolution. Digimon of a higher level can typically be expected to defeat those of a lower level, though this is not always the case.

For the In-Training I and In-Training II levels, the cost of this option is Free.

For Rookie level Digimon, the cost of this option is 200cp, however you may take it for Free in exchange for being influenced by the Anti-Digivolution Curse that plagues Cypress Village. Until this curse is lifted or the jump ends (whichever comes first), you will be unable to Digivolve past the Rookie stage barring exceptional circumstances.

For Champion level Digimon, the cost of this option is 400cp. Finally, for Ultimate level Digimon, the cost is 600cp.

Alternatively, if you have already acquired a Digimon form prior to this jump, you may elect to import that form here. In this case you pay nothing.

-Background-

You must choose one of the three Origins in this section. Each one qualifies you for different discounts. You may design a background in this world, based on your Origin and what you purchase here, provided it makes sense and does not provide you with advantages not granted by purchases you have made. Alternatively, you may choose to take your Origin as a Drop-In, with no memories or history in this world.

Tamer

Requires the Human species.

You've been summoned to the Digital World, or will likely be summoned soon. Perhaps you have some grand adventure awaiting you? Maybe your partner Digimon needs your help to grow? Or, maybe you'll be pulled in for no real reason at all?

Good Digimon

Requires the Digimon species.

Just like humans, Digimon can be kind or cruel. You fall into the former category. You might just be an ordinary village dweller, a protector of a Digital World, or even the partner of a human Tamer. In any case, you are a good sort.

Evil Digimon

Requires the Digimon species.

Just like humans, Digimon can be selfless and selfish. You fall into the latter category. You're out for yourself, whether that means you simply want to steal some delicious meat, or have grander, darker ambitions for the Digital World at large.

-Location-

You may freely choose any of the following locations.

Human World

The world of humans. You start in the town of Ritsu Kodo. Maybe you'd like to go get some WcDonald's?

Digital World

The world of Digimon. You start in or near Cypress Village, which is afflicted with an unfortunate curse that prevents Digimon from Digivolving past the Rookie stage.

Witchelny

The Digital World of a different dimension. Centered around what was once Brocken Magical Academy but has since been turned into a castle that Feresmon rules from.

-Perks-

Discounted perks are 50% off, with discounted 100cp perks being free.

Tamer Perks

[100cp, Free for Tamers] *Aaargh! I was so close to a Victory Royal!!*

Gaming is your hobby, and contrary to what some may say, it isn't a completely useless one. You have experience using various Digimon toys and vpets, resulting in the accumulation of a fair amount of knowledge related to Digimon and their care – knowledge that would be very helpful should you find yourself caring for a Digimon for real.

Your gaming prowess extends outside the realm of Digimon as well. Hours of casual gaming have built up a general gaming sense and reflexes, allowing to succeed in multiplayer battle royale games and other genres that rely on similar skills. Have fun!

[100cp, Free for Tamers] *Finger on the Pulse*

From now on, whenever you experience moments of synchronicity in thoughts or feelings with someone you are strongly connected with, such as a partner Digimon, you will experience a strange, pulse-like sensation that informs you that you are on the same page.

You'll always be able to correctly intuit what this sensation is telling you, and who you are synchronized with in the event you possess more than one appropriate connection. You'll never find

it distracting ether, though you can toggle the effects of this perk on and off should you ever consider these sensations to be a bother.

[200cp, Discounted for Tamers] *Wow, a Tamer!*

Humans are a rare sight in the Digital World. Despite this, most Digimon respect them, and many are excited to meet such an exciting stranger. Thanks to this perk, you'll carry a similar effect with you wherever you go.

From now on, you'll never be unfairly prejudged for an unusual form or appearance. In fact, you'll often find that such a thing is a quick path to new friends, as strangers will be impressed and intrigued by your more exotic traits.

Of course, were you to accurately play into biases these strangers may ordinarily have, you'll lose out on the benefits of this perk. For example, others may not judge you for looking like a demon, but if you were to start doing evil deeds, they would quickly change their tune.

[200cp, Discounted for Tamers] *Hold on a sec!*

While Tamers do not fight directly, that doesn't mean they don't have a purpose on the battlefield. One such purpose for Tamers is to keep an eye on the surroundings, and in this regard, you now have the makings of a master Tamer.

Thanks to this perk, you are highly observant, and are able to maintain a good grasp on your surroundings and how they change, even during the chaos of battle. Such talent will help you notice hazards before your partner can walk into them. Making use of these hazards may even allow you to resolve battles before your partner throws a punch.

[400cp, Discounted for Tamers] *I just feel a lot better having him around!*

Your presence in battle and other stressful situations works to inspire and motivate your allies. This effect is strongest when it comes to those you have a powerful connection with, such as a partner Digimon, but does apply to others allies as well to a lesser extent.

Additionally, moments in which you display great resolve have a curious effect on those of your allies who are suffering from memory loss, causing them to regain their missing memories. This effect only applies when you would actually want it to, even without actually knowing what memories are missing, or that the person in question is actually missing any memories at all.

