By Regalus

This place seems familiar, doesn't it? A digital world filled with strange creatures, inextricably linked to a world so similar to the one you called home. Where the bonds of friendship and virtues of your heart can shake the heavens, and the weight of destiny falls upon prophesied children who are destined to bring about a new age of peace or struggle against ancient evils. A perfect place for adventure, no? Or at least it used to be.

That all changed 80 years ago when a new area rose up on the northern shores of File Island, signaling the end of an era. The once great and cosmopolitan File City soon fell to ruin before this threat; its inhabitants fleeing in fear of the cataclysm to come. In time the many species of digimon drifted apart to their own lands, fell into isolation, hoping to be spared from the terrible plague sweeping through the island, but it was all for naught. Even with their precautions digimon began to lose their hearts and minds; their past and self-hood buried as their minds grew clouded, leaving many twisted or feral. Soon there were very few that remembered there was ever a time where their world was different, and none remain that can say how or why it all happened.

Welcome to the digital world Jumper, or at least what's left of it.

You have **1000CP** to shape your place in this world Jumper, choose wisely.

Locations

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

1. **Village of Beginnings:** The home of Jijimon, and where all reborn digimon take their first steps into the world. It's one of the few sanctuaries in this world left untouched by both the plague and the violence that followed; almost as if the infected know not to disturb its peace despite their madness. **Humans** and **Guardians** may choose to start here for free.
2. **File City:** Once the jewel of File Island, now little more than a ghost town. Buildings left abandoned after the great exodus; though you may come across another traveler if you're lucky. The infected seem to rarely enter this place, which has left most of its infrastructure in tact; if in need of maintenance. Someone with the right skill set could easily make something great out of these old ruins, though that kind of job might need more than one person.
3. **Factorial Town:** A massive industrial complex that still runs despite the fall of civilization. Machines, digimon or otherwise, are assembled and disassembled here every day; with warehouses filled with forgotten materials and projects, making it a treasure trove for any post-apocalyptic traveler. Though treasure hunters beware for rather than becoming feral it's machine digimon inhabitants have become dominated by their programming; giving it quite the killer security system. Admittedly, wise travelers may wish to consider braving its labyrinthine sewers, and both the poo flinging and aquatic ferals that inhabit it instead.
4. **Ogre Fortress:** Now here's where the party's at! Home to Ogremon and his gang; this place has all the conveniences of the old city, on top of being fortified enough to feral away. If you don't mind a bit of banditry the big green giant will be glad to have you on board; though if you're not part of his gang you should make yourself scarce.
5. **Toy town:** Beyond the misty forest lays a wonderland of toys and play for all ages! With structures reminiscent of giant toys, this place would've made a great amusement park before the plague hit. Alas, these days its inhabitants don't seem to know the difference between playing and fighting for your life; but if you manage to get the Tinmon back online they should be able to bring some semblance of order back to this place.
6. **Ice Sanctuary:** A breathtaking temple carved from ice; it serves as an excellent sanctuary from the freezing blizzards that envelop this land, at least for the vaccine digimon welcomed to it. Though it's silent now; seemingly empty besides the angelic statues carved that stand upon the altar, and the frigid air that seems to emanate from beneath it. If you stay long enough perhaps you'll feel a pull, a voice asking for help from the secret depths of its temple; though it might just be the wind.

7. **Darklord's Manor:** Oh my, it's been so long since the Count had a guest! He's a bit busy at the moment, but'll be pleased as punch to have you here! Don't mind the ghost and ghouls if they get touchy, they're just the live-in staff; and feel free to explore the grounds. And if you hear any unsettling noises coming from below, that's just the house settling; honest!
8. **Infinity Mountain:** Hard to see if you're lucky or cursed for landing here. This place isn't in the best condition right now; large swaths of the structure being stripped of its textures, leaving nothing but wire frame lines bleeding out binary code. If you're not careful you might even be spotted by *Him.* If you don't feel ready to face the mad man, and his fearsome guard, you may choose anywhere else as your starting point in this world.

Races

Human: Ah yes, good ol' homo sapiens. Physically speaking they don't have much to offer in comparison to the natives; but their outsider perspective and alien nature has made them quite the game changers around here. As a Human you may select either **Drop In** or **Summoned Child** as your background.

Digimon : The natives of the digital world, data-energy life forms with powers and forms that defy humanity's understanding of conventional physics and biology. They come in every shape and size from winged angels and dragons, to androids and dolphins. Select a Training level digimon to serve as your base form during your time here; pick carefully since unless you have a human partner you'll remain in this stage for quite some time. Alternatively you may pay **100**, **200** or **400** additional CP to start as a Rookie, Champion or an Ultimate respectively; the latter being the highest stage the digimon of this world have achieved. Of course, should you already possess a digimon form you may import it if it is at Ultimate level or lower, or one of its pre-evolutions, as your starting form for **Free**. Lastly, as a Digimon you may choose between **Drop In, Guardian, Opportunist** and **Survivor** as your chosen background

Backgrounds

Now it's time to determine your place in this world. If you're human, roll 1d8+5 for your age. Digimon on the other hand are effectively ageless so they may roll 3d8; this is either how long it's been since you hatched from your egg, or how far back you can remember despite the virus' effects. Alternatively, you may pick it for yourself for **50CP.**

Drop In: You didn't get here like everyone else, just sort of falling out of the sky one day; but luckily a pair of kind digimon happened to break your fall, and was more than happy to answer your questions. This all seems a bit weird, but at least you don't have another lifetime muddying your thoughts as you try to figure out what to do next.

Summoned Kid: You've been a big fan of digimon ever since the first toys came out, and have spent many afternoons consuming anything related to it. Of course, you were ecstatic the day you managed to scrounge together enough to buy your very own digital monster toy, and devoted yourself to raising your precious virtual pet into a true champion! However one day you came home to a surprise; your virtual pet acting rather strangely, and its screen looking distressingly like a window.

Next thing you knew you were swept up in a beam of light, your body broken down to wireframes before being sucked inside. You awaken at your starting location sprawled on the floor and with a bit of a headache, while being eagerly greeted by your precious digimon.

