



*By Regalus*

Ten years ago, a crisis swept the world as string of missing person cases involving people of all ages and nationalities; their common link being how sudden and inexplicable each one was. It was only after a young couple witnessed the disappearance of their son that the cause was determined; portals to a strange new world that seemed to spring into being for unknown reason. Worse still, the phenomenon went both ways, as inhabitants of this strange world would also fall into ours. These creatures calling themselves digimon proved to be highly sensitive to human emotions; causing them to run rampant until returned to their digi-eggs, or chancing upon another digi-gate.

To combat this new threat, the United Nations established the Digital Accidents Tactics Squad (or DATS); growing from the original expedition sent to explore the digimon's world, this group was composed by humans and digimon working together towards the goal of safeguarding the human world, and one day bring peace to both worlds.

However, not everything is as it seems dear jumper. There are forces moving behind the scenes inching both worlds towards disaster, and humanity will be judged by how they face this threat. Will you be counted among the brave few working towards a bright future, stand aside as fate runs its course, or laugh as the world burns?

Whatever you choose, you'll have **1000 Choice Points** to find your way.

## Location

You begin your time on the same day a young boy named Marcus Damon challenges an agumon to a duel that will change the course of history; and just a few hours away from the headquarters of Japan's DATS branch. This cosmopolitan city will serve as the central stage of the events about to unfold. That said, there seems to be a digi-gate nearby set to close in a few minutes; so, if you're in the mood for more exotic vistas you could always take a walk to the digimon world to see the sights there.

Travel through Zaganda forest, witness the Infinite Ice Ridge home to one of the Olympus XII, visit Wanderer's Cape, or even visit Eldoradimon, holy capital of the digital world! Just be carefully, they're not too welcoming of humans around there.

## Race

**Human (Free):** Ah yes, good old humanity. Though these have something special, the power of their Digimon Natural Ability (or D.N.A.); a strange form of pixelated energy that will serve as the driving force behind the conflicts to come. Humans may roll 1d8+9 or 1d8+17 to determine their starting age, and may keep their current gender. Alternatively, you may pay 50CP to choose both.

**Digimon (200CP):** The strange denizens of the digital world; coming in every size, shape and material. Their alien nature grants them a diverse set of capabilities that vary wildly between species. However even a common rookie proves themselves highly resistant to conventional personal scale weaponry, and possessing nigh fantastical abilities; requiring military grade weaponry or another digimon to properly harm, and becoming an even greater threat exponentially as they reach higher stages. You begin your time here as an average Rookie Digimon of your choice; though for an additional **100CP** you may begin your time here as a Champion, or an Ultimate level digimon for **200CP**. You may not select any Gizumon variant as your species. As age and gender aren't nearly as important for Digimon, they may choose theirs freely. During your stay in this world you'll find yourself more easily influenced by highly emotional humans, but this vulnerability will fade once you move on to your next world.

Not satisfied with these... well there is a third option.

**Hybrid (500CP):** An anomalous fusion of man and digimon; whether born by accident or through purposeful intent, they are an unnatural existence in this world. Perhaps you were Kurata's "proof of concept" prototype for his super soldiers, another of King Drasil's explorations regarding the coexistence of humanity and digimon kind, or the product of your Partner's final act of selfless sacrifice. Whichever the case you are now greater than either Race on their own. In human form your body operates at the just past the peak of what humanity is capable of, and due to your D.N.A. enhanced physiology you probably don't even look as strong or as tough as you actually are. Feats such as possessing the strength to shatter walls with your fists, enough toughness to survive a car crash, and dexterity straight out of a wire-fu movie are all possible to you. However, through the use of a special digivice you can assume your more powerful Digimon form. This form corresponds to an evolution which could be achieved through the use of a Digimental such as Saggitarimon, Allomon, and Swanmon.

This form usually has some feature that clearly distinguishes it from normal specimens of its kind, and is strong enough to curb stomp most ultimate level Digimon; though even it would struggle to endure against a Mega. This difference in power is caused due to how you're being enhanced by your own D.N.A.; allowing you to use its power with complete efficiency, and without having to worry about emotional corruption. In fact, your own human nature makes you immune to the corruptive influence of ambient dark D.N.A.. Take great care if you select this option, as should the truth about your nature be revealed it's bound to make waves across both the human and digimon worlds.

## **Faction**

Now, where do you stand?

**Unaligned:** You're going to be a bit of a wild card I see. None of the factions seem to have any information on you, and your loyalties are unknown. Though your love for a good fight and personal honor all but ensure you won't remain in hiding for long. You may freely choose to either be someone new to the secret of the Digimon World and its incursions, or **Drop Into** this world as a stranger; with no memories or history to aid or hinder you.

**DATS:** As part of the Digital Accident Tactics Squad you've sworn yourself to defend the world from the incursions of renegade digimon, and preserve the peace between the human and digimon worlds. Humans and Digimons work together as field agent, operator, researchers or a mix of these to create a brighter future for both man and digimon.

**Kurata's Army:** Whether you agree with Kurata's view of Digimon as dangerous creatures that must be killed or controlled, or just in it because he's promised you your heart's desire, you know you're playing for the winning team. Oh sure, you need to keep your heads down either by staying in hiding or working as a DATS agent while the big man sets things up; but it'll be quite a show once you teach everyone their place, namely under your boot. If you're a human you're likely one of his research assistants, a hired mercenary, or an individual whose talents he took a keen interest in; though whether you work with him out of duty, personal interest, or blackmail is up to you. If you're a digimon... I hope you know what you've gotten yourself into; keep your head down, or get out of here quick.

**Olympus XII:** You'll never forget the night the humans came; unleashing horrors and destroying your friends and family, not even leaving enough code behind to reform into a digi-egg. These humans are the true monsters, and you'll defend your people to your last breath. If you're a digimon than you're most a denizen of Saganda Forest, an eastern region of the digital world that exists parallel to Japan, and possibly one of Mercurimon's own followers. Should you be a human you're likely one of the hundreds of people that fell into the digimon world during the last decade; you've likely been raised as one of their own, or have proven yourself to be an exception to their beliefs regarding humans, and taught their ways.

## Perks

Now we're getting to the good stuff! Racial Perks are exclusive to those of the corresponding race, though hybrids have access to both lines. Faction perks are discounted to their members, and receive their **100CP** perks for free.

### Human

- **D.N.A. Charge (Free):** Within every human lays a secret power within their hearts; one that could grant anyone infinite potential! However, for most this power goes unnoticed, and even among those who awaken to it; their potential is hardly worth boasting about. Thankfully, you seem to be an exception to the rule. Not only can you consciously evoke the blaze of your D.N.A. at will, but it's potent enough that to allow a digimon to reach Ultimate Level should you have a means to channel it, such as a digivice.
- **King of the Mountain (50CP):** Why settle for the rest, when you can be the best? Name a single mundane field or discipline that exists on modern day earth, which can be as specific as "classical piano" or as broad as "chemistry". You're now counted amongst the best of that best in that skill, with the physical conditioning and mental acumen expected of someone who could claim such a lofty title; though the narrower the field you select the greater your talent will be.

Someone who chooses "medicine" could graduate from the highest medical universities by the age of 13, and perform as well as veteran doctors; while someone who chose "street fighting" would be able to take down a handful of expertly trained soldiers in a matter of seconds. You may purchase this perk multiple times, each time choosing a new specialization. However, for every two purchases of this perk you must take **100 CP** worth of flaws for no points.
- **What momma gave ya (100CP):** Is there something in the water, or does great D.N.A. come with good genes? Whichever it is you are now counted among the extraordinarily attractive forces set to decide the fate of this world. You're often confused with a living fairy tale noble, and your looks wouldn't be out of place on a great work of art. In fact, with your natural beauty and grace it would be easy to make a living of your looks alone, and you're all but assured to pick up admirers wherever you go.
- **Hand in Hand (200CP):** It's not about who you are, what you are, or where you come from; it's what's inside that counts, and you've been blessed by being able to see it. You can look past someone's monstrous exterior to see the tortured soul within, and help

others look past their own hang ups and prejudice to form a true bond with others; allowing the formation of impenetrable bonds built upon a true understanding of one another.

Due to the nature of your bonds, attempts to use them against you or fake them will always go horribly for the schemer; with pretenders being recognized on the spot, and simulacrum acting as your friends truly would instead of according to whatever nefarious scheme their creator intended. Of course, this bond goes both ways; allowing your friends to benefit from this as well.

- **Blazing Soul(300CP):** It's said that a great power sleeps within the soul of mankind. One that can only be achieved by a strong heart of unwavering courage that has mastered the cries of their heart through a strong will; pure virtuous force that can BURST any limit! This is not that force, but it one day could be. The strength of your emotions cannot be denied; as they fuel your D.N.A. into a blazing inferno capable of enveloping your whole body. This new-found power grants you a nigh inexhaustible source of inner strength and stamina, empowers abilities that draw from your emotions, and unlocks the potential to evolve a digimon into its Mega level. However, as its born from the determination to overcome your flaws it grants you a far more precious gift.

As no matter how horrible the truth, soul shaking the trial, or emotionally arduous the experience; in the end it will serve to help you grow both as a person and in spirit. Much like a smith at his forge; your experiences will refine your heart, strengthening and condensing the fires of your soul with each victory into something purer. In future jumps you'll find this same enlightenment assisting the cultivation of your soul and spiritual energies with far greater and purer results than grueling training or artificial aids, and anyone attempting to drain your spirit will find your energies particularly volatile and hazardous to them.

Of course, if you don't take this perk now the realm of overdrive evolution and the true power of D.N.A. will be forever out of reach; you simply weren't one-in-a-million this time around. Moreover, this perk has special interactions with several **600CP** perks.

## Digimon

- **Kin Sense (Free):** They say you only notice something once it's missing, and that certainly holds true for Digimon. While outside of their native world they possess the extraordinary sense to detect the presence of other digimon, their relative strength compared to them, and whether they're actively using their powers. At first this is little more than a "Hot to Cold" kind of feeling; but with practice and experience can be refined to extract more detailed information, and even be used within the digital world itself.
- **Good Eats (50CP):** It's hard out there for a growing digimon. So many strange sights and smells, and a gnawing hunger in your gut; most spend a lot of time figuring out what's safe to eat, but that's never been much of a problem for you. You can eat just about anything remotely edible from spicy curry to day old hamburgers and the wrapper covering them with no ill effect, even if your biology would normally reject it. Alternatively, you may select something normally inedible (Ex: sunlight, fire, electricity, metals, oils, stones, ect) which you may now safely derive sustenance from. You may purchase this perk multiple time, choosing a new option each time to diversify your palate, or selecting

a previous option to enhance the benefits of each meal. Be warned, this may lead to some odd eating habits.