[400cp, Discounted for Tamers] *Supporting Character*

Despite the obvious utility a Tamer can provide their partner Digimon, wicked Digimon seem strangely content to leave them be as they battle their partners. Thanks to this perk, you'll carry a similar effect forward with you.

From now on, during active combat engagements, so long as you do not directly interfere, your opponents will target you last. Providing power-ups, healing, or tactical support does not count as interference for the purposes of this perk.

Of course, there are some limits. First, it only applies during a combat encounter. This means a villain from a faraway land could still choose to send assassins after you, though if those assassins were to be stopped and a fight ensue, the benefits of this perk would kick in at that point. Second, if multiple effects of this nature were to prevent an opponent from choosing a target to attack, the benefits of this perk are negated until that battle ends. Finally, this perk does not protect you from collateral damage; if you aren't careful, you might be sliced by rocks sent flying from powerful attacks, or worse.

You can toggle this perk on and off as you like.

[600cp, Discounted for Tamers] This is the Power of Our Bond!!

Bonds are power, and the power of your bonds are something to behold indeed.

By forging a strong bond with another, you'll allow them to overcome curses that they are afflicted with. For weaker curses, this will break the curse entirely. For stronger curses, this can allow them to regularly skirt the rules of the curse, and in some cases allow them to ignore the curse entirely for a short time. For example, were your partner Digimon afflicted with an Anti-Digivolution Curse, your connection with them will allow them to partially Digivolve, and in rare instances allow them to temporarily fully Digivolve to the next stage.

Speaking of partial Digivolution, you can now enable your partner Digimon to freely utilise this phenomenon, even without being cursed, in any case where they would be able to Digivolve them normally. This allows them to change parts of their body to match that of their next Digivolution stage, and in doing so use abilities normally restricted to that stage. Depending on how this is used, this will allow the Digimon to draw on the power of the higher stage, without fully committing to the Digivolution.

Your strong bond with a partner Digivolution may even enable them to reach new forms that depend on such a thing.

Good Digimon Perks

[100cp, Free for Good Digimon] Bursting with Motivation

While some are content to stay as they are, you desire to climb to ever greater heights.

To that end, when it comes to self-improvement, you find it easy to maintain the necessary motivation and willpower for long, repetitive exercises without becoming bored or distracting yourself. You'll also find it easier to establish positive habits in relation to such matters, ensuring not only can you train for long periods of time, you'll come back to it again and again as part of your routine should you wish to.

[100cp, Free for Good Digimon] *Are you guys trying to tick them off even more?!*

Just because you are a good guy, doesn't always mean you always have to be a nice guy.

Thanks to this perk, you have picked up a knack for being really annoying to others when you mean to be, often (but not always) in a passive aggressive manner that is indirectly rather than directly insulting.

While such tactics mainly serve to grant you self-satisfaction, sometimes an annoyed opponent is a sloppy one, so you may find some practical use for this skill.

[200cp, Discounted for Good Digimon] *You're a freak!!*

Whether it was born from hellish training, or simply the way you are, you are blessed with both a freakish pain tolerance and great endurance.

In combination, you'll find that this will allow you to push yourself with extreme training that would otherwise be far beyond you. You'll also find it helpful in combat, allowing you to take beating after beating from a stronger opponent – though merely lasting longer in a fight won't always give you a means to win it.

[200cp, Discounted for Good Digimon] *Function in Form*

Maybe you weren't planning on giving yourself a big head with that power up, but this perk will help you make the most of it.

Thanks to this perk, you quickly adjust to new forms you take, and mismatched or oversized body parts don't hamper your balance nearly as much as they normally would. In fact, you have a knack for finding novel uses for such parts, such as charging forward with a huge head, or using larger legs to spring up with a larger jump.

[400cp, Discounted for Good Digimon] *External Battery Mode*

Your body is capable of storing massive amounts of electricity, allowing you to take powerful electric attacks while mitigating most of the damage you would ordinarily take. Stored electricity can then be used to power you up for a short time; as a Digimon, you may even be able to temporarily Digivolve!

Not only is this ability extremely useful when fighting against opponents that wield electricity, but it also shows its value when fighting alongside these wielders. Attaching yourself to a friend like this can allow you to mitigate strain placed on their bodies from putting out powerful electric attacks, allowing them to safely use more dangerous techniques while you power yourself up at the same time. How convenient!

[400cp, Discounted for Good Digimon] *Digital Doors*

Through the use of a ritual, that suspiciously looks like dark sorcery, you are able to create a portal that connects the Digital World and the human world, and can also connect 'neighbouring' Digital Worlds. This portal will last only a short time before disappearing, but the ritual required is not

difficult or involved, only requiring some preparation and focus, allowing you to make use of these portals almost any time you need – whether to travel yourself, or to be pull in your Tamer from the human world to help you out!

In settings with Digital Worlds, your rituals create portals which enable travel in and out of these worlds. If a setting is not known to have such a thing, this perk will ensure that it does. The specifics of that Digital World will vary based on the setting in question, but you can be assured that the ‘real’ world and this new world will not interact with each other in any way until such a time that you choose to use your power to create a portal between the two.

This perk will not allow you to travel across jumps during the chain.

[600cp, Discounted for Good Digimon] X Factor

You possess an abnormal Digicore, one that grants far more power than usual.