Guardian: Perhaps it was duty, a sense of justice, or love; but there is someone, or something, out there you have to protect. They're the most important person in your life, or a vow you will never allow yourself to break. This bond has made you grow in ways you never thought possible, and given you strength to overcome whatever stood in your way. Come hell or high water you will stand your ground for them until the end.

Opportunist: There's no hiding it, everything's gone straight down the toilet, and nothing's gonna stop it; but that doesn't mean you're going to mope around. If the end is coming you're damn sure going to make the most of your time left here; screw the rules, you're just looking out for you and yours from now on.

Survivor: Things aren't what they used to be. Long ago you lived in the greatest metropolis in all of File Island; a master of your trade, respected by your community. Then the plague hit, and everyone you knew scattered to the winds, or went mad; now you're just doing the best you can to survive, while keeping the last shreds of your people from falling apart.

Perks

Origin's grant a 50% discount to their perks, while receiving their **100CP** perks for free

Antivirus (Free): There's a really nasty bug going around this place that can turn even the strongest of digimon into beasts driven by pure instinct, and the drive to test themselves against anyone they come across. While most folks in this world fear the risk of infection, you and your Companions won't have to worry about it during your stay.

Decode (Free): One of the most overlooked traits of the digital world is its capacity to shatter the language barrier across worlds and cultures. As a place where thought and energy freely mingle all of its inhabitants can understand each other's spoken and written language as if it were in their native tongue; despite having no understanding of each other's language, or even having the anatomy to produce the required sounds. Everyone visiting the digital world benefits from this during the Jump, but you may pay **100CP** to maintain the effect on yourself in any future world you travel.

Subroutines (Free and Exclusive for Digimon): As they grow and evolve a digimon goes through a whole host of changes which may seem as impossible as they are varied. A lifeform that could be little more than a round head with long ears might suddenly transform into a bipedal turtle, then a clockwork robot, followed by a gentlemanly vampire and finally into a dragon knight; each possessing their own unique array of abilities, ranging from the mundane to the outright fantastical and with little similarity to what they had before. For most this would be a severe handicap as they relearn how to use their bodies, let alone master the techniques and capabilities unique to their form and adapt to the loss of former ones; digimon, however, are beyond such meager trifles.

Upon evolving each digimon possesses an intuitive understanding of both their bodies and abilities; allowing them to immediately employ them even during emergency situations, and never having to fear that their new form might be too alien to them. That said, while all digimon know how to call upon their capabilities, actually mastering them will take dedicated time and training. This is free for all digimon, but should you wish for it to benefit non-digimon forms you may pay **100CP** to keep this benefit.

Otherworldly Juggernaut (Free and Exclusive for Human): Contrary to popular belief, there are certain benefits to being a physical lifeform in the digital world. While digital life may revel in their mercurial existence the rigid nature of flesh inures you to infections, and makes your body astoundingly resilient even by local standards; such that such that a young child could take a signature move from a Champion to the face, and merely get knocked off his feet without even a bruise to show for it. You'll find this same resilience shielding you from the elements, withstanding temperatures that would harm digimon without proper elemental affinities without a care; though not quite resistant enough to consider swimming in lava a good idea.

Moreover, you'll find your stamina being seen as monstrous compared to the locals; whole days of hiking being only as tiring as minutes of the same effort in your old world, and being able to go weeks or months without food or using a restroom. Oddly enough, this doesn't seem to prevent you from stuffing your face full of the local cuisine with no discernable downside to such gluttony; YGGDRASIL only knows where you put it all. Lastly, your aging seems to slow to a nigh imperceptible crawl.

These advantages are granted to any human so long as they remain in the digital world, but may be carried with you into future worlds for a mere **200CP**.

Drop In

Timekeeper (100CP): Don't you hate it when you lose track of time? All your plans ruined just because you had a little too much fun? If so, then this boon might be just what you need. In addition to a vastly improved sense of timing, you now have a perfect sense of time; being able to accurately tell the hour across time zones, temporal disturbances, and even dimensions! As an added bonus, this allows you to easily keep track of all of your appointments; allowing you to set up 'mental alarms' and other such reminders to keep yourself on track.

Bit Mining (100CP): It's not easy being a ~~hobo~~ wandering adventurer; whether restocking supplies, or just paying for a safe place to rest, it can be pretty draining on your funds. Thankfully you've found this neat trick, so that whenever you succeed at a particularly challenging activity you can search the nearby area to uncover currency, or maybe a few useful items lying about. The greater the challenge, the greater the rewards you might find in the wake of your victory; though the opposite is also true. Challenging those significantly weaker than you, losing, or rigging it in your favor will leave little to nothing behind for you to find.

Trailblazing (200CP): When walking around a new place, it's not uncommon for you to be one of the few folks from home the locals have seen. Sadly, this usually means that those few leave rather strong impressions, and may cause the rest of their kind to pay the price for their mistakes. Thankfully, you seem to be the exception to this annoyance. So long as you avoid following your predecessor's footsteps, people seem to put aside their prejudices and judge you by your own merit. Keep it up long enough, and you might even manage to change their opinions about those like you for the better.

Pathfinding (200CP): File island's a pretty big and confusing place. Between the unstable landscape, and the sudden changes in climate, taking a wrong turn can lead to a pretty bad time; and that's before taking into account the dangers of the local wildlife. It's no wonder that your stellar sense of direction has been a great boon to you here; not only do you always know which way each cardinal direction or landmark is in relation to you and each other, but your spatial awareness has increased immensely. With a little concentration you could practically call up a mental map of any where you've been, making the navigation of countrysides and urban labyrinths a breeze.

Just Read the Label (400CP): When you're in a strange new world diving head first into things is a fast way to get hurt; sometimes it's best to just take a step back, and give things a good look before you fiddle with them. As such you've become quite observant; picking up details from your surroundings with a passing glance as if you'd spent minutes closely studying them. Hidden pathways, unstable ground, recently

moved objects, unlockable chests, and objects that might be relevant to your interests just seem to pop out to you where others might overlook them, or mistake them for something else.

Moreover, by focusing on something you're able to perform a thorough appraise of it in seconds; allowing you to intuit the basic function and value of objects, summarize the contents of a book, or deduce the specs of an enemy unit. If you're really good you might eventually be able to figure out a person's name just by watching them! Though try not to be *too* creepy when you do so.

