



A Jumpchain CYOA by WoL_Anon

Ver. 1.0

Welcome to the Digital World, Jumper!

Powerful Digimon, and in some cases their human partners, have been called from other worlds in order to participate in a grand tournament hosted by Culumon. The winner of this tournament will be tasked with defeating Reapermon, who presents a serious danger to this Digital World.

Of course, even once the world is saved you can expect tournaments like this to continue. This is a world of battles, so get ready to rumble!

You arrive in this world shortly before the first tournament commences, giving you a short period of time to prepare. You will be staying here for the next ten years.

You have 1000 choice points (cp) to spend.

-Age and Gender-

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

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

-Species-

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

[Free] Human

You are a human. Being here means you are likely the partner of a Digimon.

[Varies] Digimon

Digimon are strange creatures that inhabit the Digital World. In your case, you may well have been brought here from a different Digital World. Digimon take on a wide variety of forms and types.

Digimon can be separated by “levels”, with Digimon progressing through levels as they mature. This process is referred to as Digivolution. It will be difficult for you to achieve this permanently, but there are various means by which you may temporarily Digivolve to a higher level. Digimon of a higher level can typically be expected to defeat those of a lower level, though this is not always the case.

For the In-Training I, In-Training II, and Rookie levels, the cost of this option is Free. For Champion level Digimon, the cost is 200cp. For Ultimate level Digimon, the cost is 400cp. For Mega level Digimon, the cost is 600cp. Finally, for Ultra level Digimon, this cost is 800cp.

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



-Background-

You may choose to Drop In to the setting with no memories or history in this world. Alternatively, you may design a background in this world, based on what you purchase here, provided it makes sense and does not provide you with advantages not granted by purchases you have made.

-Location-

Roll 1d8, or pay 50cp to choose. If you end up with any of the first six outcomes, including by Free Choice, you can choose to ensure that the battle stage will not eventually be phased out of the battles taking place here.

[1] Sanctuary

This battle stage is prone to lightning strikes, so stay on your toes.

[2] Wilderness

A battle stage situated in front of a cave. During battles, boulders will roll out of the cave – take care not to be hit! Digimon with a Nature Specialty are favoured here.

[3] Garbage Recycling Centre

An overhead crane drops containers, and a compactor in the centre opens up occasionally.

[4] Revolution

This battle stage revolves every so often, which can turn battles on their head. You'll need to adapt to the changing situation to succeed here.

[5] Glacier

The edges of this icy arena tend to crumble under heavy weight – like that of a Mega level Digimon. Digimon with a Water Specialty are favoured here.

[6] Volcano

A battle stage situated over an active volcano. Pillars of fire erupt from below, but a creepy-looking rock face can alert you when this is about to occur, so pay attention! Digimon with a Fire Speciality are favoured here.

[7] Reapermon's Arena

This is where one chosen Digimon will face down Reapermon. If you consider yourself strong, you can save yourself a lot of time and deal with Reapermon now. Otherwise, you may want to get out here as soon as possible!

[8] Free Choice

Lucky you! In addition to the above choices, you may choose to begin at any battle stage present in Digimon Rumble Arena 2 – this will result in the stage being adopted earlier than usual.

-Perks-

You may choose 2 100cp perks, 2 200cp perks, 2 400cp perks, and 1 600cp perk to be discounted. Discounted 100cp perks are free, and all other discounts are 50% off.

[100cp] Rumble Ready

This is a world of battles, but these are battles that are meant to be enjoyed. This perk will help you do so.

From now on, you are able to retain your composure during the heat of battle. You'll even be able to find enjoyment in battle; this won't go far as to make you seek out danger for its own sake, but you will be able to enjoy worlds like this one, and even find some satisfaction when you are fighting with your life or the fate of the world on the line.

[100cp] Digi-Double Jump

The battle arenas present in this world are not as straightforward as one might initially expect. Often, they are made up of many platforms, and navigating these platforms properly is vital to success here.