In Digimon forms, drawing on the power of your Digicore will result in a significant power boost, allowing you to fight on par with Digimon a stage above you, and grant additional advantages not typically possessed by your species. How exactly this works varies based on your species.

Wizardmon, for example, could perform Bolt Break – a significantly more powerful electric attack than its usual Thunder Cloud. Meanwhile, Bulkmon, which is typically merely empowered electricity, would gain the ability to freely manipulate electricity for attacks, and with the help of a Tamer gain wings of electricity for a time, allowing it to fly. Other species would experience boons within this general scope of power and utility.

When drawing on this extra Digicore power, you may give off an aura of yourself at the Mega stage or beyond. If you have reached the end of your Digivolution line, this is simply you as you are, but bigger. This aura can be intimidating, but may also alert your opponents to the danger that you present to them. During this jump, you won’t be able to control when this aura appears. Post-jump, as a special consideration, this aura only appears when you would want it to.

Evil Digimon Perks

[100cp, Free for Evil Digimon] DOOM

You have a naturally terrifying presence. As a result, your attempts to intimidate and frighten others are quite a bit more effective than they otherwise would be. You can toggle this effect on and off as you like.

Additionally, when you would like, you can have your visage cast in shadow, even when that wouldn’t exactly make sense. Not only can this help hide your identity, but it can make you even scarier when used appropriately.

[100cp, Free for Evil Digimon] *So you are paparazzi after all!*

You are quite a handy note taker, possessing the skill to transcribe the words of others quickly and accurately.

Of course, it doesn't *have* to be accurate. You are also quite good at twisting the words of others to suit your goals, even if that goal is as simple as making someone look foolish.

If being a spy doesn't work out, maybe you could take up blogging or journalism?

[200cp, Discounted for Evil Digimon] Silver Tongue

Words can be just as dangerous as weapons, when wielded correctly. This perk will help you with that.

You are now a skilled manipulator and rhetorician, able to craft rhetoric and sophistry to suit your aims. Of course, this only goes so far; if you mean to talk a world into surrendering their means of protecting themselves, you may need to rely on something like hypnosis.

[200cp, Discounted for Evil Digimon] Spy

Information is power. So, isn't it natural to gather rare or exclusive information, to use for your own benefit?

To that end, you have become quite skilled at sneaking, hiding, and eavesdropping, ideally allowing you to gather critical information while remaining undetected. Whether you sell this information, give it to your boss, or make use of it in some other way is up to you.

[400cp, Discounted for Evil Digimon] Demon's Disciples

What good is ruling if you have to do all the work? Fortunately, this perk will help you find suitable minions to carry out your evil deeds.

From now on, acts of great power or cruelty will attract evil sorts to you, seeking to serve you in pursuit of their own enrichment. The specifics of these minions will vary by setting, but they will never be more powerful or useful than you are.

What's more, these minions will turn a blind eye to poor treatment you give to other minions. Killing a minion for failing you will only motivate the others to try harder, not poison them against you.

[400cp, Discounted for Evil Digimon] Dragomon's Diet

From now on, when you kill an opponent, you can absorb some of their magical power into yourself, growing more powerful. This power boost is not as impressive as it first appears – Dragomon stole magical power from a great many Digimon, yet was taken out by Wizardmon who wasn't even using all of his power. Even so, this method will allow you to gradually amass power, and besides having to kill suitable opponents has no real downside to it.

Importantly, this power also allows you to sense the latent magical power of those nearby, and determine how powerful that latent power is. This can be extremely helpful in finding new victims to grow from – just be careful not to bite off more than you can chew, as those with high magical potential often make for dangerous opponents.

[600cp, Discounted for Evil Digimon] Demon's Shout

A powerful ability that is used by Feresmon.

With Demon's Shout, you can use your voice to hypnotically control others. This can be subtle, nudging others to agree with your rhetoric, or overt, allowing you to directly command your opponents – even causing them to attack their friends or kill themselves.

As Demon's Shout works via hearing, an opponent could guard against the attack by blocking their ears, or by filtering which sounds reach their ears. Those with a strong will may be able to resist some commands, but re-using Demon's Shout repeatedly will increase its ability to get through, and similarly the more powerful you are, the harder it becomes to resist. Additionally, a victim can be broken free from your control, such as with a sufficient electrical shock.

But hypnosis is just the beginning of what Demon's Shout can do. Should you have some means of magically enhancing others, you can combine the effect with Demon's Shout, strengthening it further in exchange for causing the target to lose their sense of self during the enhancement, acting like a savage beast.

With advanced magical knowledge, you can also combine Demon's Shout with other abilities you possess, creating unusual outcomes. Feresmon was able to combine his Black Statute attack that turns enemies to stone with Demon's Shout, undergoing a transformation in which he dons a sturdy black armour and gains a power boost comparable to Digivolution – such a combination serves as an upper limit of what you can achieve with Demon's Shout.

General Perks

[100cp] *What the heck's with that face?!*

You have a highly expressive face, able to pull off expressions that range from impressive and humorous to downright bizarre.

Such a trick is very effective when you mean to make your displeasure known.