Computer Wizard (400CP): Since you first got your hands on a keyboard you've taken to computers and programming like a fish to water; performing feats of coding that would mystify even seasoned programmers. Writing up programs in a single sitting, reading through even the most complex code as if it were in plain english, and coding simple AI for fun. Given extensive study and diverse samples, you might even be able to unravel the secrets behind digimon and cyberspace; allowing you to alter them or even create your own! Of course, that's assuming you have hardware that can keep up with your prodigious skill.

Localization Glitch (600CP): Oftentimes a traveler is shocked by the natives of the lands they visit; awed by the talents and traits that would seem so amazing back home, yet are commonplace here. However, few travelers consider how amazing they must be to those who consider them an alien. Henceforth you'll find the locals far curious rather than judgemental when it comes to your strange nature and customs. Moreover, such individuals will not punish you for acting against their own early; as even the most orthodox of elders will accept your ignorance and inform you of your slight and how to make amends, rather than lash out in fear or indignation. That said, the true power of this boon only reveals itself when encountering lands and people who are truly alien to you in nature.

Not only will you find that your own nature is little cause for concern when visiting such alien worlds; but your own nature seems to grant you numerous boons when compared to its natives. While these boons may not be enough to overcome the strengths or dangers of the land and its inhabitants; it will always provide you with some noteworthy advantage during your stay in that place. Just enough to seem as fantastical to the locals, as they seem to be to you. Visiting the land of the dead will not cause you to slowly join them as the land saps at your life force, and you may find yourself capable of turning 'intangible'; much like how ghosts do so in the land of the living. While visiting a world with a pink sun might find you suddenly imbued with great strength and vitality; as the pink light makes your body produce something far more potent than vitamin D instead of cancer.

Summoned Child

Free Range Kid(100CP): Maybe your parents were pretty trusting, or just really absent, but they were pretty hands off when it came to raising you. They never complained if you spent all day playing soccer at the park without supervision, and never bothered you too much if you wanted to spend a whole afternoon alone in your room. So long as you did your homework on time and made it back before curfew, everything was fine. In fact, most authority figures seem to take this lax approach when it comes to you. So long as you aren't doing anything too concerning, or out of the norm; they won't pay it much mind, or at worst give you a stern talking to. After all, you're just a kid.

As a side benefit to your active lifestyle you're a pretty athletic kid, and have a killer throwing arm.

Tender Love and Discipline (100CP): Nurturing a young life is never easy; especially when it belongs to an alien species with fantastical powers, and you need to prepare it to save the world. In that kind of situation, things can get out of hand very quickly, and mistakes can often end catastrophically. Sadly, this means having to choose between happy or competent; all while praying you can figure out how to keep it healthy. However, you seem to be the exception to the norm; intuitively discovering the best way to satisfy the needs of your young wards (be they biological, intellectual or emotional), and balance them with whatever destiny awaits them. Such that in your hands a timid boy can grow up to become a valiant and wise ruler capable of saving his wartorn country without growing arrogant, cold of heart, or being crushed under the pressure of his people's expectations. While a pup could be trained into a veritable warbeast; without sacrificing the gold-hearted dog that just wants to see its master smile.

Granted, this talent just ensures you can raise them properly, no matter how strange their needs might be, and can avoid having to sacrifice your ward's happiness in order for them to achieve their full potential. Figuring out how to make that snot-nosed brat into the next Great King is on you.

Digimaniac (200CP): When digimon came out it was *everywhere*. Comic books, toys, card games and even cartoons! Some might find that much material a bit intimidating to delve into, but you've been a ravenous fan since day one. In fact, people would be hard pressed to find anyone who knows as much about them as you! You know the difference between a palmon and an aruraumon, can list every possible digivolution of a digimon and its requirements by memory, easily remember facts about them only mentioned as an afterthought in movie specials, and actually know what stuff like "Jungle Troopers" and "Data attribute" means.

In future jumps you'll find yourself possessing similar knowledge regarding special entities common to that world; though it will be far more complete if there are any types of popular media about them such as superheroes, or yokais.

I'm Okay With This (200CP): Kids have pretty flexible minds. Give them a chance and they can adapt to just about anything life throws their way, and you exemplify this. Find out the internet is an alternate dimension? Sounds like a cool place. Wake up in a strange place surrounded by monsters asking you to be their messiah? Just ask them to give you a minute to dust off, and you'll get right to it. Need to negotiate with the king of a race of sentient poop piles? Your biggest concern is what to wear for the meeting. Stumble through a trap door into a realm made of twisted flesh and weeping blood where a necromantically animated dracolich wants to murder you? It'll take a few hours to get the smell off of you, but it's nothing you'll lose sleep over afterwards.

All in all, it's like you're immune to trauma and confusion, and can just roll with whatever situation you're faced with; regardless of how strange, shocking or horrifying it might be.

Battlefield Commander (400CP): You know, for a kid you've got a good head on your shoulders. While in a stressful situation you never seem to panic, and can pick up the details in your surroundings at an astounding rate; no scuffle too chaotic for you to keep track of all of the combatants, almost as if you could view the whole area from different perspectives. This makes it very easy for you to come up with all sorts of strategies to take on an enemy, and reduces the effectiveness of ambushes against you.

In addition, regardless of how loud the fighting might get, or how far your allies might be from you; you'll always be able to communicate clearly with each other, and intuitively understand each other's intent, removing the need for further clarification. With time, and familiarity, you could share entire battle plans and updates with your allies with only a few shouted words.

Eventful Travels (400CP): Humans have always been a big deal around here. While they might seem weaker than the locals; wise digimon pay close attention to even the youngest members of their kind. Whether they intend to or not, their arrival is always auspicious or inauspicious in some form, and change seems to follow in their wake like a loyal hound. This is no less true for you. You might visit an old manor just in time to find its owner terribly ill, pass by a stadium and overhear how the local team is one player short to compete, or find a lost kitten which just happens to be the local ruler's missing pet. Whatever the case you'll always be able to recognize when such twists of fate play out around you, and will always find them rewarding in the end.