Thanks to this perk, you are now an expert in judging distances between platforms, and timing your jumps to get the best result. Not only that, but you now possess the ability to perform a "double jump" – propelling yourself up a second time while you are mid-air. You'll need to land on solid ground before you can double jump once more.

[100cp] Specialty

In the early tournaments that will take place here, it is common for Digimon to possess an elemental Specialty. Specifically, one of three: Fire, Water, or Nature.

Such Specialties aren't always obvious; for example, Gatomon possesses the Water Specialty. For this reason, you may choose which of these three Specialties you possess on purchase of this perk.

These Specialities act as a triangle. Digimon with the Fire Specialty are advantaged against those with the Nature Specialty. Digimon with the Nature Specialty are advantaged against the Water Specialty, and the Water Specialty is strong against the Fire Specialty. In addition, your Specialty provides you protection from traps that match your Specialty, but makes you extra vulnerable to traps that would be advantaged against your Specialty.

Post-jump, this perk will adjust somewhat, simply providing your attacks additional damage against creatures that could be generally said to possess or represent the element your Specialty is strong against, and reducing the amount of damage you receive from traps or hazards that possess or represent the element of your Specialty. It no longer confers additional weaknesses.

[100cp] Baller

A side activity present in early tournaments is the basketball game, in which Digimon compete to land ten baskets the fastest in a hoop that moves around in the air.

You have what it takes to succeed in this endeavour, as you are noticeably better at shooting basketballs into hoops, even accounting for moving targets.

Just as importantly, you are somehow able to replicate shooting the ball by punching, kicking or otherwise “attacking” it, without any loss in accuracy and without damaging the ball. Very handy for those Digimon forms that can’t simply pick up such an object.

As an added benefit, you’ll find that “attacking” the ball in such a way is always considered a legitimate way to shoot it in any basketball games you participate in, as well as other similar sports.

[200cp] Getting Grabby

Grappling is an oft-employed tactic in combat, but when you’re facing down monsters many times your size, it becomes significantly less viable. This perk will help you with this.

You now have significantly greater lifting and throwing strength, such that a Rookie Digimon will be able to pick up and throw the kinds of Mega and Ultra level Digimon present in the Rumble Arena games. This doesn’t translate into other forms of strength, and it still might not mean you can effectively harm such foes, but nonetheless the option is there.

[200cp] Falling Fallback

Given the state of the battle stages here, falling to your doom is a very real possibility. Don’t you think that’s an awful way to lose a fight?

This perk provides you with some much-needed protection from such an outcome. From now on, whenever you fall from a dangerous height, or would fall into hazardous material, you will automatically be teleported to a safe place in the immediate vicinity before you are harmed.

This teleportation only occurs when you would want it to. However, it is not without cost; each time this occurs, you will take some damage, approximately the same as if you had taken a few hits from an opponent at your level. This means that without some form of healing, you can only utilise it so many times in a given fight.

[200cp] Free-For-All Focus

Battles here can get quite chaotic, with multiple combatants, stage hazards, and a variety of different power-ups that can turn things around in an instant.

To keep up with such chaos, you have gained a high level of situational awareness, and a high level of focus in battle, allowing you to track all kinds of important information even as you throw punches and kicks. If they didn't know better, some might even think you had eyes in the back of your head!

[200cp] Keep Away

You are very skilled at maintaining your distance from opponents in battle, finding avenues to safely retreat, and minimising the risk of being boxed in by multiple opponents.

Such talents are very helpful for those Digimon that prefer to settle things with ranged attacks, as well as those looking to play a certain game when it is introduced in future tournaments.

[Free/400cp] Rumble Respect

Though this is a world of fighting, few of the battles that take place here are conducted with the intent to actually eliminate the opponent.

You are able to apply this principle in battle when you like, ensuring that your attacks will never kill or permanently injure – instead dealing vague “damage” and ultimately harmlessly knocking out your opponent when they sustain too much. This safety net also accounts for knock-on effects of your battles, such as a poison you inflict with your attacks, or dangerous falls you might cause them to take.