- **Watch your Step (100CP):** Is it a gift or a curse I wonder? You have an uncanny talent for stumbling upon places where the barrier between worlds and dimension thins, and the (mis)fortune to come across them when they open. Moreover, your luck seems to extend to your arrival to these new worlds as well; ensuring you always arrive in a safe place where you can continue your journey through this new world, often even undetected by those keeping an eye out for sudden arrivals. Curiously, this seems to happen most when you have a strong desire to leave your current world or travel to a specific one; doubly so the more desperate your need grows. Why if someone you loved was in danger not only would a viable portal to their world naturally form near you within minutes of finding out, but the portal would even drop you somewhere close enough to reach them before it's too late.
- **A Delicate Touch (200CP):** It's nice to have the power to blow up mountains with a single hit, or rend apart your foes in a storm a whirling blade; but sometimes situations call for a bit of finesse, and that's where you truly shine. Not only displaying enough control to invoke your signature attacks without reducing your foes to a spray of chunky salsa; but coming up with creative and esoteric applications for them. Fire needles with the accuracy and stealth on par with a skilled sniper to performed ranged acupuncture capable of causing or curing a myriad of maladies, use an ability designed to briefly control devices to cannibalize a building into a bootleg mecha for your personal use, alter your production of poisons to create performance enhancing drugs, or even hack computer networks with a touch by discharging electricity from your fur at precise rates! Such things might not pack as big a punch compared to their more "conventional" uses, but a little creativity and practice can go a long way.
- **Sovereign of Shadows (300CP):** When first exposed to the darkness in people's hearts so many digimon go mad; but you're different. You have suckled upon all of humanity's evils, and come back for more where others would have gone mad as their new power consumed them. To a being such as yourself corruption is like honey to your lips, and the lingering darkness in man's heart a rich aroma to the senses; recognizing even the smallest evils with the keen insight of a discerning connoisseur, and making even the blackest curses naught more than a light snack. However, far be it for a regal soul such as yourself to not give back to those who've given you such delights.

Upon finding a subject that suits your tastes you may assume a more intangible form, and take residence within their natural electromagnetic field; a transformation which renders you completely undetectable, but restricts you to more passive means. While your great power may be beyond you, you can influence your subject subtly through this form of possession; whispering to their heart, and guiding their dreams to promote changes in their actions and character. Though if you favor more direct actions you could simply speak outright, or simply suppress their will with your own; the latter placing them in a trance where they're little more than a puppet dancing to your strings.

Better yet, this intimate connection will allow you to drink their emotions in straight from the source rather than limiting yourself to the power radiated by their heart. Why a young rookie who managed to convince a child to kill their pets would have more than enough power to digivolve without the use of a digivice! To a being such as

yourself? Well, I'm sure they'll be no end to the delights you'll encounter. Moreover, this perk has special interactions with several **600CP** perks, and prevents you from purchasing **Lord of Light**.

- **Lord of Light (300CP):** When face first with the darkness of man many digimon recoil in shock and horror, or are utterly consumed by it; but you are different. You've seen beyond all of humanity's evils, been witness to the radiant virtue within, and now carry an ember of that glory within you. With eyes wide open you can see through the callous facades of man, and fan the flames of greatness that lay sleeping within their hearts with your own; finding the hidden goodness within even the blackest of hearts, and inspiring them to become greater. Indeed, darkness and corruption have no hold on your heart, and even the most deeply rooted malediction would be seared away by the cleansing light of your spirit. Of course, it would be cruel to deny others the chance given to you.

Upon finding a suitable ward you may assume a more intangible form, and take residence within their natural electromagnetic field; a transformation which renders you completely undetectable, but restricts you to more passive means. While your great power may be beyond you, you can influence your subject subtly by inhabiting them; whispering to their heart, and guiding their dreams to promote changes in their actions and character. Though if you favor more direct actions you could simply speak to them outright, or channel your power through them to both strengthen your ward and enact miracles on their behalf.

Better yet, this intimate connection will allow you to aid them in managing, controlling, and nurturing their own inner strength and powers. Under your guidance even the wildest of powers may be mastered by their bearers. Moreover, this perk has special interactions with several **600CP** perks, and prevents you from purchasing **Sovereign of Shadows**.

## Unaligned

- **Boiling Blood (100CP):** It's not about winning or losing; it's about the joy testing your mettle, and the thrill of overcoming your weakness! That's because fear isn't an enemy to fight, but the rather a drum of war heralding the arrival of someone worth challenging; giving you an edge that becomes sharper the riskier the situation you find yourself in. Should you ever run from a fight you can be certain it'll be due to a tactical decision, rather than being terrified of your foes, and if cornered or ambushed you'll meet your foes with a mirthful grin at thought of giving those idiots more than they bargained for rather than panic or freeze up in shock.
- **Simple Soul (100CP):** Some folks might call you naïve or childish, but really you might be the most mature person here. Through your self-awareness and sincerity, you've proven to be a rather earnest individual that's rather difficult to manipulate as you know why you act the way you do, and what you really want. This doesn't make you smarter or better at making decisions; but it does mean that you'll always be true to yourself, and you'll never have to worry about being ignorant of your own flaws or problems. Lastly, this purity of self grants weight to your words; such that if you say something you truly believe people are more likely to struggle to accept that truth than believe you're lying or just "making it up".

- **What are you looking at? (200CP):** People seem to learn to mind their business around you; a certain presence that makes people want to give you your space, and possibly pay attention to something else. Whether it's playing hooky from school, or having an hours-long duel of honor with a fire-breathing dinosaur; so long as what you're doing won't cause a problem to them, they won't interfere even if doing so is literally their job. Curiously, this seems to make it very easy for you to intimidate others; with weaker-willed people practically fleeing from your presence with a single glare.
- **Fire Forged Friendship (200CP):** Everyone knows that fancy words are just spit and hot air, real friendship is forged when two hearts beat as one; and the only way to share your innermost self with another is by exchanging blows! The things that can be gleaned from a real punch can contain an intimacy far beyond what mere words could communicate; so, it's a good thing you're fluent in Fist. You're not only a true master of the art, knowing how to truly put your whole heart through your strikes such that you can communicate even your most innermost feelings and thoughts through them; but you know how to read others as well, allowing them to share details with you they may never have willingly spoken of: From sensing their doubts and the depths of their suffering, to whether they're fighting against their will due to coercion or some compelling force, are simply trying to distract you from their true troubles, or why that tsundere decided to slap you. In fact, you may get to know foes in ways simple diplomacy may never have allowed for creating impossible friendships, and even serving as a great way of letting friends know they're truly forgiven.
- **He's the One (400CP):** Talent is the lifeblood of an organization. Oh sure, manpower and resources are important, but the addition of the right individual can mean the difference between failure and success beyond their wildest dreams. So, it's no surprise that when it comes to your organizations often offer preferential treatment; with even supposedly neutral organizations being willing to bend the rules a little when it comes to you and put in some effort to stay on good terms with you. This is especially true once you decide to join an organization as they become exceptionally forgiving should you break their rules; with casual insubordination going by unpunished, and the repeated crippling of critical equipment earning little more than a proverbial slap of the wrist. Just be careful as this won't help if you run into someone who personally hates your guts.
- **Rise Up (400CP):** No one is unbeatable, no one is perfect, and no matter how good you think you are there will always be someone that can kick your ass. You know this more than most; having tasted failure and weakness time, and time again. That's why when you finally fall to your knees you don't wallow in despair and denial; you grit your teeth and stand up again, even if you need to kick your own ass to do it! Though the embers of your passion may be shaken by the storms of life, the roaring fire of your soul refuses to go out! When you suffer a significant defeat you're capable of coming to terms with your weakness, and then push beyond your former limits; causing you to grow by leaps and bounds until you can payback the bastard that thought you'd stay down that easily. This alone may not allow you totally to overcome truly insurmountable odds, but it may just give you a chance.

- **Unbreakable Warrior's Resolve (600CP):** There a thing in this world that you just must do. They may not be logical, or reasonable, or particularly sane; but sometimes there's more on the line than a simple objective. Sometimes you must make a choice between being true to yourself, or doing what's easy or "practical"; but your conviction isn't so weak to be swayed by such things. When you are loyal to your beliefs and nature, despite the possible disadvantages, your purity of spirit grants you a strength that more than makes up for them. During such a trials your strength, in every sense of the term, rises to the challenge along with your chances of success. A duel against a cheater where you decide honorably will result in you proving just how little their cheap tricks are worth in the end, refusing the aid of an ally during a game will see you play the best match of your life, while risking everything to save a single life might allow you to stall a foe that had previously crushed your entire squad.
  - **Blazing Soul:** Your burning spirit has been refined through your convictions and shaped by your sense of purpose. No longer is it a wild fire burning all that it touches, but rather a mighty sun beam to strike down darkness. Thus you may focus your power, even those channeled through another, into a tool that embodies the purity of your convictions. Rising forth in a flare of energy this tool or weapon can focus the fullness of your power, even that of city destroying blasts, into a more concentrated form; allowing the same force to be channeled through it multiple times for a fraction of the cost.
 

However, the true benefit is that powers channeled through it will only harm the targets of your righteous fury; making the risk of damaging an innocent of collateral damage functionally zero. Sadly, learning to summon such weapons and armor would take far more time than the decade you have left; so, for now it may only be summoned through your Digmon Partner.
  - **Sovereign of Shadow:** They think they can face you with a will that weak? Pathetic. A fight against you is more than one of raw power and arms, but purity of spirit as your presence acts like a miasma feeding the darkness in their hearts to weaken their resolve and wither away their strength. Any who dare face you without a conviction to match your own will soon find apathy and despair take route within them; the only question is whether you will crush them like the insects they are, or will their will to stand against you die out first.
  - **Lord of Light:** When faced with such purity of purpose such as your own, others cannot help but by inspired by your example; thus fanning the flames of their own soul to match your own. As such, those that stand with you during these tribulations gain the full benefit from the effects of this perk; and those who go above and beyond the call to follow these ideals may even be able to call forth its benefits on their own in the future.
- **Destiny Sundering Spirit (600CP):** A warrior stands his ground to the bitter end, fore they know that so long as they can stand any enemy can be defeated. Even should God himself descend from the heavens to declare the futility of your actions before eradicating the world, you will not back down; even should a single punch fail to break his aegis you'll do it with a hundred, and if not a thousand more! Faced with such pure determination things such as "calculations" or "future predictions" cannot hope to define or restrain you, and even so called "absolutes" fail to be so around you; tearing down

even gods from their lofty thrones. Of course, such defiance is not an easy path. It is one filled with much suffering and hardship, but for those that reach for the stars and endure their scorching heat to grasp them, nothing is truly impossible.

- **Blazing Soul:** Your dauntless spirit has given you a mastery over your Blazing Soul matched and surpassed by only one other. This allows you to call upon the power of your D.N.A. to both empower your body and perform miraculous feats. Without flaring your D.N.A. your body can perform at levels far beyond what it's fitness should allow for; leaping dozens of feet through the air, surviving blows strong enough to fling you tens of meters through the air and embed you into stone walls, and damage brickwork with your strikes. In fact, you could go toe-to-toe with a rookie digimon and beat them in a fight using nothing but your fists; something even personal scale modern weapons struggle to achieve.

Flaring your D.N.A. would allow for far greater feats such as striking building sized targets hard enough to knock them off their feet, parrying a colossal spear by meeting its tip with your fist, generating defensive barriers, producing blasts of raw energy capable of rending small structures, and moving at speeds rivaling vehicles. Alas, at your current level such miraculous displays are only brief and tiring flashes of prowess to be called upon when needed the most; though with a decade of training you may eventually master it enough to call upon it at will, a feat that could allow you to fight an average mega level digimon to a standstill.