[300cp] Witchelny Magic

You have a solid grasp on the magic of Witchelny, a magic based on a high-level programming language.

First, you can use this magic to temporarily enhance yourself in battle, a commonly practiced technique in Witchelny. This enhancement strains the body, but brings about a significant boost on power.

Additionally, you have the aptitude to perform some kind of unique or rare magic, decided by you on purchase of this option. For example, like Gatomon, you might be able to enhance others just like you can enhance yourself. Or, like Wizardmon, you might have access to a unique, multi-purpose, shield spell. Your magic may even be wholly original, so long as it remains within the scope of power of these examples.

With time and study, you may even learn how to use this magic in other ways.

-Items-

You may choose 1 50cp or 100cp item, 1 200cp item, 1 400cp item, and 1 600cp item to be discounted. Discounted 50cp or 100cp items are free, and all other discounts are 50% off. You may purchase items multiple times, but any discount only applies to the first purchase. Free items are the exception to this; you may only get 1 of each. Discounts do not stack.

Should you already possess any similar items to the ones you purchase here, you may import these items, giving them any advantages the purchases they are imported into offer, unless the item in question states otherwise.

[Free and Exclusive to Humans] Digivice

A smartwatch style Digimon toy. Or so it may first appear.

Rather than raising a game character, the Digivice is in fact linked to a Digimon in the Digital World. This may either be a companion or follower (or Jumper if acquired by a companion), so long as they possess an appropriate Digimon form, or a brand-new Digimon follower at the Rookie stage.

While outside the Digital World, you can use it to monitor your Digimon, spawn in food occasionally (enough to keep that Digimon fed), and clean up after it. Post-jump, instead of connecting to the Digital World, the device gains a virtual space that can house a Digimon and provide the same functions.

When the linked Digimon is nearby, the Digivice will transmit your feelings and resolve to it, possibly allowing the Digimon to undergo Digivolution. Unfortunately, effects that would block Digivolution, such as an Anti-Digivolution Curse, cannot be bypassed in this way.

Should your Digivice be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Complete Manga Collection

Included in this item is a copy of the complete Digimon Dreamers manga in Japanese, English, and Chinese. No need to worry about suddenly losing access – these are physical copies you can keep with you!

Should any of this be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Cute Rock

Whenever you would like, you can retrieve this palm-sized rock from seemingly nowhere, no matter how improbable that might be.

Does this rock do anything special? No. It looks cute though, don't you think?

[50cp] Fishing Rod

A high-quality, but mundane fishing rod. Something to occupy your time as you self-reflect at the Sea of Memories.

Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Rope

Whenever you would like, you can retrieve this sturdy rope from seemingly nowhere, no matter how improbable that might be.

Perfect for dragging an unwilling Tamer into adventure.

[100cp] *This isn't a remote job!!*

Would you rather stay back and relax while your Digimon partner trains? Then, this may be for you.

Included is a top-of-the-line modern laptop and smartphone. In addition to the usual features you would expect from these devices, they will be able to connect with others without the need for an existing infrastructure, and connect to the local internet where such a thing exists. They never run out of power, and you will never need to worry about any bills related to them.

Also included is a selfie stick, to use with your smartphone. With such a setup, you could lend someone your phone and maintain contact with them via video call as you sit back and relax. Maybe you could even get some gaming in?

Should any of this be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Jumper's Gym

Some items which may be helpful for Rookie Digimon who wish to undergo serious, perhaps freakish, training.

This item includes a punching bag, some weights, some tires, and a whip. This equipment is designed for use with Rookie level Digimon, perhaps serving as a homemade "gym" of sorts, but isn't likely to harm more powerful Digimon. Should any of this be lost or destroyed, a replacement will appear at a location controlled by you after 24 hours.

The second is a supply of energy capsules. These oversized medicinal capsules will recover a Digimon's energy, even working if they are passed out to revive them. They can be taken orally or as a suppository. You have a single capsule, which will be replaced the following day if used, lost, or destroyed.

[200cp] Cypress Meat Field

In the Digital World, it is common for Digimon to grow fields of meat, just like one would any other crop. Such meat is a staple food for Digimon.

What you have is a field of specially cultivated meat, named for the village it comes from. This meat, which possesses a distinctive star pattern, is of extraordinarily high quality and can be enjoyed by humans and Digimon alike. It is said to be able to help Digimon Digivolve; though the legitimacy of such a claim is unclear, it certainly isn't a matter of eating some meat and suddenly Digivolving.

Your field has enough meat to sustain a small village of Rookie stage or below Digimon. It will replenish as necessary without additional care or effort from you, and you don't have to worry about the meat rotting if left unharvested.

Your meat field is either located close to your starting location, on another property you own, or is attached to your Warehouse. It can be moved to an appropriate location at the start of each jump (post-chain, once every ten years). If destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse.

[200cp] New Earth Archives

A tiny book, which can be digitally stored within Digivices, smartwatches, and similar devices.

The book contains knowledge useful to those that practice Witchelny magic. Most notably, it contains a spell to undo an Anti-Digivolution Curse. Unfortunately, even with the proficiency to cast such a spell, this would only be one step in a larger process to undo the curse that plagues Cypress Village.