In cases where your opponent is not interested in causing you actual harm, such as if they are sparring you, or simply fighting you in a competitive environment where their goal is to progress rather than actually wanting to kill or injure their opponents, you can even cause their attacks to have this same protective effect – both on you and other fighters in the case of larger brawls.

This perk is Free for the duration of this jump. If you'd like to take it with you going forward, you must pay 400cp (this can be discounted).

[400cp] Healing

You have gained the ability to recover from large amounts of damage.

In order to use this ability, you must stop and focus, in order to slowly recover. As you cannot properly attack or guard in order to make use of this, applying it during combat is a matter of risk assessment and situational awareness.

The other issue with this ability is that it is incredibly exhausting, making any prolonged use of it impossible without extreme levels of stamina. Fortunately, should you have access to any special pools of energy to draw upon, you can use this energy in order to fuel your use of this ability – allowing you to use it more often, and without risk of battlefield exhaustion.

[400cp] Ultra Attack

You have gained access to a powerful attack, intended to finish battles. While the details of this attack can be determined by you, the overall power and effectiveness is comparable to the Ultra Attacks present in Digimon Rumble Arena 2.

While you can use this technique on its own, if you do so you will find it debilitatingly exhausting due to its high energy requirements. Fortunately, should you have access to any special pools of energy to draw upon, you can use this energy in order to fuel your use of this attack.

The power of the user does factor into this; as the users of such techniques are at least at the Ultimate level, you'll probably find this move to be less effective than the norm if you attempt to use it earlier. Perhaps you should focus on Digivolving first?

[400cp] Non-combatant

Human partners confer massive benefits to their Digimon allies. Despite this, participants in the battles of this world, including the dangerous Reapermon, consider it bad form to attack these humans, preferring to face their Digimon opponents head on. Thanks to this perk, you now carry a similar protection with you into future worlds.

From now on, so long as you have allies in the immediate vicinity fighting on your behalf, your enemies will never choose to target you until those allies are defeated. Likewise, in such situations you'll never find yourself caught up in collateral or accidental damage while this effect remains in place.

Should your attack your opponents directly, the effects of this perk are voided until the next battle. Supporting your allies with power-ups, healing, strategic advice, or commands are all acceptable. Should there be multiple powers of this nature in play that would leave an enemy unable to target you or any of your allies, the effects of this perk are voided until the next battle.

You may toggle the effects of this perk off whenever you like.

[600cp] Digi-Up!

From now on, when you attack an opponent, strange blue orbs known as Digi-ups will be launched out of their body. Stringing together combos or hitting enemies with special attacks will knock out higher amounts of Digi-ups. You can toggle this effect on and off as you like.

As these Digi-ups are generated by this effect, they don't cost the person anything beyond the damage your attacks would normally cause.

Should you or anyone else with this perk come into contact with these Digi-ups, you can absorb them into your own body. There, they act as an alternate source of energy known as Digi, which you can use in place of other energy or stamina requirements techniques you may possess. Additionally, during battle Digimon can use large amounts of Digi in order to trigger temporary Digivolutions. These temporary Digivolutions can be stacked with sufficient Digi, and in some cases Warp Digivolving past a level may be possible. Taking sufficient damage can undo these temporary Digivolutions one by one, and all such Digivolutions are reverted shortly after the battle.

[600cp] Knockout Battle

Up to twice per battle, when you would be knocked out or killed, you are instead teleported to a safe location in the immediate vicinity (if within a battle stage, it will always be within that same stage), restored to perfect health.

While this essentially means an opponent has to defeat you thrice if they wish to put you down, this perk does little to help you escape from opponents who have you completely out-matched, as you generally appear in an obvious location.

Attempts to exploit this perk for additional uses, such as by dis-engaging and re-engaging to “reset” the battle, will invariably fail. Fortunately, you’ll always know how many uses of this ability you have left.

-Items-

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

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

[50cp] Digimon Rumble Arena Game Bundle

Do the Rumble Arena games hold a special place in your heart? This bundle contains:

- A 2004-era television.
- A PlayStation, and all needed cables.
- 2 PlayStation controllers.
- A copy of Digimon Rumble Arena.
- Your choice of PlayStation 2, GameCube, or Xbox.
- 4 controllers for your chosen console.
- A copy of Digimon Rumble Arena 2 for your chosen console.