- **Sovereign of Shadow & Lord of Light:** The strength of your spirit has granted you the power of Pseudo-evolution; through an expenditure of energy and sheer force of will you can create a powerful "shell" around yourself. At first, this allows you to tap into the power of a far greater form than the one you currently possess without having to enter that form; causing the shell to take on a likeness of that form created through pure energy. With time and training perhaps, you could adapt this to other alt-forms or super modes you possess; allowing you to temporarily draw on the powers and capabilities of even your most monstrous forms even if you cannot assume them for some reason, such as lacking the energy or equipment to properly fuel the transformation.

## DATS

- **It's an Emergency! (100CP):** Does a cop have to pay a speeding ticket if they try to catch a speeding car? No, of course not. That'd be silly. So of course, there's nothing wrong with using alien monsters to catch one either! This logic seems to pervade everything you do as things that would normally get you into trouble such as vigilantism or breaking into private property are happily ignored so long as it's for a good cause and isn't objectively worse than what your foe is doing. This does have limits, as you'd need to be trying to stop a particularly vile foe to justify things such as killing civilians or massive property damage; and won't save you from people you personally pissed off in the process.
- **The Monkey's Leash (100CP):** Good lord these people are infuriating; just running off without a plan beyond "punch it 'till it stops", or getting into completely needless fights instead of talking it out. It's no wonder command assigned you with these bozos as you

have a particular knack for getting a message through even the thickest of skulls, and reigning in even the most reckless or impatient of riffraff into some facsimile of proper coordination. Though the real miracle is who you're able to do it all without losing your cool. Unsurprisingly, you're great with kids and most parents would give their right arms to have you as their babysitter.

- **Strategos (200CP):** There's a reason why "Special *Tactics*" is in the name. If someone tried to rush into the things you deal with half-cocked they're likely to get themselves and everyone within a hundred feet killed. You on the other hand have committed DATS's field agent manual to memory, and have passed every course on extra-normal tactics with flying colors; ensuring you'll be able to adapt your plans on the fly, and predict the consequences of your actions. Even things such as having your target suddenly transform into 15-meter-tall explosive flinging behemoth while only cause you to pause long enough to identify the perfect spot to neutralize them safely with minimum collateral damage or risk of a desperation attack. This cunning even applies to other fields, such as allowing you to predict problems that may arise during an investigation (such as uncooperative coworker) and plan around it. However, while this ensures you'll always come up with a decent plan; actually pulling it off is up to you.
- **Virtus (200CP):** So, what if you're not old enough to drive yet? It's not like they hand out these badges to anyone who walks up to them. You earned your badge and uniform, and you'll be damned if you're gonna let them treat like some *kid*. Regardless of your outward appearance, you can be sure people will treat you with the respect and authority that someone of your competence deserves. Never again worry about precious time being wasted on convincing the little people of your skills, for your very competence is self-evident. Though if you wished you could toggle this effect off if you wished to be underestimated for some reason.
- **Tomorrow Today (400CP):** Now, no man can police a dimensional boundary on their own; let alone with their bare hands. You're going to need infrastructure, networks, and enough gadgets to make a bond movie envious! So, to help fight the good fight you've become rather skilled at tinkering; allowing you to replicate most of DATS technology: from mechanisms to bind digimon, complex arrays capable of opening up digi-gates, and even the secret to producing loaders! Not enough? Well it's a good thing you can take a page from the elder Damon, and can adapt the principles behind these technologies to future worlds! Because really, after dealing with digimon everything else seems so much simpler in comparison. Create devices capable of channeling and focusing spiritual energies, devise prisons capable of holding demons, design portals capable of reaching underworlds, and more!
- **Didn't you hear? (400CP):** There's no way that's going to work. There were like two hundred witnesses when your tornado-spewing dinosaur duked it out against the kool-aid man's ugly cousin down main street; there's no way they're going to belie- but what about the videos? There were dozens of cameras, and one of them was even livestreaming the whole thing?! Well, you certainly live off to the hype then. Worldwide conspiracies would kill just to have half your skill at concealing the truth and deceiving the public. Heck, I wouldn't be surprised if the only leaks that happened with you around

were the ones you wanted to happen, which somehow end up reinforcing whatever cover you came up. Moreover, given your own talents, finding and picking apart lesser conspiracy must be child's play to you. Just be careful Jumper, after all you of all people know how easy it is to make someone just... disappear should they learn too much.

- **Healing Heart (600CP):** Not everyone can be a DATS agent, and fewer still possess a D.N.A. sufficiently compatible with a digimon to empower them. Between the burdens placed upon them as humanity's last line of defense, and the baggage that seems to be required for those with potent D.N.A., is it any surprise that these heroic souls are often at risk of being overwhelmed? It's fortunate then, that they have you to count on. Never have you missed the signs of someone undergoing some form of inner turmoil, or failed to make your way through whatever masks or walls they've setup to keep others out. Once there you easily find the heart of the matter, and always seem to know just what to say to guide them through it; allowing people to recover from even the most traumatic and heartbreaking events, and pulling lost souls back from the brink. Of course, with such an intimate knowledge it would be child's play to manipulate them to your own ends... but you'd never do that right?
  - **Blazing Soul:** Where before you were skilled at helping others recover from their ordeals; using your Blazing Soul you've learned how to heal their minds and souls, banishing madness and mental influences with equal ease.
  - **Sovereign of Shadow:** Your very presence has gained an intoxicating quality that draws the weak and broken hearted to you; filling the voids in their hearts as a glorious idol. Their devotion to you grows with every meaningful gesture you perform for them until they recognize you for the divinity you truly are.
  - **Lord of Light:** Some burdens are too great to bare on their own, so in times of need you've learned how to meld the heart of another with your own. This technique is an inversion of your ability to inhabit others; allowing you to draw the whole of a person's essence and D.N.A., what some would call their soul, into yourself. In this way they can join their powers with your own, becoming far mightier than they you apart and allowing them to share your body with you. However, this ability should not be used thoughtlessly as it leaves their body in a soulless rest; while their sleeping body will be left in effective stasis, neither aging or deteriorating, it leaves it vulnerable to spiritual position. So, act wisely, lest you be forced to face a demon wearing your best friend's skin.
- **Our Future (600CP):** No matter how great you are, no matter how many plans you have, no matter how badly you may want to; one day you'll be unable to fight the good fight, and all that will be left will be your legacy. Few ever think about such things, though your foresight is much greater than that; allowing you to recognize the talent and potential sleeping in others, and for this the world seems to smile kindly upon you. As those gifted with great talent and potential seem to find their ways to you in times of need, ensuring you may always have someone worthy of inheriting your ways or to help you fight the good fight. Even if your talent required a trait only one in a million people might have a fraction of, you will never lack worthy followers; and should you actively care for their wellbeing and growth, they are sure to one day stand as your equals in whatever you taught them... perhaps even exceed you if they're truly gifted! Though take heart that

they are more than simple tools to carry your burdens, each having their own hopes and fears; else they may well turn their back on you, and take your secrets with them.

- **Blazing Soul:** As strong as your own soul is, you know that even your light will not last forever. As such, you've developed away to pass the torch as it were. Rather than simply finding those with the potential to learn from you, through an exhausting technique you may use the roaring blaze of your own D.N.A. to instill another with an ember of your spirit; which in time may be fanned into a blaze all its own. The end result of which allows you to grant others the potential to learn and master spiritual abilities you possess.
- **Sovereign of Shadow & Lord of Light:** They say that you always carry a piece of your teachers wherever you go, but I'm not certain this is what they meant. At will you can sever a piece of your essence; manifesting it as a diminutive rookie of your corresponding species, and have it inhabited your ward's EMF field much like a possessing digimon. While it is too weak to actually control them, they do provide you with information on your ward's whereabouts and status, can serve your ward as a literal shoulder angel or devil to provide the kind of quality advice and counsel they can expect from you, and even actively reinforce their spiritual and mental defenses. Though this is only the beginning; given time you or they might find other uses for these familiars.

## Kurata's Army

- **Heart Rending Whisper (100CP):** What an odd talent you have; being able to carry two very different conversations with the same set of words. Despite projecting such a loveable and affable demeanor you're capable of saying the most vicious, sarcastic and backhanded of things without anyone other than your intended target realizing what you're saying. Why you could rip someone a new one throughout an award ceremony dedicated to them, and the audience will fawn how greatly you exalted them; making it so their inevitable indignation will seem senseless and out of line to those not in the know.
- **Slime Drizzling Grin (100CP):** It's so amusing how people think they know you; proclaiming your virtues as such an upstanding and polite soul, while completely ignorant of the darkness and venom hiding just below the surface. Why these people wouldn't know genocidal megalomania if it bit them in ass, and if things go to plan it certainly will! All the better for you, though you can always choose to let certain individuals peak at what lurks beneath; leaving them horrified as they release the kind of viper their allies have welcomed with open arms. Oh sure, they might try to act on what they saw, but it's not like anyone will believe them before it's too late.
- **Felonious Funding (200CP):** Hey building secret armies and crimes against man and digimon isn't cheap! Even you need to keep a day job get things done; you're just lucky enough to find gigs that fit your tastes, get you closer to your goals, and pay you enough that you can funnel it into your personal projects without raising any red flags. This luck even covers your ~~minions~~ employees and structures; allowing you to take care of all the nitty gritty details without leaving a questionable paper trail in the process

- **Devil's Deal (200CP):** Everyone has a price, from the maddest killer to the noblest of white knights, and you can always root it out in the end. With a bit of digging and observation you can figure out exactly what you need to offer someone, and how to offer it, to get whatever you want from them regardless of their own ideologies or opinion of you. With this kind of skill, you could accrue a massive number of assets in a very short time; though this doesn't necessarily guarantee they'll stay on your side, let alone motivated. But hey, so long as they do their jobs who cares what they do afterwards.
- **Disaster Artist (400CP):** It's just so funny, how everyone seems to run around like headless chickens with you around. A little whisper over here, a frame job over there, and suddenly everyone is at each other's throats even with the answer right in front of them. Really, nothing compares to the giddy feeling you can get after causing the public and the government to label their once glorious heroes as crazed terrorists; even denying them the chance to defend themselves, not that they have any hope of doing so if you did things right. Though the funniest part must be how you always come out of it smelling like flowers, and no doubt leaving you as the one everyone will turn to for help against those "fiendish villains".
- **Demonic Appraiser (400CP):** So honest, so pure in spirit, so *terribly predictable*. It'd be amusing how you can set a clock to idiocy around you, if it weren't so frustrating. All these monkeys prancing about and patting each other on the back, as if it'll ever change who they really are. They can tell themselves all the pretty white lies they want, but to a true connoisseur of deception such as yourself they're painfully transparent. With a single conversation you can easily profile all but the most stoic and secretive of souls, and even they wouldn't be able to hide the fact they're hiding *something*. A crush on the new guy, doubts about ever measuring up, or guilt over something they aren't even guilty for; pathetic really, but it certainly makes it a cake walk to manipulate them all like toy soldiers marching to the beat of your drum. Now if only you could find a real challenge to match your wits against...
- **Flip the Board (600CP):** Friendship? Guts? Gag me! Pretty words, but they don't add much to the end. No, when it comes down to it the best way to win is to screw over your enemy such that they will *never* stand against you again; and boy howdy, when it comes to making someone's life endless chain of suffering you are a true master. Having a keen instinct on how to make your enemies *hurt*, be it through words or arms. Before long, your enemies will dread the very thought of facing you, as they're all but guaranteed to come out worse from the exchange even if they succeed.
  - **Blazing Soul:** They say that the hardest things to kill are the ones you hate the most; given how many people would love to push you off a cliff, that makes you practically immortal. Not to say that you're impervious to harm, but it's as if the more a foe loathes you the more misfortune strikes while they actively oppose you; often striking just as they're about to get the upper hand on you, and turning a sure win into near miss or a pyrrhic victory. Equipment shorts out, opportunistic enemies decide to strike, a moment of hesitance fouls their aims, and weapons of mass destruction are delayed too long to catch you in the blast. Should they actually manage to cripple you, the person responsible would be struck with misfortune proportional to the harm and setbacks they've caused you; and should

they actually manage to kill you... well, the fall out of that would be simply catastrophic.