Filling in that a missing player might earn you some happy memories and lifelong friends, returning the king's pet may see you rewarded with lucre and a guest room at the palace for the duration of your stay; while saving the owner might allow you to befriend a man who would've been prejudiced against you at a crucial time. Moreover, such events tend to chain into others like them, and should you follow these chains of events diligently they may spiral outwards into grand experiences and rare opportunities you might have never come across otherwise! Curiously these coincidences seem to arise more often when you have a specific long term goal in mind; with their rewards somehow aiding your efforts in ways you might find surprising in the long run. This effect can be toggled on and off post-jump if you ever want a bit of quiet; but where's the fun in that?

Bright Heart (600CP): When it came time to call forth a savior to pull their world back from the brink, the people of this world didn't seek a mighty warrior, a cunning rogue, or unparalleled scholar. They sought out someone with a heart full of hope. Someone who could see what this world could still be, and had the courage to do what it took to bring that hope to fruition. This world is sick, and broken; but they knew it could still be healed. You, dear jumper, are the one they chose.

Within your heart, there is a great roaring fire, a boundless font of Hope, that allows you to stand undaunted in the face of crushing despair or those who might impose their will upon you. As no matter how bleak things may seem, you can always find some glimmer of genuine hope to hold unto; and this goes beyond the limits of your surroundings, allowing you to see what someone could or wishes they could be in their heart.

And when you stand for what you believe in, this inner radiance shines out like a beacon, allowing that same hope to blossom in others; sparking a wildfire of Hope through the despairing masses, and motivating them to push beyond their limits. In this way becoming both a symbol and rallying force for the dying people of a doomed world; banding together beneath your banner where once they were content to wait for death to claim them. Lastly, so long as there is even the slightest desire to be better or regret for their actions; even the most selfish, hate filled or nihilistic of individuals may find a second chance through you. This is your true power, oh chosen child; to make Hope a reality, and change the world.

Guardian

Actual Training (100CP): What's this? It seems that unlike most schmucks around here, you actually know how to fight! Whether it's with tooth and claw, blades and missiles, or fiery breaths; you know both how to kick ass without relying on your special moves, and how to tactically employ your unique capabilities to make the most of them in combat. Though greater than that is the rare talent of knowing when and how you should dodge, instead of turning every fight into an all-out slobber knocker. If you play it smart, you might even be able to take on digimon stronger than you without getting curbstomped!

Know Your Limits (100CP): In the heat of the moment, it's easy to lose track of the little things; but experience has taught you to avoid such mistakes when the chips are down. You'll never charge blindly into unstable terrain in a blind fury, recklessly push yourself past your limits, or underestimate how badly you're hurt. Lastly, your training has steeled your nerves; ensuring you'll be able to follow through without having to worry about panicking or freezing up.

Built Like a Firewall (200CP): They can whale on you all they want, but you'll stay standing 'till the very end. It's almost like you have a protective field of some sort; allowing you to take damage without suffering any injuries so long as your endurance holds out. Consequently, this means you can fight at your peak right up to the point you're finally overwhelmed; after which you'll be knocked out for a short while. Thankfully, this field is easy to recharge; a good meal will always give it a boost, while a nice long rest is guaranteed to bring you back up to full. Just don't get to crazy now; just because they can't chop your arm off, doesn't mean they can't take you out of the fight

Knock the Stupid Out of Them(200CP): Not every enemy is a scourge upon the world, not every obstacle deserves to be crushed, and not every foe fights out of malice or by their own will. In such cases a more delicate touch is needed. Whether with explosives, laser beams, super strength, heavenly light or the fires of hell; you're stupidly good at subduing your foes nonlethally and avoiding collateral damage, even when it shouldn't be possible.

Such bouts are usually enough to slap some sense back into people, clearing their minds and purging alien influences; though the more invasive the force, the harder and longer you'll need to fight to knock it out of them. However be warned, while this damage might not kill them directly; a severe enough beatdown might exacerbate or trigger conditions they might have, bringing about consequences beyond your own skill to avoid.

My Ward, My Bond (400CP): As a defender you are stalwart and brave; dedicating yourself to the well being of those who have entrusted themselves to you. Sadly, it's all too common for the more cowardly and honorless lot to attempt to circumvent you. After all, why bother fighting the twenty foot tall dragon when you can aim at the squishy brat behind him? This is no longer an option for them. So long as someone is under your protection your enemies will find their attention irrevocably drawn to you.

Moreover, your wards will find themselves shielded and untouched by the conflict even after the big guns come out; but only so long as they don't directly interfere with your foes. They can certainly shout encouragement, share their strategies, or even offer you support; but they'll lose this protection once they take action against the threat.

Finish Him! (400CP): To test your mettle against your equals and betters, to bring out every ounce of strength you never knew you had, to pull victory from certain defeat… is there anything more exciting? The longer you fight the more pumped you get, the duller your enemies blows seem, the slower the world seems to move, and the mightier your blows become as they rise up to match your burning spirit! Where lesser warriors would be worn down by constant battle, you drink it in like the richest of draughts.

Moreover, when your boiling blood reaches its peak you can take a moment to bring it to a climax! Focusing your burning spirit into a blazing aura around yourself; which you may then funnel into a single action, magnifying the end result many times over. With this you could easily turn a meager fire ball into a blazing conflagration; though caution is advised as it is unlikely you'll be able to reach that peak again for several minutes, and the rush is sure to daze you afterwards.

Lifelong Learning (600CP): Being the best ain't easy; it's not something you just become one day. It's a long road with countless milestones; learning lessons you carry with you for the rest of your life. You exemplify this; never growing tired of bettering yourself, or faltering in your drive from hardship. In addition the fruits of your efforts will never rot from disuse; remaining just as sharp as the last time you honed them. Finally, your age will never cost you aptitude or talent; if you could train it as a child, you can keep pushing yourself as an adult. This applies to even exotic tricks: if you learned how to punch-splode enemies as a rookie, you'll still be able to as a Champion; and if you don't have fists anymore, you'll find some way to make use of them.

As a matter of fact, if you've truly reached the limit of your growth you may even revert to a younger, weaker form; unbound by whatever limitations you faced as an adult, and with greatly enhanced potential in all things. Moreover, each time you do this a greater sliver of your power will remain; continue this cycle of growth and renewal long enough, and there will be no limit you cannot overcome.