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

[50cp] Digimon Card Collection

A collection of Digimon cards, which reflect some of the power-ups that you may stumble across during earlier tournaments. These ones are the size of ordinary trading cards, and have no special effects.

To store these and any other cards you collect in your travels, you also receive a Digimon branded card album. The album will be able to expand indefinitely, without appearing any bigger externally or

getting any heavier. You will always be able to find whichever page it is you are looking for right away. You can also sort any cards stored inside in any order you like, just by holding the album and willing it so. Cards stored inside the album will not degrade for as long as they remain inside.

Should any of this be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. If a loose card or cards were lost or destroyed, you may have the replacement instead appear inside the album at this time.

[50cp] Basketball Game

This item comes with a basketball hoop, which is carried by a toy Culumon that can hover about in preset patterns, or be remotely controlled. Also included is a large supply of basketballs.

In combination, this will allow you to partake in the Basketball Game minigame played by the Digimon here, or simply practice your shooting.

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

[50cp] Digivolve Race

This is a pair of special punching bags, which can be used to partake in the game known as Digivolve Race.

Essentially, this is a race to reach the target number of hits on your bag before your opponent. A special property of the bags means that a Digimon that reaches the target number will be able to very briefly Digivolve – a visual indicator that they have won the race. Fortunately, the bags also track the number of hits, allowing non-Digimon and Digimon that have fully Digivolved to play as well.

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

[100cp] Target Game

This strange room has been added to your Warehouse, or attached to an existing property you own.

Inside, up to two players at a time can participate in a game where they attempt to throw balls at various shapes flying around the room to score as many points as possible within the time limit. The balls can be generated by the players during the game.

In each future jump, you may choose to move this room to your Warehouse (if not already there), or to an appropriate property you possess. Post-chain, you will be able to do this once every ten years. Should the room be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse.

[100cp] Chosen Children Cosplay

A collection of copies of outfits worn by various Digidestined/Tamer characters appearing in Digimon Adventure and Digimon Tamers.

These outfits are self-cleaning and self-repairing, ensuring you can wear them throughout your adventures, and they automatically adjust to be appropriate to your current form.

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

[200cp] Fire-Up

By purchasing this option, you ensure the availability of the Fire-Up power-up in all of your future battles. Sometime during each battle, the power-up will spawn on the battlefield. It will always spawn closer to you than to your opponent(s), though it may not always spawn at your feet. If you have no desire to use the power-up at all for a particular fight, the power-up will not spawn for that particular fight, preventing its use against you. Should the power-up spawn, your opponent does have the opportunity to use it, if they can get to it first. The power-up does not persist after the battle has ended.

When someone comes into contact with the power-up, which resembles a flaming chilli pepper, they are encased in flames. These flames will not harm them or damage their equipment, but will harm others that come into contact with it. Fire-Up lasts for about fifteen seconds, or until another power-up or similar effect is applied.

Due to the nature of this item, you cannot import into it.

[200cp] Iron Fist

By purchasing this option, you ensure the availability of the Iron Fist power-up in all of your future battles. Sometime during each battle, the power-up will spawn on the battlefield. It will always spawn closer to you than to your opponent(s), though it may not always spawn at your feet. If you have no desire to use the power-up at all for a particular fight, the power-up will not spawn for that particular fight, preventing its use against you. Should the power-up spawn, your opponent does have the opportunity to use it, if they can get to it first. The power-up does not persist after the battle has ended.

When someone comes into contact with the Iron Fist, the power of their attacks is increased a fair amount, and the launch potential of their attack is significantly enhanced. This effect lasts for about fifteen seconds, or until another power-up or similar effect is applied.

Due to the nature of this item, you cannot import into it.

[400cp] Card Items

By purchasing this option, you ensure the availability of the various card items present in the first Rumble Arena game in all of your future battles. Throughout each battle, giant card-shaped objects will occasionally appear around the battlefield. These can be used by anyone, not just you.