- **Sovereign of Shadow:** When it comes to ruining someone's life, you prefer to give it that special personal touch. So when you feel that someone needs to learn a valuable lesson you can inhabit their EMF; hanging over them like an unseen dark cloud. So long as you remain there their life feels as if it becomes a darker place; the good becomes muted leaving little impressions of them, while the bad lingers and claws deeply into their spirit like wriggling insects. Their dreams are plagued by nightmares of your own design preying upon their doubts, fears, and vulnerabilities. All while misfortune follows them like an old companion; only small things, tiny tragedies of life, pranks really... but it's amazing what a single misstep or lost paper can do to someone. Sadly, this state is rather obvious to anyone capable of detecting digimon, curses or spiritual entities; and you may be cast out using the very same methods should they overpower you.
- **Lord of Light:** Contrary to popular belief not all suffering is without purpose, nor is it without an end. You embody the belief of hating the sin rather than sinner, and are gifted in the orchestration of grand schemes to help others turn away from the path they're own. Much like the tale of a certain Scrooge you can find a way to turn even the blackest of fiends, and force even the most deluded of madmen to accept the reality of their actions. It will undoubtedly be an unpleasant experience for those involved, but you're sure they'll thank you a few years down the line... probably.
- **Fire Searing Brilliance (600CP):** Unnatural? Forbidden? Big words spoken by small minds! Everything that makes civilization great is "unnatural", and our greatest advances were once cause for persecution. No, if we are to be truly great than someone must blaze a path where gods and angels fear to tread; and who better than you? To a genius such as yourself eldritch secrets, forgotten ruins and alien biologies unfurl their secrets to you like blossoming flowers in the spring. Combining human and alien DNA to form hybrids greater than the sum of their parts, chimeric abominations that can dissolve the creatures they're based on like warm butter, handheld dimensional rift creators, and resurrecting forgotten gods as your mindless puppets are all but baby steps on the path to the future. Let known hold back your genius.
  - **Blazing Soul:** With a soul unconstrained by the weakness of man as prime subject to study you've managed to quantify this thing called "a soul", and learned how to both replicate and modify even unique spiritual energies and forces! It would probably require a military budget to pull off, but arming your forces with mass produced devices capable of powering ultimate level digivolution would be easy-peasy for a brilliant mind such as yours.
  - **Sovereign of Shadow:** Who needs a gene lab when they have the very powers of darkness and corruption at their beck and call? Rather than exposing your living subjects to a complex medical process with a high risk of failure, you can simply infuse them with the powers of darkness itself; warping their physical and spiritual bodies as needed for your procedure. Admittedly, it's still a lengthy and horrendously painful procedure; but at least it's only a brief episode of unfathomable agony, rather than some months-long procedure.
  - **Lord of Light:** Why hoard the wonders you've achieved when you can share your Light with those around you; practically radiating knowledge and wisdom to

enlighten those around you. While it's impossible for you to simply teach the kind of insight that allowed you to make your incredible leaps in scientific understanding, the fruit of your labors is another matter entirely. Indeed, people who spend time around you seem to grow smarter, and easily pick up the basics of even the most complex disciplines by being around you; and should you take one as a student they'd be world class in whatever field you chose to tutor them in. Much like how the sun leaves fields of blossoming flowers, you too may leave generations of bright minds wherever you go.

## Olympus XII

- **Wild at Heart (100CP):** They say the denizens of the digital world are beasts, and looking at their may be some truth to that. There's a primal edge to you that makes you stand out even among others of your kind. Senses as sharp as your claws, a powerful body such that even a child could overwhelm a grown man, a powerful instinct that makes acting wisely in the heat of the moment a cinch, and a surprising tolerance for pain.
- **Native Navigator (100CP):** With an instinct for how to survive in the wild, and a sense of direction keener than a GPS; you make one hell of a guide through even the harshest terrains. Even if you'd only seen a landmark once in your life, you could easily plot a course back to it once you got your bearings; all while entertaining your guests with interesting trivia about their surroundings.
- **Shadow of the Leaves (200CP):** You're not just some random mook; you are a proud warrior of the digital world! Since you were small you were trained in the arts of digimon warfare; granting you immense speed, and a knack for squeezing an obscene amount of juice out of every advantage you can get.
- **Stench of Evil (200CP):** "Uncivilized" doesn't mean stupid or brutish; and those who approach you under that assumption are in for a rude awakening. You can practically smell how untrustworthy someone is, and your gut instinct has yet to be wrong when it comes to picking out a bad deal or a trap.
- **Guardian at the Gate (400CP):** There are some things the world simply isn't ready for yet; treasures which if uncovered could spell disaster for even the most well-meaning soul. That's why when you declare that something's off limits people get the message, and only the strongest willed of individuals will attempt to break your mandate; though this is markedly less effective against your foes, even they will understand your meaning should your warning be genuine... perhaps enough to second guess their plans. However, should your warnings fall on deaf ears then you are more than ready to serve as it's last line of defense; knowing when someone intends to break your taboo, and push yourself beyond your limits so long as you act in its defense rather than weakening as the battle wages on. Such is your fortitude that you may even withstand an onslaught from a weapon which could have slain you in a single hit, and slay a foe that had proven impervious to your attacks previously; though take care for the strain of such a performance will catch up to you the moment peace returns.

- **The Meaning of Family (400CP):** Humans say you can't choose your family, but for the denizens of the digital world that couldn't be further from the truth. Living around here you quickly learn that everyone is born alone, but it's the bonds that you make with others that make life worth living. As such it's not that odd for you to go around "adopting" people into your family, as cousins, siblings, parents and even children; and this isn't just lip service either. When you sincerely take someone in you seem to know exactly how to make even the most cynical soul feel welcomed and loved; instinctively slipping into your new role as if you'd prepared for it your whole life. If you chose to be someone's new parent you'd know exactly to turn their frown upside down, and help them grow up big and strong; even if they belonged to an alien race you'd never even heard of before, and had never cared for a child that young. It's all but guaranteed that your time together, no matter how short, will always be a precious memory to them; perhaps even making them feel closer to you than their "real" family in the end.
  
- **Ties that Bind (600CP):** You may lack nations, governments, and industry; but that has not divided or weakened your people, if anything it has made you all stronger. Communities you're a part of seem to come together with greater ease; forming a large web of significant positive relationships, and overcoming things obstacles that might breed strife within them. These bonds ensure that none among them will ever be truly alone; such that trials and tribulations seem to pass more easily, the pains of yesterday heal rather than fester or gather darkness, and attempts to unfairly marginalize its members will fall flat. However, it is during times of crisis that your people will truly shine; coming together as a unified whole with teamwork that would make trained regiments envious, and achieving performances far greater than the sum of their individual talents.
  - **Blazing Soul:** Where you lead others follow, and by your example heroes are forged. So long as someone wishes to stand by your side they will always find some way to keep up with you, just enough to still be able to help you along the way. Some may devote themselves to honing their arts past the point of perfection, other's may attract potent patrons through their desire to share your burdens, while others may find themselves discovering parts of themselves they never knew they had. Whether a parent, a childhood friend, or even simply a pet; you will never need fear being alone in whatever trial you shall face.
  - **Sovereign of Shadow:** What is a sovereign without loyal followers to do their bidding, and who would accept servants too weak to serve? No, when the need is great you can invest a portion of your dark powers into your forces by allowing it to sweep over them like a wave. This investiture is proportional to both the size of the force and magnitude of the boost you intend to provide; however, it will always provide a few basic boons. Not only does this empower them, giving them a clear advantage against foes that had once been their equal, and grant them a much edgier appearance; but this investiture also allows them to know your will and intent without it having to spoken regardless of the distance between you two. Never again will you embarrass yourself by having to beg for toiletries like some peasant!
  - **Lord of Light:** When the hour is darkest, and those you care for pray for salvation you can become the hero they need. In becoming a receptacle for their hopes and dreams you can achieve a radiant power not unlike that of the mythical Burst Mode; becoming a greater, holier, version of yourself that

embodies your ideals as a noble hero. This “Paladin Mode” provides a tremendous improvement to all your capabilities and bonded equipment, and is often colored by the wishes of those you now defend. However, for all its power this form has several weaknesses.

For one, it is dependent on others to place their faith in you, and its power is dependent of the strength of that faith; those the pure belief of a single child might well be greater than that of a cheering crowd. Moreover, because of this should you fail in their defense or their faith in you be broken this power may well desert you. Thankfully you always know how much faith others have in you and who they are; represented by an uplifting warmth within your heart, and a chilling cold should they abandon you.

- **Ash Tree’s Favor (600CP):** They say that the world is alive, that all denizens of the digital world are watched over by the great King Drasil, and that his chosen live blessed lives; looking at you, perhaps those tales aren’t far from the truth. The world seems to treat you like its favorite child, affecting your enticement in ways that would seem lucky if they weren’t so dependable; almost as if someone were deliberately tweaking variables in your favor. Whenever you need to rest there’s always a tree to shade you, foes giving you chase often trip upon stones and loose roots, and should you fall there always seems to be an outcropping to latch on to and hide from your pursuers.

That would be strange enough if it weren’t for how natural hazards just seem milder or nonexistent with you around; sunny days shining down on your favorite parks despite terrible forecasts, and harsh blizzards being cool and refreshing rather numbingly cold. Though there is a limit to this; as while the world might help you in subtle ways, it’s options are far more limited when it comes to man-made hazards. Poison gas might be blown away by a timely breeze, but it can’t do much if you’re in a locked room.

- **Blazing Soul:** Something about your brilliant soul seems to catch the eye of gods or those who might be considered “above you”. There is an entrancing sort of beauty to it that they find soothing, much like that of a gorgeous natural wonder or priceless gem. These beings seem to swiftly take a liking to you; often showing you favoritism over others, and granting you blessings in your times of need. In this world those of the Olympus XII would happily welcome your company; with even the likes Junomon at her most belligerent calming at your presence. Why it wouldn’t be surprising if you could speak with King Drasil himself without need for his physical avatar. This a beautiful gift you have, and take care for there are some who might abuse you for it.
- **Sovereign of Shadow & Lord of Light:** You are the ruler of your domain, and none may question it. When you claim a territory as your own you may allow your influence to spread across; granting you an immense awareness of it and all those within it, allowing you to communicate with its inhabitants, spread your senses through it, detect any form of disturbance and immediately appear there in a grand display of your power. All the while your power changes it to become more aligned to your nature. Through this a wasteland might become the glimmering jewel of the desert under the rulership, while a darklord might cause the land to be engulfed by an endless starlight sky to shield them from the sun.