Opportunist

So You've Heard of Me? (100CP): You're a bit eccentric, aren't you? Whether it's quipping with your minions during a raid, or your bombastic flair; you're hard to miss, and definitely harder to forget. Moreover, your quirks and dubious activities inspire fondness or amusement rather than confusion and frustration; making it easy for you to present yourself as a lovable rogue, so long as you don't do anything too bad. As a minor benefit, this makes it a lot harder for others to successfully impersonate you; even if they get your look down, they just seem to lack your particular flair.

The Better Part of Valor (100CP): … is not getting killed. This world may be full of opportunity, but it has no lack of dangers; and money won't do you any good if you get killed. As such, you always know when it's time to cut your losses; and have surprisingly good luck when it comes to finding or creating opportunities for you to slip out of a tight spot. It might cost you some dignity, but so long as you aren't imprisoned you'll always have a chance to save your hide.

Curve their Enthusiasm (200CP): Maybe it's your undeniable glory, your brilliant mind, or just how irritating they find you; but those who would have cause to antagonize you prefer to leave you to your own devices. No one cares if you raid a town once a week; so long as you don't do anything unforgivable, they'll leave you and your minions alone once you make your getaway. Really, only those with a personal grudge against you or with abnormally high determination will try to seek you out once the dust settles.

Coincidentally, this same selective apathy affects those who could genuinely crush you or would have something to gain from doing so; as long as you don't piss them off, they'll ignore you at best or tolerate you as annoying flies. At worst making half-hearted attempts to keep you away while they focus on "bigger fish".

The Burden of the Great (200CP): … is to lead the weak. The lost, misguided, desperate, and meek seem to flock to your side; whether you give them friendship or purpose, you'll naturally find yourself leading a cadre of misfits. They might not be the most exceptional of individuals, but you'll always find yourselves inspiring genuine loyalty and deep personal bonds between all of you; in time becoming a true family rather than just another gang. After all, when the world's going to hell you only have each other. Lastly, no matter how many followers you gain, or how similar they may be; you'll always be able to remember them, and tell them apart from one another.

Finder's Keep (400CP): Ever since the apocalypse there's been a good deal of free real estate just lying around; so it's not surprising you decided to claim a chunk of it as your own. Whenever you claim something as your territory everyone just seems to

accept it; wild animals keep away or act on their best behavior, the locals will give you a wide berth, and you'll never have to deal with tourists unless they're looking for you. In fact, you could even kick out its previous inhabitants without too much trouble. Moreover, you seem particularly gifted at figuring out all the best ways to make the most out of your new turf; from identifying the best spots to place fortifications, to finding the best ways to use its resources, never getting lost, or discovering ways to improve it.

Indeed, any construction project you set out to do in this area seems to be blessed; why you could build a castle with a matching underground fortress, and never worry about compromising their integrity, using the wrong materials, or landscape accidents. Needless to say, this expertise makes you a terror for would-be invaders and infiltrators; after all, no one knows your turf better than your crew.

Making Losers Weep (400CP): Doesn't matter what they say, you wouldn't have gotten this far without a good head on your shoulders. Your thrice as cunning as a fox and have eyes keener than a magpie; easily recognizing the goods and benefits you can reap in any situation, and capable of split second cost-effectiveness analysis to make computers green with envy. If there's something you want to get, a moment of brilliance is sure to follow, and with your silver tongue you'll be able to sweet talk anyone you need… or weasel your way out if you get caught red handed.

Coincidentally, this makes it very easy for you to spot when someone's up to something, or trying to trick you into doing what they want. Let those losers say what they will, but even if the world's going to hell you'll find a way to live like a king.

Brilliant Mind in a Crapsack World (600CP): If anyone doubted your brilliance before, then they must be blind! You are a grade A genius with natural talent equivalent to multiple engineering degrees, and the raw skill to turn even rusted scrap into modern day wonders. Even if civilization fell, and you were stuck living in a society that had devolved to tribalism,;you'd be able to single handedly design and build a multi-story fortress filled to the brim with modern conveniences, and make it secure enough to keep out rampaging dragons and cyborgs.

Why with a little time on your hands you could raid a junkyard and build a fully functioning submersible! If you had been around a few centuries ago you would surely have been heralded as one of the brightest minds of the age; though nowadays there's never a good enough reason to put in that much effort.

Survivor

A Life Long Lost (100CP): … but not forgotten. Long ago, you had a purpose, a profession; a role in society you had taken up with gusto. Though the world has changed so much, your heart longs for the chance to ply your trade once more. Pick a profession such as medic, merchant, cook, ect. You now possess skills and experience equivalent to decades under that profession; enough that you would be considered among the top percentile of those professionals.

In future jumps, you'll have little difficulties plying your trade; your knowledge updating to ensure you can perform in these new worlds at the same level of expertise, and that any minutia needed to practice it professionally will take care of themselves.

Fading dream (100CP): Terrible things have happened; you watched friends and family turn on one another as the world went mad around you. However, you made it through the worst of it; and came out stronger for it. No matter what you've endured, even if your heart has shattered, you'll be able to move forward; focusing on the tasks and responsibilities set in front of you, allowing you to survive even the end times without wallowing in despair. Lastly, should the world ever become too much to bear you may take respite in the memories of a better time; letting their warmth chase away the chill of the world, and letting you go on one more day at a time.

Prosperity in the Air (200CP): If you're going to do something, then it's best to do it right. Whether it's cooking dinner or rebuilding civilization, you have an innate sense of how close you are to completing any goal you set for yourself; knowing when it's "good enough", or how far from "the best it can be" it is. You might not always know what's missing, but you'll certainly know it when you see it; never overcook your meat again!

Back in My Day (200CP): You've lived an awful long time, and seen a lot of things in your long life; it'd be a shame if some tidbit were lost forever, but thankfully you don't need to worry about that. Your mind is like a steel trap, allowing you to easily recall anything you've experienced; from a comedic encounter you had with a local veggiemon 60 years ago, to what you had for breakfast five weeks ago.

Of course, this wealth of experience would be pointless if you didn't share it; so you've become a master at storytelling and exposition! You could prattle on for hours with ease; entertaining children with an endless supply of stories, or providing efficient lectures that even the uninitiated would understand. As an added bonus, you're one of the few individuals who remember what the world was like before the Contagion hit.