Fortunately, if you have no desire for the cards to appear, they will not. Card items will not persist after the battle has ended.

The card items are automatically used on contact, and have a variety of effects, both positive and negative. The image on the card indicates what the effect will be, which can give you an advantage over opponents unfamiliar with them. See the Notes section for more information.

Due to the nature of this item, you cannot import into it.

[400cp] Invincibility

By purchasing this option, you ensure the availability of the Invincibility power-up in all of your future battles. Sometime during each battle, the power-up will spawn on the battlefield. It will always spawn closer to you than to your opponent(s), though it may not always spawn at your feet. If you have no desire to use the power-up at all for a particular fight, the power-up will not spawn for that particular fight, preventing its use against you. Should the power-up spawn, your opponent does have the opportunity to use it, if they can get to it first. The power-up does not persist after the battle has ended.

When someone comes into contact with the power-up, which resembles a golden shield, they are rendered invincible, with all attack harmlessly bouncing off them. While active, the person will glow brightly, making it very clear when it expires. Invincibility lasts for about fifteen seconds, or until another power-up or similar effect is applied.

Due to the nature of this item, you cannot import into it.

[400cp] Digi-Change Device

By purchasing this option, you ensure the availability of the Digi-Change Device in all of your future battles. Sometime during each battle, a strange walkie talkie-looking object will spawn on the battlefield. It will always spawn closer to you than to your opponent(s), though it may not always spawn at your feet. If you have no desire to use the Digi-Change Device at all for a particular fight, the Digi-Change Device will not spawn for that particular fight, preventing its use against you. Should it spawn, your opponent does have the opportunity to use it, if they can get to it first. Digi-Change Devices will not persist after the battle has ended.

When someone comes into contact with the Digi-Change Device, it will loudly announce one of many possible effects. These effects can be both positive or negative, and can have wide-reaching effects across the battlefield. In short, it is a risky item that can completely turn battles on their head.

See the Notes section for more information for each possible effect the Digi-Change Device can cause.

Due to the nature of this item, you cannot import into it.

[600cp, Exclusive to Humans] Digivice

An amazing piece of technology, wielded by the human partners of Digimon. The aesthetics of your Digivice are up to you, so long as they do not provide special advantages not described here.

Your Digivice is connected to a Digimon, allowing it to Digivolve. It can only be connected to a single Digimon at a time. As a special consideration, you may choose which Digimon is connected to the device once per jump (post-chain, once every ten years), but the Digimon must agree to be connected to it in order to qualify.

As the connected Digimon deals and receives damage, the “Digivolve Gauge” on the device fills. When maxed out, you’ll be able to Digivolve. With a strong bond with your Digimon, you can even Warp Digivolve them, allowing them to skip levels to reach more powerful forms quickly.

While the Digivice is maintaining a Digivolution in this way, the Digivolve Gauge won’t fill via damage and will empty over time, returning the Digimon to normal once it runs out. If you are feeling aggressive, you can burn through this draining meter faster in order to empower a single special attack of the Digimon, known here as a “Special Finish”.

On purchase of this item, you can choose to incorporate a “Biomerge” function. This means that in order to Digivolve to the Mega level or above, you must fuse with your Digimon partner. While no more powerful than usual, the two of you will share control of the new body, and you still retain the ability to perform a Special Finish. When this Digivolution ends, you will safely split from your partner. During the chain, you will also be forced to split at the end of each jump. Your decision to include Biomerge Digivolution cannot be changed later, so think carefully before making your decision.

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

[600cp] Single Player Mode

A special gateway has been added to your Warehouse, or attached to an existing property you own.

Entering the gateway will allow a single participant to run through various opponents. They may take a single person with them, who must act in a non-combatant role. Fused beings are treated as a single entrant. A comfortable observation point exists for those who wish to spectate the run.

After each win, the entrant can choose between two options. While the difficulty slowly ramps up over the run, one of the options will increase the difficulty faster.