Post-jump, the book will update to provide equivalent spells for each magic system you have access to, and will also gain spells to counter curses of a similar nature, though they will often be unable to completely purge such curses on their own, and will likely have to be used in conjunction with other steps.

Should your book be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[400cp] WcDonald's

Your very own fast-food restaurant, focused primarily on burgers.

Bills associated with the restaurant are automatically covered, and it will somehow always be well supplied, regardless of the setting. In addition to any money it makes, you and your friends can eat here for free.

By default, it is staffed by humans. If you prefer, it can instead be run by Burgamon and EbiBurgamon. In either case, the staff count as followers and are intensely loyal to you. Should any perish, a replacement will appear at the start of the next jump (post-chain, after ten years).

In future worlds, you may choose for the restaurant to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location. It will automatically be hooked in to any public utilities, though you may opt out of this if you like.

Should the restaurant be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse.

[400cp] Digimon Village

A small village of Digimon. The Digimon here are all Rookie stage or below, but unlike Cypress Village these Digimon are not cursed and may Digivolve in time. They count as followers and are intensely loyal to you. Should any perish, a replacement will appear at the start of the next jump (post-chain, after ten years).

The village is serviced by a meat field capable of supporting the Digimon. This is an 'ordinary' meat field, not the carefully cultivated meat found in Cypress Village.

In future worlds, you may choose for the village to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location.

Should the village be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse.

[600cp] Magical Academy

A large castle. If you prefer, you can elect for the castle to have a more foreboding appearance, in line with the aesthetics Brocken Magical Academy took while under the control of Feresmon, but this offers no practical advantages.

The castle boasts sturdy defences, and plenty of space – it could easily be used as a large boarding school, or as a home base for the budding despot. Most importantly, it has an impressive library, carrying all manner of books related to the magic of Witchelny. Those with the right aptitude could gain a great deal by reading these books.

The castle comes with a small force of relatively weak Digimon, which will maintain it on your behalf. These Digimon count as followers and are intensely loyal to you. Should any perish, a replacement will appear at the start of the next jump (post-chain, after ten years).

In future worlds, you may choose for the property to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location. It will automatically be hooked in to any public utilities, though you may opt out of this if you like.

Should the property be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse.

[600cp] Hidden Shrine

Somewhere underground lies this hidden shrine. At the start of each jump, you may choose its placement, so long it isn't interfering with existing underground structures and objects of note. Post-chain, you may move it to an appropriate location once every ten years.

Within this shrine sits a giant orb containing mysterious power. Digimon that are born above the shrine, within the range of a large town or city, are afflicted by a strange curse that prevents them Digivolving past the Rookie stage, barring exceptional circumstances. The curse can only be undone by negating the effect of the orb; however, even if someone had the ability to undo curses, they

would then also need to input a password into the orb in order to truly break the curse. This password is decided by you, and may be changed remotely once every ten years.

As a special consideration, you can remotely change whether the orb is active or not at any time; this won't break the curse of those afflicted, rather it will render the curse dormant until you choose to reactivate the orb.

In other settings, the curse afflicted by the orb will adapt to the setting in question, instead barring or significantly restricting the use of a special power that plays a prominent role within that setting, and applying to those who would possess that power. In addition to births within the affected zone, it will also apply to those that spend an extended amount of time within that zone. While you cannot decide what the curse will bar, you'll always know in advance what the curse does before activating the shrine.

Should the shrine be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse. You'll then have to wait for an opportunity to move it before you can make proper use of it again.

Companions-

[Free] Your Partner

You are entitled to a single purchase of any of the 50cp companion options. Tamers will likely want to a partner Digimon, and vice versa. Digimon without a desire for a Tamer might prefer a fellow Digimon as an ally or minion.

[300cp] Bulk Purchase Offer

A special deal for those wanting many allies. This option allows you to purchase seven 50cp companion options for the price of six. You can only use this offer once.

[50cp per.] Import

Already have some companions with you? For 50cp each, you may import these companions into this world, providing them an Origin, as well as 600cp to spend on perks, items, and their species. They may not purchase companions.

[50cp per.] Create

Alternatively, for the cost of 50cp each, you may create new companions to follow you on your journey. They receive an Origin, and 600cp to spend on perks, items, and their species. They may not purchase companions. Their appearance, personality, and history are up to you, provided you do not grant them anything not reflected in their purchases. By default, they are absolutely loyal to you, but you may forgo this if you wish.

[50cp per.] Recruit

For 50cp each, you may take any named character appearing in Digimon Dreamers along on your journey as a companion. In order to successfully recruit them, they must agree to this. As a special consideration, when recruiting a human with a Digimon partner, you may also get those Digimon free of charge. You can decide whether they use separate companion slots, or whether they share a single companion slot, with perks purchased for them being divided between them, lowering the potency of the perks somewhat.

If for some reason you are turned down, worry not! Each purchase of this represents a 'slot', so you can ask around and find another character to journey with if you would like.

-Drawbacks-

You may gain up to **600cp** in drawbacks, but may take as many drawbacks as you like.