However, your lands will also serve as a reflection of yourself; and should you grow mad or infirm so will your land. You may only have one land claimed

this way at a time. That said, the only limitation to its size is that you must be accepted as it's unquestioned ruler and the highest mortal power in that land.

## Items

Of course, I'm not sending you empty handed; so, here's a few goodies to make your stay a bit easier. Faction items a discounted to their members, and receive their **100CP** item for free. However, racial items are exclusive to their members; though hybrids get access to both sections.

## Human

- **Data Link Digivice (Free Human):** A miracle of science representing the hope of humans and digimon leaving together in harmony, allowing their hearts to connect and birth a great power between them. This astounding device allows a human to safely focus and channel the power of your D.N.A. into a compatible partner digimon, while eliminating the risk of inducing madness outside of extreme circumstances. This process allows a digimon to digivolve; temporarily achieving its next evolutionary stage, healing their injuries, and restoring their vitality! Baring a color pallet of white and the color of your D.N.A., these can handle up to a Full Charge of it's system; sufficient to allow a digimon to reach Ultimate level so long as their partner had sufficiently potent D.N.A. to fuel the transformation. It can even store your digimon partner within, allowing them to always be by your side; and while they can't use most of their powers from within, they can still communicate with you and employ their own extraordinary sensory capabilities to aid you.

Alas, a truly **Blazing Soul** is likely to burn out their digivice after causing a single brief pseudo-evolution. However, that doesn't necessarily mean it may never help a digimon reach Mega level or beyond. Indeed, a human that achieved sufficient enlightenment and self-awareness, and learns to refine and focus their emotions through virtuous intent can cause the digivice itself to evolve into a **Digivice Burst**. This model is distinctive through it's coloring, black and a secondary color matching your D.N.A., and possessing greater capabilities than its predecessor; even allowing it to perform an Overdrive Charge to enable a digimon to reach its mega evolution! This would normally involve a process of great personal epiphany, but if you're willing to pay **100CP** I'll hand you one of the prototypes created by Dr. Spencer Damon himself; which unlike the mass-produced models have no problems channeling massive amounts of D.N.A..

These special models can even handle the power of BURST mode, though achieving that power will require far more than this and a **Blazing Soul**.

- **Bio-Link Digivice (Exclusive to Hybrids):** Considered a Parody of the Data-Link Digivice; rather than connect the hearts of man and digimon. Distinguished by a color scheme based of a mix of grey and a color matching the user's D.N.A.; it turns the user's D.N.A. inwards to activate the digimon data entwined with their own DNA. This process allows a hybrid to assume a digimon form corresponding to their chosen line, up to the limit which can be sustained by the potency of their D.N.A.. Curiously, regardless of the original digimon their Ultimate level is an Armor Digimon of your choice. These Bio Digimon are far

more powerful than conventional members of their species; and in a fight against another digimon of the same level can easily overpower them.

Theoretically, this digivice may allow the user to perform a Hyper Bio Evolution; which would allow them to digivolve to a Mega-Level digimon of their choice. This can be achieved by manually rewriting the Digimon's data, an incredibly painful procedure with a slim chance of success even for someone with **Fire Searing Brilliance**, or a **Blazing Soul's** epiphany catalyzing it into a Digivice Burst. Needless to say, without a **Blazing Soul** the power of BURST Mode will forever elude them.

- **Credentials (50CP):** This stack of papers is something very important; namely they hold appropriate credentials to certify whatever skill or trait you want to prove, which will be valid in every world you go to. Proving that yes, despite being 14 you do have multiple doctorates in every scientific discipline you care to name *and* are an Olympic level martial artist. This stack updates in every future world you go to.

### Digimon

- **Digi-Chow (Free):** Despite their small sizes, Digimon are fairly big eaters, and more than one renegade were identified simply by how their partner's food budget suddenly skyrocketed. As such this unlimited supply of little colored cubes are soon to be your best friend; each color bearing taste and texture of the consumer's favorite foods. They might not be as tasty as a home cooked meal; but you'll never go hungry again.
- **The Box (50CP):** An object of awe inspiring power woven from a thousand lies and stained in delusion. I assure you, it only *looks* and feels like a perfectly normal cardboard box. However, it reveals its true power when places over someone; being just large enough that it will obfuscate everything above the user's ankles from sight. When worn in this fashion it exudes a powerful force that will allow even the most monstrous and well-known creatures to sneak through a heavily populated area. Oh, it doesn't make you invisible or anything like that; it just makes everyone believe you're a weirdo, and decide to pointedly ignore and avoid you so long as you also try avoiding interacting with them. The best part is that The Box scales with it's user, allowing even the largest of digimon to enjoy its protective aegis.

Admittedly... its awe-inspiring power it possesses two flaws; namely a lack of eye-holes to see where you're going, and the fact that regardless of size it's just as easy to flip off you as a normal box. As such users would do well to have a guide, and to keep a tight grip on its lower edges.

### Independent

- **Keepsake (100CP):** You have in your possession a simple small object, that's easy to carry or conceal but in truth isn't worth much. Well, no. It may not have great monetary or tactical value, but to you it's priceless. Whatever you choose it to be it reminds you of happier times, heartfelt promises, and the roots of your convictions; in times of need this small but humble reminder might make all the difference, giving you the strength to last a little longer and push a little harder than you might have otherwise.

Fortunately, it can survive whatever you put it through, such that you could have it on you during your most grueling battles, and it'll come out without a scratch; and should you ever lose it, it will appear in your pocket shortly after. If you already have an object of great personal importance you may import it as your keepsake; conferring to it all the benefits previously mentioned. Alternatively, you may choose a memento of your original world to keep you company throughout the rest of your chain.

- **An Understanding Family (200CP):** They say that a loving family is the greatest treasure of all, and they might just be right. Through purchasing this you're assured to find yourself part of a humble loving family. You're free to determine their specifics but they will always have enough resources to provide a comfortable, though not luxurious, life style. Most importantly they will always love you and support you; even if you don't always agree with each other. Moreover, they always seem to have some awareness of or connection to what's going on in the Jump; not enough to ever make them targeted by interested parties, but enough that you'll never need to hide it from them.

As such they will always be around to offer counsel, comfort, distraction, or simply ensure that you'll always have some place to come home to at the end of your adventure. If you're a Drop In this is a family that will decide to take you in shortly after your arrival to this world. After this jump you may choose whether the same family follows you to the next one, or if you'll be part of a new one each jump.

- **Online catalog (400CP):** Turns out, you really can find anything on the internet. This special catalog, accessible from your warehouse or any electronic device you own, is filled to the brim with all sorts of goodies. From decades out memorabilia and cookbooks, to fancy cars and experimental handheld vault-crackers; so long as it's not unique, can be purchased, and won't put you on any international watchlists you can probably find it available for purchase. It even updates with commonly purchasable items from your future and past Jumps that fit the bill; though those currency exchange rates can be a real pain even for wealthier travelers.
- **Lion Heart Dojo (600CP):** When staked unto the ground this simple wooden plaque will form a traditional wooden Japanese style dojo that has everything a gutsy-protagonist could want and a corresponding sign for it, and can be dismissed by its owner by pulling sign out of the ground; thus returning it to its original form. This space is highly conducive to the development of both physical and pseudo-spiritual skills; greatly enhancing the effectiveness of training and meditations performed here. Though the real benefits of it lay in the mannequins within and the structure itself. When in use the Dojo can produce a number of mannequins for use by its inhabitants; capable of learning from it's inhabitants to grow in skill and adapt to their tactics, augment their capabilities to by a match for any prospective trainee, and are completely indestructible.

When dealt with a blow that would defeat it, in accordance to its current training level, it will simply collapse bonelessly to the floor until reset. As for the structure itself it can become far larger on the inside, and is completely impervious to both external and internal forces; preventing it from being damaged by exuberant trainees, or foes trying to ambush them during a training session. Moreover, no true harm can be suffered within

its walls; though fatigue and pain will be accrued as normal, trainee's will not need to fear permanent injury. Even a killing blow will at most render them unconscious painfully.

## DATS

- **The White and Blues (100CP):** A sleek and hardy uniform perfect for both field agents and technicians; comes in blue, white, and a color matching your D.N.A.. This includes your personal badge, a functional communicator and pda which can operate independent of all other infrastructure or communicate through existing networks, and a grappling hook. Why a grappling hook? Why *not* a grappling hook? These items are self-cleaning, require no maintenance, and will repair or replace themselves as needed. In future jumps you may have your uniform adapt to your current duties; becoming a replica of whichever uniform you're required to wear as part of your responsibilities.
- **Little Birdy (200CP):** This pen-sized device is a must have for every DATS agent; as with a push of a button it can release a forward-facing flash of light that will knock out whoever it targets. When they reawaken all memories, a target has regarding an incident or topic, allowing their mind to organically fill in the blanks and form a cohesive story to explain events as necessary without leaving room for possible contradictions. That said, it's not exactly perfect as it can't erase ingrained habits and impulses; though it would take a massive concerted effort even with evidence of the truth for victims to have the slightest chance of remembering the truth.
- **Red Alert (400CP):** A must have for every good patrolman; this app is capable of running on any computer system, and can provide a map for up to several miles around you! Not impressed? Well, what if I told you it could scan lifeforms and phenomenon; which will then allow it to detect and track their activities using that map, even setting up special alerts for events of interests such as sudden rifts in local space time? Better yet, if you can hook it up to a sufficiently developed network it can enhance its range and the quality of data offered to you; all the way up to tracking incursions from around the world! Just try not to end up any watch lists okay? Somethings don't like being found.
- **Life Saver (600CP):** Have you ever accidentally erased a major project the night before it was due? What about losing all your notes on a work of literature you poured untold hours, blood, love and sweat into only for the file to get corrupted while saving? Well, have I got good news for you! For the low cost of a few hundred CP you can receive this one of a kind pen drive in the color of your choice! Now I hear you asking, "What could possibly make a pen drive worth that much?" Well, aside from having infinite storage space this memory stick automatically records all data deleted within 10 meters of itself! Better yet it can run its stored files on any computer system, though only at minimum performance if it's specs aren't up to snuff. Why you could even run an entire super computer off this thing! It may not seem as flashy as some of your other options, but I'm sure you can see how it's well worth the price.