Opponents are either taken from the Rumble Arena or Rumble Arena 2 games, or are notable Digimon you have encountered in your travels (accompanied by their human partners as non-combatants where that makes sense). These are not the real thing, and you won’t get much from them beyond the battles they are assigned to.

Stages from both Rumble Arena and Rumble Arena 2 are included, each with power-ups from the game the stage is sourced from. Mini-game rounds are also included.

Various adjustments can be made to the runs, including adjusting overall difficulty, limiting content to either Rumble Arena or Rumble Arena 2, and toggling off some or all opponents sourced from your travels. Nothing can be taken out of these runs that you didn’t bring in with you. At the same time, death or chain failure won’t occur as a result of your defeat, so feel free to push yourself.

In future worlds, you may choose for the gateway to be attached to your Warehouse, or to be placed on a property you own. If destroyed, it will reappear in the same location after 24 hours; if that location is no longer viable it will be moved to your Warehouse.

[600cp] Multiplayer Mode

A special gateway has been added to your Warehouse, or attached to an existing property you own.

Inside, up to four participants can battle in various arenas. Each participants may have one non-combatant to support them if they like. Fused beings are considered to be a single individual. A comfortable observation point exists for those who wish to spectate the battles.

Empty slots can be filled with fighters present in Digimon Rumble Arena and Rumble Arena 2, as well as notable Digimon you have encountered in your travels (accompanied by their human partners as non-combatants where that makes sense). These are not the real thing, and you won't get much from them beyond the battles they are assigned to.

Stages from both Rumble Arena and Rumble Arena 2 are included, each with power-ups from the game the stage is sourced from. Death or chain failure won't occur as a result of defeat here, so feel free to cut loose. All match types from Rumble Arena and Rumble Arena 2 are present, including mini-games.

Nothing can be taken out of these battles that you didn't bring in with you. At the same time, death or chain failure won't occur as a result of defeat here, so feel free to cut loose.

In future worlds, you may choose for the gateway to be attached to your Warehouse, or to be placed on a property you own. If destroyed, it will reappear in the same location after 24 hours; if that location is no longer viable it will be moved to your Warehouse.

-Companions-

[50cp per.] Import

Already have some companions with you? For 50cp each, you may import these companions into this world. Each is provided 600cp, to spend on perks, items, and their species, and they are entitled to the same freebies and discounts as you. They may not purchase companions. Like you, they may Drop In, or have a background which matches their purchases.

[50cp per.] Create

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

[50cp per.] Recruit

For 50cp each, you may take any named character appearing in Digimon Rumble Arena or Digimon Rumble Arena 2, along on your journey as a companion. In order to successfully recruit them, they must agree to this. If for some reason you are turned down, worry not! Each purchase of this represents a 'slot', so you can ask around and find another character to journey with if you would like.

-Drawbacks-

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

[0cp] Jumper History

With this toggle, you can import the events of any previous Digimon jumps you would like to, smoothing out any inconsistencies between them in a manner of your preference. Given the presence of characters from Digimon Adventure and Digimon Tamers, your actions in those jumps in particular may have significant bearing on the events to come.

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

[0cp] Everyone Is Here!

Want to increase the variety of competition you'll be up against during these tournaments?

With this toggle, you can increase the amount of powerful Digimon (and where applicable their human partners) that are brought here from other worlds.

Additional participants will generally be heroes of these worlds, but even when they aren't they won't be an active threat to this particular Digital World. Participants from worlds you are incorporating via Jumper History are more likely to appear.

[+100cp] Move Name!

You are compelled to loudly shout the name of any battle technique you use that is more complicated than ordinary punches, kicks, or weapon swings. If the move has no name, you cannot use it until you name it. Yes, this means you have to shout the same thing over and over if you keep using the same moves.

If you are a human, your compulsion will instead force you to call the moves of a Digimon fighting on your behalf, but only one such Digimon at a time, and only if you aren't also fighting.

[+100cp] Limited Voice Lines

Don't expect any great conversations here – anyone you encounter in this world is limited to a handful of fixed lines of dialog, which they will repeat ad nauseum. Somehow, this won't significantly impact the overall events that take place here.