[0cp] Jumper History

With this toggle, you can import the events of any previous Digimon jumps you would like to, smoothing out any inconsistencies between them in a manner of your preference. Given the travel between Digimon settings that occurs from time to time, your actions in other Digital Worlds may result in unexpected consequences.

Attempts to use this toggle to interact with prior versions of either yourself or companions will invariably fail.

[+100cp] *I was taking a bath!!*

People have an unfortunate tendency to interrupt you at inconvenient times. For example, were your Digimon friends to summon you to the Digital World, they would do so when you are about to win a video game, when you are about to receive ordered food, and even when you are in the bath.

These interruptions will never be dangerous, but will be annoying, and occasionally embarrassing.

[+100cp] Lil?

You have a complex. If you are a human, it's either around your smaller size or young age (whatever is more appropriate). If you are a Digimon, it's about not being sufficiently Digivolved (even if it isn't normally possible for you to Digivolve further).

As a result of this complex, you'll overreact to comments you could interpret about being the thing that bothers you, even when made by a friend, and even when they don't mean any harm by what they said. Fortunately, you'll be able to overcome specific terms or phrases on an individual basis, so long as you can be convinced that they are actually positive and well-intentioned.

[+100cp] Mouth Drooler

You have an unfortunate habit of drooling excessively when smelling delicious food. You somehow pull this off even in forms not normally capable of drooling.

Most times this would merely be embarrassing, though it may turn out to be particularly unhelpful if you are trying to be stealthy.

[+200cp] Interesting Times, Exciting Adventures

For the duration of your stay, you will regularly be roped into dangerous adventures of one sort or another. Perhaps literally, should you try to avoid such danger.

You'll have plenty of stories to tell when your time in this world is through, though that time may be cut short if you aren't careful. Take care!

[+200cp] Wild Digimon Attacks

During your time here, locations you are staying at will come under the attack of wild Digimon. Somehow, wild Digimon will even be able to intrude on the human world if that is where you are located. These wild Digimon will always be at least at the Rookie stage, and never greater than the Ultimate stage. While they may occasionally attack in groups, most of the time there will only be a single attacker.

This unfortunate luck will never trigger when it would be helpful to you, such as when you are attacking an enemy stronghold.

[+200cp] Amnesia

As a result of taking this drawback, you have lost all memories save those provided by your background in this setting. If you are Dropping In, you are probably going to be very confused.

Regaining memories is possible, but tools or techniques that would help fail to do so. Instead, you must witness events that mirror important moments in your past. For example, were a friend to put their life on the line to save you, it may remind you of another time that occurred, and in turn allow you to remember those involved at that time.

Any memories you have not regained by the end of the jump will be returned to you at that time.

[+300cp] Cursed

Oh dear, it seems you've been afflicted by a unique and powerful curse.

Thanks to this curse, you've lost access to all out of jump perks and powers. Unfortunately, any attempts to break this curse before it naturally expires at the end of the jump will invariably fail. Hopefully you weren't intending to make use of your former powers.

[+300cp] Damsel in Dimension S

Oh no! A human has been kidnapped by evil Digimon and is being held prisoner in Dimension S. Depending on your background (or lack thereof), this human may be a family member, friend, or someone you've never met before. Unfortunately, they are an ordinary human without a chance to escape under their own power, so it will be up to you to rescue them.

Before you can rescue this person, you'll have to locate the door to Dimension S, hidden somewhere within the Digital World. This is much harder than it may first seem, and will likely require a grand adventure throughout the Digital World for you to find it. Should the evil Digimon discover you are looking for them or the stolen human, they will begin to send Digimon assassins after you from time to time, generally at the Champion stage. Perhaps a certain adventurous Tamer may serve as a useful ally for this task?

Should you succeed in rescuing the human, you may choose to take them as a companion for free. However, if you cannot rescue them by the end of your time here, you will fail your chain.

[+300cp] Dealing with a Demon Lord

Barbamon knows who you are, and wants you dead. Perhaps he considers you a threat to his plans?

Barbamon is a powerful Mega level Digimon, known as one of the Seven Great Demon Lords. At first, Barbamon may leave you to his subordinates; even in this case you'll have to contend with powerful Ultimate level Digimon like Feresmon. Should they fail, he'll eventually confront you directly – even in the human world, should you choose to hide there.

Are you sure you are prepared for such a foe?

-Ending-

You have reached the end of your stay here. All of your drawbacks are hereby revoked. Any background memories you have acquired no longer have any influence over your behaviour.

Choose one of the following three options:

End of Part One: You choose to remain in this world. Your chain ends here.

End of Jump: You choose to continue your chain. Proceed to the next jump.

The End: You choose to return to your original world. Your chain ends here.

-Notes-

Thank you to everyone who assisted in making this jump.

On Digimon Forms:

You are not limited to Digimon that appear in the Dreamers manga; you may use any official Digimon for your species choice. Likewise, you may use any official Digivolution line instead of just what is shown in the manga. Use wikimon if you need help with this.

Digimon forms are considered equal at each level for your species choice, so while you may choose Lucemon as a Rookie form, it will be no stronger than choosing an Agumon would be.