Conveniently Useful Wisdom (400CP): You don't live this long without keeping an eye on the world around you and an ear to the ground. Maybe you have a network of acquaintances, a veritable library of teachings passed down by your ancestors, or hear whispers from the heavens; but whenever someone needs a bit of direction they know you're the one to come to. Always knowing some juicy rumor or piece of interesting trivia that might be useful to the task at hand; often vague, just enough to provide some much needed direction, but it will always prove useful to their endeavors. As a consequence of providing constant advice to your fellows, you've also gotten very good at counseling others; especially children and those who have undergone great hardships.

Licensed Wares (400CP): A lot of things were lost during the fall of File City, but you've managed to retain (or rediscover) the secret to crafting executables! These deceptively simple items look like CDs and floppy disks; but when applied can alter the user in a myriad of temporary ways. Healing, purging ailments, restoring their energy, and enhancing the user's capabilities are quite common; while more esoteric things like teleporting to a preset location are also possible.

Admittedly, this only grants the expertise to create simple executables, and care should be taken when designing new ones due to potential side effects such as shortening lifespans, confusion, loss of energy and health over time, or other assorted glitches if not properly refined. Though perhaps you'll find some use for those too. While you could try to learn this during your stay, this ensures that executables you create will work on non-digmion and outside of cyberspace in future jumps.

Send out the Call (600CP): No matter how wise or strong you maybe; there will come a time where your efforts aren't enough. When there's no right choice, or when there seems to be no solution to a terrible situation. When the time comes that you admit to yourself that there is nothing you can do, you may send out a Call; a prayer for salvation from certain doom, which will be answered. You will come across someone who will be able to help you, and resolve the situation in your favor. However, this being and their solution may not always be what you expect: If you seek to overthrow a tyrant on the verge of godhood you might come across their long lost child who might rekindle their humanity, a farm boy with the will to do what's right, or a veteran of many battles.

Whatever form they take you can be certain that they can succeed where you failed, but they won't be able to do so without your aid in some way. The child might be hounded by their stepmother's forces who seek to prevent them from finding her father, the boy might have great potential but no experience or equipment worth speaking of, and the veteran might have had their spirit broken by many tragedies. That said, if you

stick by them until the very end, nurturing their growth or shielding them from those threats beyond them, they will bring about the miracle you seek.

Items

Well, we can't just throw you out there with just the shirt on your back; so here's a few trinkets for your consideration. All Items are discounted to their background, and **100CP** items are free to their Origin. Moreover, since I'm in a good mood, I'll give you an extra **200CP** that may only be spent in this section.

Drop In

Explorer's Pack (100CP): If you're going to go hiking through the wilderness, it's best to go out well equipped. You've got everything you'll need here from a water purifier and a lantern, to a warm tent and a comfortable and wilderness worthy outfit; along with a few other basic survival supplies. All of which can be neatly packed into the medium-sized backpack included in the set, and will be replaced if used up, lost or damaged.

Amazing Rod (200CP): A brilliant fishing rod in your favorite color. Not only does it have an endless fishing line; but both it and the rod are unbreakable, will dramatically increase your chances of successfully drawing your desired target to its hook, while lessening the force needed to overcome your prey. With this rod you could easily become a star fisherman capable of feeding yourself and others with ease, or pull a dragon out of the water if you had the skills to match.

Climate Nuts (300CP): A bag holding a myriad of nuts with very special qualities. When tossed high into the air they can change the weather in the local area for half an hour; making it windy, cloudy, sunny or rainy as desired in mere moments. Regardless of which you use, their effects don't stack; instead replacing the previous weather effect, or refreshing its duration. The bag comes with 6 nuts, and restocks at the start of each day.

For an extra **100CP** I'll even throw in these meteorite pebbles I found. These are kinda similar to the nuts in that they affect the surrounding area; though they work by being buried underground, and rather than change the weather they seem to distort the flow of time in their vicinity. The first pebble causes time to move half as fast as the outside world within its area of influence, while the second causes it to progress twice as fast. Much like the nuts, you get new pebbles 24 hours after one has been used.

A Simple Laptop (400CP): This is the best computer you will ever find. With specs that would make a modern supercomputer look like a calculator, an unlimited battery, and perfect wifi wherever you go. Moreover, it'll upgrade itself in future jumps; ensuring it will remain competitive even after you visit more advanced worlds. Of course, this alone would hardly warrant its cost; however this computer has a special little quirk. You see it's capable of working even in places where technology wouldn't; such that you may even take it with you when traveling into digital worlds, or irradiated fields. In theory, this could allow you to use it to perform feats that would be considered sorcery by the locals. Of course. figuring out how the code on screen is related to the world around you, and using that knowledge in any practical way, would take inhuman talent in programming to even attempt; let alone to use in a safe and timely manner.

Summoned Child

Fan Credentials (100CP): What kind of fan would you be without the swag to prove it? This is a treasure trove of digimon paraphernalia; from cards and toys, to movies, comforters and school equipment. Anything and everything a child could want from the Digimon franchise; ready for use and replaced the next day if lost, used up or damaged.

Dimensional Keychain (200CP): A must have for every kid on an adventure! This keychain is actually the key to a pocket dimension where you can freely store and pull out any handheld object you come across. That said, this space isn't unlimited; being equivalent to a few crates, but being perfectly organized and giving you an up-to-date list of what is stored inside it.

Homegrown Goodness (300CP): This is a nice plot of land, about the size of a large garden. Each day it produces enough food to feed several dozen people to satisfaction. What do you grow here? Why Meat of course! What kind? Whichever you want; though if you pick any exotic meats it'll lack any weird properties it would normally have. This meat always comes out clean, perfectly seasoned, and cooked to perfection; guaranteed to please whoever eats them, and satisfy all of a person's needs regardless of their feeding habits. Dinosaurs, demons, vampires, fire elementals and robots all find it equally satisfying! … Wait, what?.

You actually *want* vegetables? Well, it's a weird request; but for an extra **100CP** the farm will produce 9 super vegetables each day. Not only are these just as filling and delicious as the meat, but they increase the effectiveness of training for a short time after they're eaten.