## Kurata's Army

- **Signature Outfit (100CP):** Well hello there good looking. This outfit won't exactly help you blend in; but it will definitely help you stand out in a good way, emphasizing your appeal, and ensuring you'll have a memorable look. Better yet, you can make so people don't pay much attention to how improper it actually is; because everyone has the right to go to work in full gothic lolita apparel.
- **Space-Time Oscillation Bomb (200CP):** Be careful with this jumper. What you have here is a set of six softball sized devices; which when detonated can create a portal to another dimension. In this world they can open short lived gateways too and from the digital world, just large enough for a medium-sized vehicle to drive through; but may be programmed to open portals to specific realms in future jumps. Each one you use will be replaced 24 hours after it's detonation, just try not to abuse these as you may end up pissing off any local protectors of the dimensional boundaries.
- **Little Black Book (400CP):** An innocent looking notebook that contains the darkest and most closely guarded secrets... or at least it will. This little book creates an article for everyone you know based around all the information you've learned about them; however, the special part is how it's able to create evidence for it too based off your own experiences as needed to prove your words. This can range from high quality photographs, detailed recordings and transcripts, and so much more; while the articles themselves even include recommendations on how you might best employ your new-found leverage against them... or help you release you had any to begin with! Better yet, if stolen or destroyed it will immediately reappear in your warehouse the moment it goes unobserved. On its own, it's not worth much though so you better start digging!
- **Innovation's Abode (600CP):** This frankly ludicrously advanced lab has everything a burgeoning trans-dimensional scientist might need to explore just how many ways they can make physics cry and mother nature retch in horror. From super space science, interspecies genetic splicing, hyper advanced robotics, mind-control for resurrected demon gods, and more; the only problem you'll have when it comes to researching is deciding where to start! It'll even update itself along your travels ensuring it'll always be just past the cutting edge of whichever highly advanced setting you come across! At first this will be a hidden laboratory in a location of your choice in this world, completely undetectable to anyone incapable of searching for the kinds of things you're researching, but in future jumps you may decide whether to attach this to your warehouse or deploy as a structure within your Jump.

## Olympus XII

- **Made with Love (100CP):** In your hands is a single piece of gear made by a digimon who loved you dearly, and crafted it with the hope that it would serve you well in the trials to come. Whether it is some kind of protective equipment, a weapon, or a non-electronic tool it is of amazingly high quality and possesses some minor but incredibly useful trait; such as a boomerang that will always return and can strike multiple targets without losing

momentum or changing course, a bag that holds far more than it should and preserves what's stored within, or tool capable of changing its head for a variety of tasks. The one unifying trait is that if lost it will reappear on your person the moment you will it, and if damaged severely it will break down into pixels; only to respawn on your person a few minutes later.

- **Seed of Comfort (200CP):** This crystalline seed when planted will grow a simple but comfortable and abode for you and up to eight people out of wood and crystal; providing even simple utilities, and a humble supply of delicious fruits and vegetables. When you're ready to move all you must do is pluck a new seed from a special blossom hidden in the master bedroom; after which the structure will slowly transform into an otherwise unremarkable tree a few hours later.
- **All Seeing Eyes (400CP):** Okay, that may be a bit of an exaggeration; but they're really trying! This collection of several dozen keramon have decided that you're really great, and would be pleased as punch if you let them spy on all your enemies for you! As baby digimon they aren't useful in combat, and don't have many skills; but they're good at flying and hiding, ensuring nothing short of supernatural awareness or plain misfortune will cause them to lose their cover. In which case the cunning little blobs of cuteness can simply teleport to the side of any other member of their cluster. They can share what they learn through their adorable babbling speech, which is perfectly understandable to you and your companions despite the lack of actual words.  
Better yet they can project their senses and experiences unto any reflective surface or electronic screen, sound included, and can jump into electronic devices in the real world to observe its activity or search for information on your behalf. Though the best part will undoubtedly be the endless amount of fun and cuddles you'll have with them.
- **Sealing Crystal (600CP):** A sprinkling gemstone that glows with an iridescent light within; though beautiful and would certainly earn you a fortune, it's actually a prototype of one of King Drasil's many backup plans. When activated you may toss this at a person or ongoing phenomenon no larger than a house, and it will expand to encompass them in a crystal prison. Within its resplendent form, whatever it encompassed exists in a state of stasis; forever frozen in the state it was in when the crystal was throne. There are few things this crystal cannot seal as even unstable rifts in space time and weakened demon lords may be safely frozen by it; after which they will not be a threat so long as their prison holds. From within, the crystal is impervious to its prisoner's attempts at freedom; but the same does not apply from outside. While certainly hardy enough to take a few blows from a mega level digimon; a concentrated assault by truly monumental forces will eventually shatter it. Though should you wish it, you can return it to its original state with a simple touch. You only get one crystal per jump; though should it be destroyed a new one will reappear in your warehouse three months later.

## Companions

**Your Best Friend (Free and Exclusive to Humans and Digimon):** It's dangerous to go alone, but here you'll find someone willing to brave even the fires of hell with you. From the moment you meant, both of you immediately clicked; bouncing off each other in a way that made their company a constant joy for you, and complementing each other's personalities. They'll always look out for you, and help curb your negative traits; in time you'll both help one another grow as people, and foster a bond that will never fade. When your time in this world comes to an end you won't even must ask if they want to come with you; they'd be insulted if you doubted it for a moment. If you're a human you receive a digimon Partner, and if you're a Digimon you receive a Human partner. they belong to a separate faction from you, then there's certainly quite a story behind how the two of you met; moreover, chances are one of you won't remain in your current faction for long. In any case they receive **1000CP** to spend on Perks or items if they're Human, or **800CP** if they're a digimon. Alternatively, should you wish it you may Import an existing Companion as your Partner for free.

Hybrids do not gain a Partner, as they've already become one with them.

**Jumper Squad (Varies):** It's called *Data Squad* you know. So this time around I have a special offer for you. You may import or create companions for **50CP** a pop and **400 CP** to play with, or you may import or create a Companion pair; either creating a pair wholesale, importing two together, or creating a Partner for an Imported Companion. Either way this duo will each gain **800CP** to distribute between each other, and will only occupy a single Companion slot in this and future jumps.

**Friendship Never Ends (Varies):** Ah, there's quite a colorful cast for you to meet here; and if you're willing to pay the price we can ensure that you get off on the right foot, and can offer them to join you on your journey at the end of your time here. Most mega level digimon will cost you **300CP**. Marcus, Yoshino, Tomas, Kenan and Samson may each be individually chosen alongside their partners come up to a tidy sum of **200CP**. Other human and Digimon Partners such as Miki, Megumi and Kristy or Partnerless Ultimate level Digimon will come up to **100CP** a pop. Lastly partnerless humans or rookie digimon will cost you **50CP** to join up with. As for the likes of Kurata, the royal knights, or even Spencer Damon and his partner Bancholeomon? Well, they'll require far more than CP to join your side.

## Drawbacks

Oh, ho ho, got a few things that caught your eye but too few points to spare? Well, this place *is* all about overcoming setbacks and flaws to grow stronger. So, tell you what, if you're willing to make your time here a bit trickier I'll toss you some extra CP alright? Drawbacks marked by **[H]** may only be taken by Humans, while those marked by **[D]** are exclusive to digimon. Hybrids may take any drawback; but may choose how they're affected by drawbacks that differ based on your chosen Race.

- **A World of Trouble (+0CP):** In another world a young scientist named Kagura grew mad under the influences of an imprisoned demon lord, and began a chain of events that would finally set them free. Along the way six not-so-innocent souls would become host to simulacrum of the fallen demon lords, and the hunt for their Code Keys will commence shortly after Keenan's return to the Human world but before Kurata reveals himself. Normally, these events would be none of your concern; but by taking this flaw you'll not only ensure they occur during the Jump, but that you'll also have a strong incentive to actively participate in the events about to unfold.
- **Rhythm and Greens (+0CP):** Fearing the threat that humanity represents to Digimon kind a powerful Ultimate level digimon named Argomon will slip into the human world, and begin a verdant plague that will sweep across the world. Wherever his creeping plants pass human's will become trapped in impenetrable amber pods meant to keep them in stasis indefinitely, and within an hour of his arrival the whole of DATS and even Kurata's all forces are subdued before they can even attempt to formulate a defense. In the wake of this more digimon will slip into the human world; now undeterred by DATS, or at risk of going mad by exposure to humans, they will spread out to colonize the world and crush out whatever resistance against their takeover remains.  
It'll be up to the Digimon Partners to work together to aid a mysterious digital entity named Rhythm undo Argomon's actions, and free their Human Partners; only then will they have the power to defeat this foe once and for all. Assuming you don't interfere too much in the course of events in this world, this should come to pass some time after Kurata has taken over DATS, and its former members are declared wanted criminals.
- **Oversight (+100 CP):** Not sure what you did, but it seems like your faction has you under a magnifying glass. Maybe it's something as simple as being the new guy, maybe you had quite the rap sheet, or maybe something happened to raise your superior's suspicions against you. Whatever the case may be, I suggest you play things straight or at least be extremely discrete; otherwise your time here may get a bit more complicated. If you're unaligned then I hope you weren't planning on stealthing here, as you have the bad luck of frequently crossing paths with the other factions here; all but ensuring you'll become a well-known figure to them for one reason or another.
- **A Face They Can Trust (+100CP):** Mostly because you can't lie to save your life. Quite honestly you have the worst poker face in the world, and if asked to look someone in the eye before speaking in a lie you're more likely to produce some amusing and

embarrassing facial sticks rather than a convincing bluff. But hey, honesty's a virtue, right?

- **Noble Disposition (+100CP):** Some might call you stuck up, but that's just their envy target. You of all people know just how great you are compared to the rabble; which makes it more frustrating when they disregard your suggestions, and inevitably make a mess of everything. Still, if they're still around they must be good for *something*.
- **Endless Appetite (+100CP):** Gosh, you're a big eater. Easily eating twice as much as a normal individual of your size just to satisfy your hunger, and should you fail to satisfy that rumbling beast the ensuing hunger pains will make you regret it.
- **Thick Skulled (+100CP):** Was it all the blows to the head you took growing up, or do you just loathe school? You certainly aren't big on book smarts... or books in general for that matter; making you more likely to fall asleep, than learn anything from your math homework. This doesn't make you any stupider when it comes to applying your intellect; but don't expect to get up to any theoretical or technical work during your time here.
  - **Gone with the Wind (+100CP):** Honestly, it's like you were raised by wolves or something; which you may have been all things considered. You have next to know academic or scientific knowledge, with even many things that might be considered general knowledge to your race being completely unknown to you. Any form of out of jump disciplines you're familiar with which falls into these categories will grow hazy to the point of uselessness until relearned.
- **I'm Gonna Punch it! (+100 CP)[H]:** You're a bellicose fellow, aren't you? Whenever there's a fight going on you just can't help but jump in, and nothing can help you let off steam quite like punching someone's face in. This drive for battle may keep you from acting from a coward, but it does mean you're rather straightforward in a fight; preferring to face your enemies head on rather than employ complex or cowardly tactics.
  - **I Cast Fist! (+100 CP)[H]:** ... I guess this is more than just a quirk. Much like stone and flit must clash to spark a fire, to activate your D.N.A. you must use your body to strike something originating from the digital world without holding back. This will "ignite" your D.N.A. at which point you best put it to use right away, as if you wait too long without using it the blaze will die down in a matter of minutes; requiring that you strike This would be bad enough if it weren't for the fact that this "block" seems to be affecting you're out of Jump powers as well; limiting you to your body mod and what you've purchased here unless you D.N.A. is blazing.
- **My Way (+100CP):** Devoting yourself to a creed or ideology is something admirable; but there's a reason for that. Select or design a creed or ideology you wholeheartedly strive towards such a "Being a True Man", Noblesse Oblige, bushido, or living up to someone's example. During your time here, you will do all you can to live up to your beliefs; even going so far as to resist tactically advantageous actions should they clash with your

beliefs, and should you come short of your beliefs the ensuing guilt and disappointment will not fade until you find some way to atone for them.