On the Digivice:

The Digivice is linked to one Digimon by default. Importing an existing Digivice that links multiple Digimon will carry this feature through. Likewise, should you somehow possess the relevant know-how, it may be possible for you to manually upgrade the Digivice to support more than one Digimon at a time.

On Barbamon and the Anti-Digivolution Curse:

Unfortunately, Digimon Dreamers was prematurely wrapped up before loose plot threads like Barbamon and the Anti-Digivolution Curse could be resolved.

As such, you can assume that if events play out as normal, after Rebellimon is defeated, there won't be major threats to Cypress Village beyond the occasional wild Digimon, and that unless you take the drawback or seek him out Barbamon will not threaten Witchelny again (at least during your time here). As the true nature of the orb within the shrine that is seemingly responsible for the Anti-Digivolution Curse plaguing Cypress Village, there unfortunately isn't an answer. It might be holding a Digimon of some kind, given the food surrounding it, but that is only speculation.

So, what exactly happens here, anyway?

Ritsu Kodo is an average elementary school student. One day he is transported into the Digital World by Bokomon. Pulsemon, who Ritsu had been raising on his Digivice, had arranged for Ritsu to be brought to this world in order to help him Digivolve. Ritsu had been considering deleting Pulsemon because he could never manage to Digivolve him. Ritsu learns that the Digimon from Cypress Village, including Pulsemon, are unable to Digivolve past the Rookie stage due to a curse. After learning that wild Digimon often attack the village, and that Pulsemon's true motivations are to be strong enough to protect it, Ritsu agrees to help. From then on, Ritsu is summoned to the Digital World from time to time.

Pulsemon takes Ritsu to a nearby volcano where he can do special training. They are attacked by a Vegiemon. Pulsemon wants to fight Vegiemon to gain experience, but Ritsu notices the volcano erupt and holds Pulsemon back, resulting in Vegiemon getting hit by a flaming rock and being defeated without Pulsemon fighting.

Pulsemon calls Ritsu back to the Digital World to show him that Cypress Village had successfully cultivated a super-duper yummy meat field, which may help the Cypress Village Digimon to Digivolve. This is observed by Monmon, who reports to his boss OGREMON. OGREMON attempts to take the meat for himself, but Pulsemon fights against him, taking beating after beating. Ritsu finds his resolve to support Pulsemon, allowing Pulsemon to undergo a strange phenomenon in which he Digivolves parts of his body into Bulkmon at a time – a partial Digivolution. Using this partial Digivolution, Pulsemon defeats OGREMON.

Ritsu is called to the Digital World another day, to accompany Pulsemon, Bokomon, and Patamon as they investigate a nearby shrine. Against Ritsu's wishes, Pulsemon smashes his way in, and the three Digimon provoke the Sandiramon resting inside. Using Partial Digivolution, Pulsemon is able to fight Sandiramon until it calms down, but Sandiramon has no information on the curse afflicting Cypress Village.

Ritsu refers to Pulsemon as Lil' Pal, upsetting Pulsemon who is motivated to Digivolve. Starmon arrives at Cypress Village and acts like a bigshot, resulting in a fight with Pulsemon. Ritsu refers to the partially Digivolved Pulsemon as Lil' Pal, and after the fight Bokomon and Patamon tell Pulsemon that means he doesn't have a problem with Pulsemon Digivolving, and that "pal" is word that means friend or companion. This causes Pulsemon to change his tune and insist on being called Pal from now on.

An adult human tamer called Joe Wakamiya visits Cypress Village. He has been exploring the Digital World in order to find the door to Dimension S, in order to find his brother. He is surprised to learn of the curse, as well as Pulsemon's ability to partially Digivolve. The village is attacked by Kuwagamon, assassins from Dimension S, and Joe calls on his partner Wingdramon to defeat them. Pulsemon wants to go with Joe, but Joe says this is his own adventure, and a time will come when they are pulled into an adventure of their own. Joe and his Wingdramon leave the village. The indoor-loving Ritsu begins to appreciate the idea of going on an adventure.

The group catch an Espimon spying on them. Espimon is gathering information on Pulsemon's unusual partial Digivolution to sell for profit. When Pulsemon declares that he will go sell the information himself, Espimon fights him to stop him doing so. Espimon is defeated, and in the process realizes the partial Digivolution is a side effect of the curse and not a unique power. He suggests they go to Witchelny, the Digital World of a different dimension, in order to break the curse.

Ritsu and Pulsemon locate Wizardmon, said to be from Witchelny. Unfortunately, he has lost his memory. The pair's pursuit of knowledge accidentally sends Wizardmon into a frenzy, and Pulsemon must battle him to calm him down. Dragomon appears, intending to steal Wizardmon's magical power for himself. Pulsemon and Wizardmon team up against Dragomon, and the resolve of Ritsu and Pulsemon causes Wizardmon's memories to return, allowing him to use his magical power to defeat Dragomon.