An Innocent Toy (400CP): Well, they don't have digivices around here; but they do have this virtual pet on offer. Despite its simplistic appearance it can act as a home for any of your pets or companions; inside is a virtual space with everything they could need to be comfortable, from fresh food and warm beds, to fully functioning toilets and oodles of entertainment options! Better yet they can use the screen as a "window" to look into the real world, and converse with you.

Though the real gift is its ability to act as an all purpose training room for whoever is inside; allowing the user to custom design the perfect routines and equipment to make their partners into true champions! Finally, if you possess a digivice of some sort you may import it into this option; granting them of the aforementioned benefits.

Guardian

Health Patch (100CP): A collection healing floppies, refreshes and optimizers; five of every common kind in fact. If used wisely they'll be just the thing to help you through a rough fight. The set comes in a convenient carrying case for easy storage, and refreshes at the start of each day

Colorful Melodies (200CP): You're now the proud owner of several instruments of the highest quality; guaranteed never to wear down no matter how often you use them. However, their greatest feature is that each one may be attuned to an individual (such as yourself); this changes them to match their favorite color, and ensures they'll be able to hear it whenever it's played. When played in this way, the target will know the fastest way to get to whoever is playing their instrument; making it an excellent way for allies to signal you when they need a helping hand, or to annoy them at all hours of the night.

Sacred Tablets (300CP): A set of stone tablets passed down through the generations. They contain a wealth of knowledge in coded language that has an astounding degree of information density. While this means that deciphering them may take some time; the wisdom held within will help you accelerate your training and mastery over your evolutionary forms by leaps and bounds, acting as a detailed walkthrough for them.

This would allow even a partnerless digimon to go from rookie to champion in just a few weeks, and even give them a chance to achieve ultimate before the turn of the century. Post-Jump this tablet updates itself containing equivalent knowledge concerning your Race and Background; as if all of your predecessors had taken the time to meticulously note down their personal insights.

For an extra **100CP** you might find that your predecessors were interested in preserving more than just their family techniques, producing an entire set of tablets divided by topic. You'll find an abundant amount of information about the world's history, ancient cultures, and much more; ensuring that the true history of your family and their world will never be forgotten.

As an added bonus, over time you'll see new inscriptions added to them, immortalizing your own insights and experiences for the benefit of future generations… or if you ever find yourself with a sudden case of amnesia.

A Forgotten Sanctum (400CP): A vast structure that remains remarkably well preserved despite ages of disuse. Part temple, training ground, and home; this was the place where your people lived before the blight spread. The exact specifics are free for you to decide; as temples carved from ice, or even underground palaces are equally available. Regardless of its aesthetic, your sanctum is exceptionally sturdy. More than capable of enduring countless disasters without being disturbed; yet still provide a comfortable space for its inhabitants to live and train in, regardless of how unbearable the outside world may become.

Lastly, as the owner you may declare a particular category of individuals to ensure that either they may never enter, or that someone may only enter if accompanied by them; this could be as broad as "non virus attribute digimon" or as narrow as "blood relatives" for example.

Opportunist

Funky Grooves (100CP): A magnificent juke box with neon lights; it can play any song you've ever come across, even ones you've made yourself. While any songs you play will lack exotic qualities they may have possessed, the sound quality will always be superb.

Scrap Bin (200CP): A large crate with all sorts of junk and scrap metal in it. On its own it's not that useful unless you need a good paperweight; but with a little ingenuity and elbow grease you could make some amazing stuff out of what's here. Refills itself with new scrap once a week.

Mean Green Machine (300CP): Not necessarily green, but definitely a beast of a machine. Pick land, sea or air. You gain a vehicle that can give even the best commercially available vehicle of that type a run for its money; cars that can run down roads and wildlands like greased lightning, compact submarines that avoid feeling claustrophobic and are as fast on the surface as they are under the waves, or a helicopter that can take to the skies as easily and agile as any flying digimon.

Regardless of which you pick, it will never need refueling or maintenance, and if ever damaged will be made good as new the next day. Alternatively, you may import an existing vehicle to gain these protections.

For an extra **100CP** you can either pick a second vehicle, or give the one you have the benefits of another option; from Amphibious vehicles to flying submarines. You may take this option a third and final time to benefit the remaining option; though this last purchase is not discounted.

A Secret Hideout (400CP): No matter how great you may be, even the most badass guys need somewhere they can lay low and chill. This represents not one, but a handful of secret hideouts scattered across the land, and only accessible by you and your allies. In fact, no matter how hard they try, your enemies will never be able to find them so long as you don't draw unnecessary attention to their location.

These spots are guaranteed to have five-star hotel quality living spaces, allowing you and your crew to rest easy while the fuzz drives themselves ragged trying to find you. Post Jump you'll gain a similar suit attached to your warehouse for when you need to hide a whole reality away from whoever you pissed off; or just want a place to crash. In addition, you'll find similar hideouts prepared for you in Future Worlds.

Survivor

Tools of the Trade: (100CP) Everything you need to perform a profession of your choice, all in a handy carrying case; guaranteed to never wear down or malfunction, and to be the best tools of their kind you could hope to find. In future jumps, the case will update itself to ensure that the quality of your tools will match your expertise.

Shell News (200CP): Just because civilization is yesterday's news, doesn't mean you need to be left out from the latest happenings around the island. This newspaper will update itself at the start of each day; its articles ensured to be something you'll be interested in, or at least entertained by, making sure that you're kept up-to-date on local events. Moreover, by closing and opening the newspaper you can easily search for any previous article it's shown you.

Workshop (300CP): A tool bag might be good for most tasks; but sometimes you need a place of your own. A space perfectly designed to optimize your performance, and make it easy for any potential clients to find you. Whether it's a store, a restaurant, a pawnshop, or a clinic; this place is everything you could hope for in an establishment. In addition you'll never need to worry about having to pay for any leases or utilities; and

people interested in your services will seem to be drawn to your locale, regardless of how discreet or out of the way it may be.

For an extra **100CP** it'll come fully furnished and equipped with fixtures that will share the same benefits as the tool case gained through Tools of the Trade. Post Jump you may choose whether to have this act as a warehouse attachment, or deploy it somewhere in your current Jump.