Those you bring into this world with you, such as companions, are not influenced by this drawback.

[+100cp] Targeted

During later tournaments that will take place here, battles can include up to four active participants, each fighting for themselves.

At least, they should be. For some reason, in free-for-alls like these enemies seem to prefer to gang up on you and get you out of the way as soon as possible. This doesn't mean they will avoid winning, and breakdowns in these alliances can still happen, but such battles are going to be a bit more challenging for you.

If you are a human, this condition instead applies to Digimon that fight for you as a "partner".

[+200cp] 2D Fighter

You are afflicted by an unusual mental condition.

When in combat, you are perfectly able to move up, down, forward or back. However, moving left or right is very difficult for you, and you almost never think to do so. It's almost as if you believe you are in some sort of fighting game?

If you are a human, this condition instead applies to Digimon that fight for you as a "partner".

[+200cp] No Digivolution

It appears you've hit your limit for Digivolution. Whether permanent or temporary, you are unable to undergo Digivolution or similar transformations during your time here.

If you are a human, you are unable to help Digimon go through these processes too, such as through the use of a Digivice.

[+200cp] Unlucky

During battle, you suffer from critically bad luck. Items end up in convenient locations for your opponents. Items you manage to get your hands on are generally minimally useful, and in many cases actively disadvantageous to you. Overcoming this luck is certainly possible, but you'll find it quite a bit harder to win battles here.

If you are a human, this bad luck extends to Digimon fighting directly on your behalf or as a "partner".

[+300cp] Finish Tech. Limit

Oh dear. It seems your "moveset" is quite limited. At each Digivolution level, you are only capable of using two special combat techniques – that is, techniques beyond ordinary punches, kicks, and weapon swings. Once you have used one such technique, it is "locked-in" for that Digivolution level until the end of the jump

If you are a human, this condition instead applies to Digimon that fight for you as a "partner".

[+300cp] Fear The Reaper

Planning on leaving Reapermon to the heroes and simply enjoying your time here? That won't be possible, after taking this drawback.

Now, Reapermon knows who you are, and wants you dead. It will beeline to your location, and attempt to kill you. Worse, the participants summoned to deal with it (including those introduced by *Everyone Is Here!* if you took it) will refuse to fight Reapermon at all. Those you bring into this world with you, such as companions, are not affected by this.

You better hope you are up to the challenge.

[+300cp] D-Reaper Danger

You might not be aware, but the dangerous digital lifeform known as D-Reaper (not to be confused with Reapermon) is present in this Digital World. Fortunately, this particular iteration is content to remain in place and spectate nearby fights.

Or it would be, if you didn't take this drawback.

Now, the D-Reaper will seek to spread itself, and purge the Digital World of all life. This is a serious threat that cannot be underestimated or ignored. If you also took *Everyone Is Here!*, then the D-Reaper will become even more powerful, in order to match the additional allies you might have at your disposal.

-Ending-

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

Choose one of the following three options:

Play Again: You choose to remain in this world. Your chain ends here.

New Game: You choose to continue your chain. Proceed to the next jump.

Quit Game: You choose to return to your original world. Your chain ends here.

-Notes-

Thank you to everyone who assisted in making this jump.

On Digimon Forms:

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

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

On Humans & Digimon Carry Over:

In Digimon Rumble Arena, most Digimon characters are sourced from either Digimon Adventure 02 or Digimon Tamers. In most cases, they are accompanied by their human partners, who enable their Digivolutions.

In Digimon Rumble Arena 2, no human characters are present. Digimon characters no longer seem to refer to or rely on their human partners, and it can be debated whether or not Digimon that also feature in the anime are intended to be those particular Digimon.

This jump does not make a determination on when the human characters leave this world (if at all), or whether Rumble Arena 2 characters are intended to be anime Digimon in some or all cases. You are free to decide these things for yourself.