- **Or No Way (+100CP):** Where once your beliefs were your chosen path in life, they are now deeply ingrained into your very nature. Even should hundreds if not thousands of lives and the happiness of your loved ones is on the line; they will be as difficult to overcome or ignore as humanity's survival instinct, and a failure to live up to them is guaranteed to send you into a deep depression until you've atoned for it.
- **Family Troubles (+100CP):** Every family has problems; yours are a lot more pronounced. Maybe your parents have a struggling marriage, perhaps your undergoing some serious money troubles, an untrustworthy family member, or you live in the shadow of your more popular and talented siblings. Whatever it is, it is a largely mundane issue; which may cause its fair share of stress and strife, but thankfully doesn't affect your interactions with them when it's not directly relevant. Moreover, it's all but guaranteed to become relevant during your time; even giving you an opportunity to resolve or grow past it should you rise to the occasion.
  - **Family Tragedies (+100 CP):** ... Except sometimes the problems aren't so simple. Sometimes they're things that shake, shatter or distort the bonds of family; things that mark you, and that you'll carry with you even while away from them. A terminally ill loved one destined to a slow painful death, being the unwanted bastard child of an illustrious and political family, loved ones who resent each other, being treated as a possession by those who care for you, having loved ones on both sides of this conflict, or being left as the sole provider for your younger siblings. Whatever you choose will become a significant factor throughout your stay in this world; if not by itself than by the ripples caused by how you respond to it, or by how other parties may use it against you.
- **Thinning the Veil (+100CP):** The local-space time is in a delicate position right now. Much like the ozone layer of your old world can be slowly eroded through human activity, the dimensional barrier that separates the human and digimon worlds grows thinner whenever something travels through it. Normally this wouldn't be an immediate concern during your stay, but your own extradimensional nature has just poured salt all over those wounds. Places your frequent end up as likely arrival points for dimensional travelers, and in fact has a statistically significant effect on how often digigates upon in your current region. This process seems to be accelerated using any space warping or dimension manipulating phenomenon; including the opening of your warehouse. Keep that door open too long, and you might walk into an unpleasant surprise on your way out. Of course, this anomaly means that agencies capable detecting such intrusions are guaranteed to get a ping from you every time your warehouse is accessed.
  - **Severing the Veil (+200CP):** Skipping to the climax I see. The state of the dimensional barrier now has more in common with a moth eaten curtain than a proper wall; seeing a meteoric rise in the opening of digi-gates around the world, and incidents regarding Renegades. Moreover, accessing your warehouse or using any form of special or dimensional manipulation is guaranteed to cause digigates to open within your region; with greater frequency and severity the more often you do so in the same area.

Assuming a way to mend the barrier is not found, it will naturally collapse during your ten years stay and King Drasil while begin his final judgement of Humanity; ending with their destruction, or his willing sacrifice to restore the barrier. Of course, such a judgement will be decided by Humanity's actions during this time of tribulations, rather than the merit or foibles small groups or individuals.

- **A Face They Shouldn't Trust (+100 CP):** ... Though clearly this guy didn't get the memo. From the first moment you met them this person rubbed you the wrong way. It seems so obviously to you that this person is a viper that oozing slime every time he speaks; so why is it that no one else can see it? Whenever something bad happens they always have this infuriating expression, and you just know they had something to do with it; yet everyone keeps telling you it's all in your head. Are they right? Can you afford the risk if they're not?
  - **A Face you Should've Punched (+100CP):** Hah! You were totally right about that jerk! Sure, the validation is a bit bitter sweet by the fact people will only believe you after his sudden-but-inevitable betrayal that will deal a crippling blow to your entire faction; but hey at least they'll know to believe you next time. Too bad the jerk is annoyingly hard to put down; being able to escape most casual attempts to deal with him in more permanent forms. Unless you start a campaign to take them down, you can be sure they'll find some way to make the rest of your stay more "eventful". Though the most annoying part must be how you'll forget about this
    - **Repeatedly!!! (+100CP):** ... Or not. You'd think they'd learn after the first time, but it seems your allies have a knack for walking into traps, ambushes, and being betrayed by obviously sketchy individuals. They seem dead set on the belief that *this* time things will be different, but it rarely ever is. On the bright side, these won't be anywhere near as debilitating as the first one, more frequent and irritating speed bumps along the path to your goals than serious threats, and just think of all the I-Told-You-So's you'll be able to say! Of course, if *That Guy* is still around than you're sure to see their smarmy face time and time again throughout your time here, and you can bet most of these problems can be traced back to them *somehow*.
- **Jumper, Full Charge! (200CP)[D]:** Concerned about the delicacy of the local fabric of space and time? Well, we can make things bit easier for King Drasil by tweaking your connection to your previous Jumps. Oh sure, you're stuck in your digimon form, but your powers aren't gone... they're still there, it's just that they'll be powered by your Partner instead. Meaning that you'll be dependent on the potency and consistency of their D.N.A. to use them; effectively being capped at effects comparable to your current evolutionary stage, and only being able to access it at all while their D.N.A. is blazing. Thankfully you won't have to worry about burning them out; the moment their Digivice detects that you're draining too much from them, or doing so for too long, it'll abort Charge for you! Leaving your Partner physically and emotionally exhausted, and briefly stunning you as you're suddenly returned to your base evolution. But hey, at least they're not dead, and it gives a nifty warning chime whenever it's close to shutting down.

- **Fire Fighting (+200CP):** I'm sure you came here with all sorts of nifty toys and powers Jumper; perhaps even blown up a moon or two in your day, but they won't do you much good here. You see, a common saying in this world is that only a digimon can defeat a digimon; and this applies to you as well. No matter what you try, it seems as if all digimon from the lowliest babies to the mightiest Mega are utterly immune to all out-of-context abilities and technologies. Better work on your teamwork Jumper, as you'll have to rely on your partner now more than ever.
- **Shoulder Mon (+200CP) [H]:** It seems you've picked up a hitchhiker Jumper. At some point a renegade Digimon decided that your you'd be the perfect host for it's stay in the human world. While currently undetectable, it's mere presence within you seems to lower your inhibitions; making you more likely to indulge your impulses and desires, along with having a harder time noticing when you've gone a bit too far. It won't be anything too noticeable at first, but in time even your Companeon's will grow shocked by your behavior. With a proper investigation would certainly reveal you're new passenger, and a way to oust them from your body; but by that put it'll have fed quite well on the darkness of your heart. Whether that means you'll face a mook or a titan will say quite a bit about you Jumper.
- **Inedible Delights (+200CP):** A common lie told by DATS agents to convince friendly individual's housing recently arrived digimon is that they can't eat human food; instead requiring special foodstuff produced by DATS itself. It rarely works given a digimon's appetite, but it often serves its purpose. However, by taking this flaw it won't be a humble fib. Indeed, Digimon who arrive into the Human world will grow mad not merely from Humanity's influence; but from their ever-growing desperation to avoid starvation, leading to far greater chaos being left in their wake. Of course, this also means Partners would do well to stay loyal to their factions and to guard these from attacks as they'll be their only way of easily feeding their partner; short of traveling to the digital world itself somehow. Of course, this applies to Humans instead if you've sided with the Digital Denizens; making it wise to serve your liege lords faithfully. In addition, all food producing abilities and items will be unavailable during the jump; no cheating now.
  - **Forbidden Delights (+100CP):** It seems I was mistaken. There is one commonly available thing all Digimon can feed on in the human world; Humanity. Indeed, it is the most extraordinary ambrosia they may ever taste; as even their aroma is uniquely intoxicating, often overwhelm newly arrived digimon. Partner Digimon have of course long since acclimated to the scent, and won't be a threat to others; even if they might occasionally unnerve their partners. Should you have sided with the Digital Denizens; then it applies to humans instead.
- **Love on the Battlefield (+200CP):** You met under unlikely circumstances, but from the moment you met them you knew they were The One. You share the same passions, they're a person whose achievements and ways you can respect, who can challenge you as a person, and they're absolutely your type; a ten out of ten on every meaningful point, and your Partner feels the same way about theirs. It's such a shame you're both members of opposing factions and either unwilling or unable to turn against or abandon your comrades for each other. Made all the worse by how you seem destined to stand in

each other's why time and time again, and force you to take them seriously to achieve your own goals. Is your love destined to never blossom or end in tragedy, or will you find some way to come together despite all odds? Should you find some way for love to triumph in the end, you may take them and their Partner along on your journey; the pair taking up a single Companion slot.

- **Love is a Warzone (+100CP):** Such a shame then, that despite being your ideal lover they're absolutely disgusted by you, or are truly devoted to the faction you loathe the most. In the case of the former they will hold nothing back in your confrontations; even using your feelings against you whenever possible, which will never fade until your time here is at an end or you can find some way to turn their searing hatred into honest affection. In the case of the latter they can to convince you to join them or at the very least abandon your allies so that you no longer have to stand against each other; alas if pushed to the limit they will choose their allies and convictions over their feelings for you, even if it means becoming a martyr for their side. The same applies to your Partner's of course, something that may cause its own strife if mishandled. Of course, should you find some way to overcome these tribulations they and their Partner may join your adventures as Companions.
- **Dark Side (+200CP):** Across the multiverse once can come across an infinity of possibility; so, no matter how far fetched it may seem, coming across this individual shouldn't be that surprising. This person seems to be a distorted reflection of you; they share your strengths and your passions, yet with all your worst facets brought to the forefront and magnified; even following distorted versions of your own beliefs, or going down a dark path you've contemplated more than once. The same applies to their partner of course, and they seem to be fixated on you; perhaps seeing you as the only one that can truly challenge them, despising you for 'letting yourself be so weak', or for reasons you could respect if they didn't force your conflict.

They and their Partner are more than a match for the powers you've gained here, forcing you to grow to match and surpass them. Each time you defeat them they are sure to learn from the experience as well, and only after your fifth year here will you be able to put the matter to rest once and for all. No doubt ending in one of your deaths, or a fate far worse. Of course, should you find a way to redeem them and forge a true bond with them despite all this; they and their Partner may join you as a single Companion once your time here is at an end.
- **Nemesis (+100CP):** In this world emotion and desire are powers that can shake the foundations of heaven itself, dethrone gods, and give birth to mighty devils; and it would seem your foe has proven this to be more than just a theory, as their desire to best you have allowed them to find a way to transcend their own limits. Some way, even if only through raw determination and skill, they will stand against all that you are as an equal; even gathering allies that serve as twisted reflections of your own companions, just as they are to you. Your final clash will no doubt be the stuff of legends
- **Evils of Humanity (+300CP):** Pride, greed, lust, envy, gluttony, wrath and sloth. The seven emotions that drive humanity to evil, and drive digimon kind to madness. Even the most saintly of humans produces some D.N.A. that falls into their wavelengths; with even the echo a babes desperation over the disappearance of their mother left behind on a

decade's old toy being potent enough to suppress the identity of a weak willed digimon, and consuming them with that same desire. Thankfully most digimon are strong willed enough to resist such minor evils, and a bond to a data-link digivice can shield a partner digimon from even most of their Human Partner's corruptive influence. However, your own extradimensional nature has made you an exception to these rules.