Wizardmon informs Ritsu and Pulsemon that Witchelny has fallen into ruin due to Feresmon. Once Witchelny was a world in which Digimon used magic, centered around Brocken Magical Academy. However, a Digimon used magic to create a massive disaster. Following that, Feresmon appeared, claiming that magic was responsible for bringing great danger, and pushing for the prohibition of magic. In the hopes of obtaining peace, the locals were suckered into this logic, and gave up magic. Over time, Feresmon was able to take power, controlling Witchelny with his forces. Having given up magic, the locals were powerless to fight back, save for a small rebel force. Wizardmon was even driven to the brink of ruin by Feresmon, and forced to retreat to this Digital World, losing his

memories in the process. Wizardmon suggests that the spell they are after is likely in the New Earth Archives, but accessing the library of Brocken Magical Academy won't be possible until Feresmon is defeated. Pulsemon insists that he and Ritsu come with Wizardmon to save Witchelny.

In Witchelny, Leomon is holding secret magic lessons for children when he is discovered by Devimon, part of Feresmon's security forces. Devimon, enhanced with Feresmon's magic, easily defeats Leomon, and harms a child Ghostmon. Pulsemon arrives in time, defeating Devimon and driving him away.

Leomon takes the group back to meet the other rebels, including Gatomon. Ghostmon wants to go with the others to battle Feresmon and his forces, but is dissuaded by Ritsu, who points out the similarity in the children of this world and Pulsemon, as both have had their potential stolen from them. Ghostmon agrees not to go, as the group heads out.

The group attacks the Magical Academy, which has since been turned into Feresmon's castle. As the forces collide, Pulsemon encounters Devimon again, who has become more ferocious via Feresmon's Demon's Shout ability. Wizardmon explains that Feresmon's Demon's Shout is an ability to control Digimon with his voice, speculating that it likely helped sway the Digimon to abandon magic. Combined with Feresmon's magical enhancement, the hypnotic sound waves of Demon's Shout have rendered Devimon a mindless berserker. Pulsemon asks Gatomon to use magic enhancement on him. Wizardmon thinks it is too dangerous as it risks overloading Pulsemon's body, but Ritsu and Pulsemon goad Gatomon into helping by saying she isn't capable of doing it. The enhanced Pulsemon destroys Devimon's hand. Pulsemon is exhausted, so the group stops to recover as Devimon retreats. Following after Devimon, they witness Feresmon use Demon's Shout to force it to kill itself as punishment for its failure. Wizardmon battles Feresmon; Feresmon attempts to use Demon's Shout but Wizardmon uses his shield spell to protect the ears of the group from the ability.

Backed into a corner, Feresmon combines his Demon's Shout with his Black Statue attack to transform, donning himself in black armour. This transformation is equivalent to a Digiolution, and Feresmon uses his enhanced power to hit Wizardmon with Demon's Shout, forcing him to attack his allies. Pulsemon intercepts Wizardmon's Thunder Cloud attack, becoming super-charged with electricity. He then uses this electricity to snap Wizardmon out of the spell. Feresmon reveals that Witchelny is just a stepping stone, and that his true plan is to merge the human world with the Digital World to rule over all. Wizardmon suggests he make use of his Bolt Break attack – a special ability he can use by drawing on the power of his Digi-core, an ability rarely possessed by Digimon. Gatomon is worried that Wizardmon won't be able to handle that much electricity, but Ritsu has a plan. Ritsu has Pulsemon attach himself to Wizardmon, acting as an external battery to mitigate the strain Wizardmon would be under. As Wizardmon draws on the power of his Digi-core, Feresmon recognises that he possesses the X factor – an extremely powerful Digi-core that will one day allow him to Digiolve to MedievalGallantmon. Bolt Break destroys Feresmon's armour. Recognizing the threat Wizardmon represents, Feresmon makes a last-ditch attempt to kill Wizardmon now, but he is stopped – exposure to the electricity and Ritsu's support has allowed Pulsemon to break the curse and Digiolve to Bulkmon. Bulkmon wields electricity in a manner not typically exhibited by his species as he battles Feresmon, Wizardmon remarking that there must be something special about his Digi-core. Feresmon tries to flee, but with Ritsu's support, Bulkmon is able to shape electricity into wings to fly after him, delivering the final blow.

Feresmon telepathically communicates with his master, Barbamon, but Barbamon decides to let Feresmon perish, thinking involving himself now after the appearance of Bulkmon and Wizardmon will only spell trouble. Feresmon's castle is restored to the academy, and the Digimon of Witchelny

are able to freely learn magic once again. Bulkmon reverts back to Pulsemon; it turns out this was only a temporary escape from the curse, but Pulsemon is more motivated than ever to continue striving for Digivolution. Wizardmon provides Pulsemon with a copy of the New Earth Archives, in the hopes that it can be used to undo the curse. Ritsu and Pulsemon are sent back to their worlds.

Later, Ritsu is called back to Cypress Village. In Ritsu and Pulsemon's absence, a new tamer – Nell Shishigari – and her Labramon appeared in the village and have helped defend the village from wild Digimon. One of those times they happened to discover another shrine hidden underground. A strange orb sits in the center of the shrine. With the New Earth Archives, Bokomon unlocks the orb, but it demands a password they do not know. A Rebellimon attacks the village in pursuit of Cypress Meat, and Ritsu and Pulsemon rush off to fight it.

-Changelog-

0.1

Created the jump.

1.0

(i) Minor typo fixes.