On Card Items:

Here are the possible effects of the card items:

- Digi Plus: Image is a yellow +. If the user is a Digimon connected to a Digivice that is nearby, the Digivolve Gauge somewhat fills. For Digivices from other Digimon settings a similar effect is applied, where that makes sense.
- Digi Minus: Image is a blue -. If the user is a Digimon connected to a Digivice that is nearby, the Digivolve Gauge somewhat empties. For Digivices from other Digimon settings a similar effect is applied, where that makes sense. The user is also more vulnerable for a short period of time.
- Max Digivolve: Image is a fancy orange +. If the user is a Digimon connected to a Digivice that is nearby, the Digivolve Gauge completely fills. For Digivices from other Digimon settings a similar effect is applied, where that makes sense.
- Power Down: Image is a blue down arrow. The user's attack power falls, and they are more vulnerable for a short period of time.
- Queen Device: The user's attack power rises for a short period of time.
- Evil Ring: Image is a purple circle. The user is disoriented and doesn't respond to commands for a short period of time.
- Evil Spiral: Image is a series of purple circles. The user is disoriented and doesn't respond to commands for a short period of time, longer than Evil Ring.

- Bomb: Image is a bomb. The card explodes a short period of time after activation.
- Fire Attack: Image is red fire. The user's next attack is a burst of Fire Specialty-attuned fire. Will not persist after battle.
- Water Attack: Image is blue fire. The user's next attack is a Water Specialty-attuned water attack. Will not persist after battle.
- Wind Attack: Image is green fire. The user's next attack is a Nature Specialty-attuned wind attack. Will not persist after battle.
- Forced Digivolution: Image is a series of yellow circles. If the user is a Rookie level Digimon connected to a Digivice that is nearby with a full Digivolve Gauge, they automatically Digivolve.

On Digi-Change Device:

Here are the possible effects of using the Digi-Change Device:

- Body Snatchers: Up to four combatants, including the user, have control of their bodies shuffled amongst themselves for a short period of time.
- De-Digivolution: All Digimon combatants are forcefully De-Digivolved one or more levels. They won't ever regress beyond Rookie. Similarly evolving creatures may be impacted in a similar way. Changes will not persist past the end of the battle.
- Digivolution Convolution: Affects all Digimon combatants. Rookies and below will Digivolve one stage. Ultimates and above will regress one stage. Others will either De-Digivolve if they are in an advantageous position, or Digivolve if they are in a disadvantageous position. Similarly evolving creatures may be impacted in a similar way. Changes will not persist past the end of the battle.
- Digivolve All: All Digimon combatants are forcefully Digivolved one stage. Ultimate level Digimon and above are not affected. Similarly evolving creatures may be impacted in a similar way. Changes will not persist past the end of the battle.
- Lightning Strike: Thunderbolts rain down onto the battlefield for a short period of time.
- Pinata: The user is transformed into a pinata for a short period of time, greatly weakening them. Those with the *Digi-Up!* perk will gain more Digi-ups than normal for attacking the pinata.
- Sleepy Time: All combatants but the user fall asleep for a short period of time.
- Summon Phantomon: An incredibly powerful Phantomon appears somewhere randomly on the battlefield. It will zoom around, attacking anyone it comes across, but vanishes after a short period of time.
- Sympathy Pains: Up to four combatants, including the user, have their overall health and damage received shuffled amongst them. This is based on proportion, not amount of damage dealt, so a combatant with less overall vitality won't immediately die due to their new injuries. Knocked out or dead combatants are never chosen.

On Digivice:

Importing a Digivice connected to multiple Digimon allows you to bypass the one Digimon limit, and with sufficient Digivice know-how, manually overcoming this may also be possible. How this ends up working is a matter of fanwank.

So, what exactly happens here, anyway?

There is little in the way of “plot” for these games. In Rumble Arena, the chosen Digimon character fights through various opponents, before ultimately defeating Reapermon (who is presented via the opening as an evil threat of some kind).

In Rumble Arena 2, there is no narrative at all, just tournaments of this nature with different last opponents based on the player’s chosen battles at each stage.

-Changelog-

0.1

Created the jump.

1.0

(i) Minor rewrite of **Locations** section, no mechanical change.