If you're human than you'll find that even your smallest of desires can become obsessions to unprotected digimon around you, who will often take the desire and take it far beyond its original proportions. If you're a digimon than you find yourself incredibly impressionable towards humans, and find yourself following their unconscious desires; often to terrible extremes. Either way it won't be long until you're marked as threat unless some way is found to contain this influence.

- **How Dull (+300CP):** School, paperwork, the mundane march of routine existence. It's also so banal, and pointless. This isn't why you took up this offer. How could someone that has seen the birth of worlds, and partaken in delights that would numb gods find any of this entertaining? Why should you care for those will not live a fraction as long as you have, and will never meaningfully challenge you? Why, the very idea is absurd to you. This dull pointless existence has left your heart thirsting for something, anything, that can make you truly feel again, and bring meaning back to the world; and you know it, or they, are out there somewhere. I wonder, what would you be willing to do to find them? I wonder what they will see when you do.
- **From on High (+400CP):** Mercurimon; lord of Sagata Forest, and the one who had the misfortune of ruling of the domain parallel to Japan. Thus, it was he that became the face of the digimon world for many; creating the illusion of himself as a monolithic authority to digimon kind in the eyes of the humans, yet many forget that he was but one of 12 god-like beings that ruled over the digital world. Originally, Mercurimon was confident enough in Spencer's oath to handle the matter of the humans on their own; yet after Kurata's attack five years ago he could not hold his silence any longer. Now, all twelve of the Olympians have become aware of humanity; along with their potential to empower digimon.

However, despite their name the Olympus XII are not a unified whole, each god-king to their own domains; made worse Jupitermon's absence has left Junomon alone in the ruling seat, and she is far too consumed by the search of her missing king to bother managing the others. As such each member has their own designs for how to proceed, and few have issues sabotaging the others to ensure the fruition of their own plans. Perhaps finding Jupitermon, currently a humble aegiomon wandering with a bardic troupe after his rebirth, may bring order to their forces; but for now, things are bound to get more complicated with the addition of ten new factions.
- **The Devil Wears Glasses (+600CP):** Well fancy that Jumper, it seems you've picked up a new fan. He's a bit of a geek, but his become fascinated by your extradimensional nature. Oh yes, he found out after the first time he saw you; it was a simple thing for a genius of his caliber. Of course, ever since then he's been coming up with new ideas; flashes of insight, and visions of alien worlds that might be more familiar to you. Truly, you've inspired him to reach new heights in his work; and frankly, he considers his previous plans to be amateurish in comparison. He's not quite ready to show you the

fruits of his labor though, and don't worry he's found a way to ensure it'll be a surprise to you, but when he's ready it's sure to leave a long-lasting impression.

That said, he's just dying to meet you and your friends in person; if he's been able to do this much simply being inspired by you, just imagine the heights he'll reach then! Oh sure, it won't be the most pleasant experience for anyone he catches; but I'm sure you'll agree that a little discomfort is a small price to pay for the progress of SCIENCE!!! Doubly so if he can figure out how to hijack your Chain, opening up an entire universe of discoveries for him to explore! That said should you manage to endure their attentions, and convince them to be your friend rather than turn you into their next magnum opus, they'll join be able to join you as a Companion at the end of the jump.

- **A Second Chance (+600CP):** This world's tale is a sad one to be sure; a domino chain of mistakes and tragedies that almost doomed two worlds, and required the sacrifice of its guardian deity to avoid. However, your arrival presents a unique opportunity; one that will require a certain degree of stealth to achieve. Should you be willing to divest yourself of everything other than what you've purchased here, and seal your connection to your warehouse and unimported companions during your stay, I can send you back to that fateful day when the Digimon World Exploration Squad first arrived; either as one of its members or a recently discovered missing person if you're human, or as one of the first digimon to encounter them after their arrival. Your Partner taking the other option.

Together you will have the opportunity to change the course of events for the better alongside Spencer Damon and his Partner Bancholeomon; allowing man and digimon to come together harmoniously and work together for a better future and pave the way for a harmonious future for Digimon and Humans. Should you succeed in such a daunting task your efforts will not go unrewarded; as you may invite Spencer Damon and Bancholeomon to join you as a single Companion, and given the hotblooded friendship you'll have developed the chances of them refusing are unlikely.

## End Choice

Lo and behold your time here is at an end. It's been ten long years, and no doubt a rollercoaster of emotions; but now it's time to make your choice.

**Go Home:** You've grown a lot since you've started to your journey. It's a shame to watch you go, but as a parting gift you may keep everything you've gained along your journey.

**Stay Here:** So much to do, so much to see; even a decade wasn't nearly enough time for it all, so I can understand the appeal. Take care jump, and never forget to keep moving forward

**Move One:** It was a blast to be here, but that's only made you more excited for the next one eh? Well, let's see what the next Jump has in store for you.

## Notes

- The Evils of Humanity are a rather broad interpretation of the seven deadly sins. Lust isn't just about sex, but *wanting* something very strongly; everything from addiction, to just wishing you had a happy homelife can qualify for it. Greed covers everything from poor families desperate for the money to avoid losing their homes, to people who seek out power for its own sake. Gluttony is everything from pigging out on food, to playing games for countless hours at the cost of sleep or other responsibilities.

Thankfully, most Digimon only get affected by this after long-term exposure to the same person's desires or suddenly being "overwhelmed" by an emotionally charged individual. In fact, people suffering strong emotions serve as beacons for Digigates increasing the chances that a digimon will pop out near them, or for them to accidentally stumble through one and end up in the digital world

- No, there isn't a canon answer as to why Keenan didn't drive Mercurimon and all of his friends insane before bonding with falcomon; given that one of his abandoned toys had enough emotional corruption to mind break a rookie digimon the moment it touched it. Though it's heavily implied this corruption is the reason why Gotsumon's own obsession against them is so strong as he close to Keenan when he watched Frigimon die at the hands of humans.
- Digivolution's a bit looser in this setting; as even partnerless digimon can force themselves to digivolve by absorbing massive amounts of dark D.N.A., or a mix of their own raw determination and virtuous conviction. Though the first always results in them going crazy, often developing a deep rooted fixation based on the emotions that caused them to digivolve. The latter route is temporary much like that of a Partner Digimon. It is described as tensing a muscle, or standing up straighter, easy to do once you learn how but not something you can hold on to forever. As such don't be surprised if Digimon you fight suddenly digivolve into stronger forms mid-battle; especially if they started off as rookies. That said, we've only seen a virtue based digivolution reach Ultimate level; and the only way to reach Mega is by a partner with incredibly potent D.N.A. and the ability to focus their emotions, or simply really really long life
- Everything bad that happens in this story ties back to a young scientist known as Kurata, who served as Spencer's assistant during the original trip to the digimon

world. There he became fairly traumatized by all the digimon trying to kill them, and concluded that the only way to save humanity would be by killing them or enslaving them all. Along the way he's only gotten crazier, adding paranoia and megalomania to the mix; along with an inability to perceive even partner digimon as more than barely tamed animals, which given humanity's influence on digimon isn't that hard to understand.

That said, he's basically a comic level genius that has a habit for complete changing the playing field every time he shows up, has the complete trust and backing of the UN as the only remaining active member of the original Digimon research team, and has the kind of plot armor to his survival that would make a shonen protagonist envious. If you want to take him out; act fast, hit hard, and don't give him time to adapt.

- King Drasil, despite being the final boss in the anime, isn't that bad. He originally manifested his physical avatars specifically to talk to Spencer and Bancholeomon, and they had impressed him enough through their adventures that it was willing to give coexistence a chance. This in turn led to the creation of the Digivices, and DATS; as he was willing send one of his most loyal knights with them as his representative, and a tangible mark of his blessing of the project. Even after Kurata committed a small genocide, thus breaking the oath Spencer swore on behalf of humanity, he only held Spencer to his oath and was willing to give humanity a chance to make amends for their mistake.

It took the assassination of Mercurimon, the destruction of the holy city, the murder of literally thousands of digimon in cold blood, the resurrection of a demon lord, and the complete destruction of the dimensional boundary before King Drasil decided to prioritize the survival of the Digimon World over humanity. However even then, he kept his knights from attacking the refuges where everyone was evacuating too and observed them; waiting for them to prove to him that they were worth saving. Heck, even the final fights against him were all just tests to get a proper understanding of Humanity through its champions; and when it was finally convinced we were worth saving, it sacrificed its physical form to fix everything.

In short, if Jumper has the means; a lot of the plot can be resolved by making nice with him, and he's reasonable enough to negotiate with so long as you do so before Kurata makes a mess of everything.

- To put it bluntly, the Code Keys are a trap. They were made by Lucemon as a way to break free from the seal he was stuck in. They work by seeking out hosts with a strong inclination towards their SIN, and then try to take over the individual by putting them in a dream world where their sinful desires are fulfilled to their fullest. The Code Keys themselves aren't the real Demon Lords, just simulacrum based off them; so their power is directly tied to the D.N.A. and potency of their Sin within the host. So one could be curbed stomped by a single Champion, while another could be a match for an entire squad of Megas.

If you do avoid getting possessed; then you're stuck in the form of the Demon Lord, with your mental faculties severely diminished due to having to constantly fight back their attempts to possess you again. Moreover, that strain makes them more vulnerable to mental influences. So yeah, if you have out of context effects that can make them viable good on you; but within the context of this setting you're better off avoiding, or destroying them.

- If you want to get your hands on Burst Mode then you need a Human Partner with the **Blazing Soul** perk, but that's just to have a shot at it. You see, Burst Mode requires the Human partner to literally pump so much D.N.A. into their partner that the partner has no choice but adapt to it. However, this flood of energy also overwhelms the Digivice's ability to filter D.N.A. so whatever emotions and desires the Human is feeling get pumped up to 11 in their digimon. So if you activate Burst Mode for the wrong reasons you will trigger a Dark Burst Mode; which will basically turn the Digimon into a mindless force of pure destruction utterly consumed by the desire that fueled the evolution.

Digimon in this state will not stop unless they're destroyed, or their human Partner manages to forcibly pull the plug on their evolution by yanking back the energy; this results in the Digimon getting flat out deleted, or reduced to a Digiegg in the best-case scenario. The latter of which renders them into an amnesiac once they hatch unless you got special circumstances on your side.

The only way to create a usable Burst Mode is by fueling the evolution via virtuous and completely selfless desire; such as saving the life of another without caring about the risk to your own life. Once you figure out how to do it the first time, calling up the right feeling is easy; the trick is doing it right without killing or resetting your partner in the process. As such, it's best to let it arise naturally than actively find a way to trigger it as *wanting* power also triggers a madness inducing wavelength.

- The specifics of Burst Mode vary from digimon to digimon; but usually it results in them changing their color pallet with either white or black as a dominant color based on whether it is a Righteous or Dark Burst Mode, with it's secondary color being a "neon" shade of the human's D.N.A.'s color. In addition to an immense boost to all of its capabilities, they usually gain some form of energy weapon. Current examples are harpy-like bladed wings, a shield and sword made of plasma, a halberd and chain made out of moonlight, and a series of floating spheres. Each these provides a new attack, and often modifies and enhances the ones they already knew.