A Humble Hamlet (400CP): A small plot of land with a handful of homes with friendly neighbors, and picturesque vista; it's nothing fancy, yet the days seem to pass by a lot easier when you're here. The weather is always pleasant, never too hot or too cold; and is extraordinarily peaceful, as if there was a whole world between it and the chaos of the land beyond. Should a plague or army sweep across the world they will always overlook this little corner of the world somehow; ensuring that they'll always be a handful of survivors no matter how great the cataclysm may be.

That said, this protection isn't perfect as it's powered by its inhabitant's own desire for peace and tranquility; causing it to falter if the majority harbor hostile intent towards the outside world. Post-Jump you may have your inactive companions spend their time in this village; allowing it to act as a warehouse attachment, or dropping it into an out of the way corner of the world.

Companions

A Friend to the End (Free): It's dangerous to go alone, but here you'll find someone willing to brave the fires of hell with you. From the moment you met, both of you clicked; bouncing off each other in a way that made their company a constant joy for you, and complement your personalities. They'll always look out for you, and help curb your negative traits; in time helping one another grow as people, and fostering a bond that will never fade. Needless to say, when your time in this world comes to an end you won't even have to ask if they want to come with you; they'd be insulted if you doubted it for a moment.

If you're **Human** then this is a digimon of the **Guardian, Survivor** or **Opportunist** background. Moreover, if you're a **Summoned Child** this is the digimon you had raised in your virtual pet prior to your summoning. If you're a **digimon** you may freely choose a human of the **Summoned Child** or **Drop In** backgrounds, or a **digimon** of a background of your choice. Either way they have **800CP** to spend on Perks or items, and an extra **200CP** to spend on personal gear. Alternatively, you may select two weaker allies; splitting the pool of points between them evenly, though only having to pay once to start as a later evolutionary stage. Of course, if you don't want to make a new friend you may import a Companion into this position instead.

LAN Party (50CP): If you already have a crew that you want to bring along for the ride, then this is the option for you. By selecting this option you may import a previous companion as a digimon, and grant them a **400CP**. Sadly, they don't benefit from the item stipend. You may purchase this option multiple times.

Export File (200CP): Then again, maybe there's someone here you'd like to strike a friendship with; or that you can't find it in you to leave behind? Wise Centarumon who tends to the sick and weak, kind-hearted Frigimon who's unafraid to show some tough love if it means lending a helping hand, loyal and brave Leomon stands undaunted for his beliefs, the eccentric scholar Myotismon, or the dastardly/recently redeemed Ogermon. Whatever the case, with this option not only are you assured to have a great first meeting; but you'll be able to take them with you once it's time for you to go.

A Boy and his Monster (400CP): You really know how to pick your friends don't you? It seems you've managed to strike a friendship with Mameo and his partner. They're quite the pair: optimistic, friendly, and with bravery to spare; along with a strong tendency to stumble into events and conspiracies no matter where they go. Together they have all of the benefits of the Summoned Kid and Guardian lines respectively; better yet the pair only take up a single Companion slot.

Drawbacks

Still hungry for more? Well, if you're willing to make your time here a bit tougher; I'm sure we can manage something. If you're interested, then you can take up to **800CP** worth of flaws to make things more interesting for you

Card Revolution (+0CP): By selecting this option you may end this jump following Analogman's defeat. Should you choose to do so, you may immediately proceed to Digimon Card BattleJump. However, why wait? For **+300CP** you may choose to truly get your game on.

Where once the rules of Digimon Card Battle would've been a simple tournament for fun with a dark twist at the end; now you seem to have entered a world completely obsessed with this card game! Everyone from military generals to feral digimon have decided that the only way to settle any and all forms of conflict is through highly spirited children's card games; forgoing even the use of their powers to do so.

But don't worry Jumper, you won't miss out on the fun; as all of your special equipment, powers and allies have been rendered into a legal card deck for your use. Prepare to spend ten long years enjoying the thrill of over the top card games; and no matter what you try you *will* end up dueling quite often.

Monster Bait (+100CP): It seems there's something about you that just drives feral digimon wild; drawing them to you in packs. You'll be hard pressed to go exploring without having to sneak, run or fight your way through several of them every time. It doesn't help that they have this habit of pretending to be mundane objects; waiting for you to get near before they jump out at you.

Harsh Scheduling (+100CP): It seems everyone is in a bit of a rush these days, and only has so much time to spare; and a little less patience to boot. Moreover, your appointments and meetings have a nasty tendency of ending up back-to-back with one another; often forcing you to run from one end of an area to another just to make the cut. And don't think for a minute that being a hero is going to get you any consideration; if someone says they'll only help you between the hours of 6:47pm and 7:17pm, then no excuse about "rampaging monsters" or "the fate of the world" is going to change their mind.

Classic Mode (+100CP): Huh, you and your partner are a bit defective. For some reason when it comes to digivolving you can't quite make it stick; sort of like clenching a muscle, evolutions seems to only last a short amount of time before they revert back to rookies.Oh sure, you can digivolve in an instant, but you're going to need some breaks in between, or maybe a long nap if you had to fight too many enemies in a row, and don't even try to digivolve on an empty stomach.

Parenthood (+200CP): Your new partner isn't all quite *there*; but you wouldn't trade the little guy for the world. Admittedly, he's practically useless on his own; forgetting to eat, doing his business wherever he might be, and forgetting how to dodge in combat. Heck, if you leave him alone he'll spend all his time following you around like a lost puppy or just playing; forcing you to keep a constant eye on them if you wish to keep them productive. Honestly, some days it feels like you're taking care of a two year old. Post Jump this drawback is removed, and your Partner will have their autonomy and independence fully restored.

The Tree of Life (+200CP): Digivolution is a miracle, an astounding act where a simple creature can become something infinitely more complex and powerful. In fact, it's so miraculous that no one seems to know how it works, and now not even how to predict it. No matter who you ask or what you try it seems to be impossible to guide digivolution in any meaningful way; as even the smallest mistake can result in a wildly different evolution to the one you want it, with no sign you did something wrong until you witness the fruit of your errors. It's going to take *a lot* of trial and error for you to even begin mapping this mess out; but perhaps you'll manage it in the end..

The Circle of Life (+200CP): Digimon lacked a concept of true death before Humanity came along, and not without good reason. After all, they hatch from their eggs, and then live ageless lives; spending centuries living and growing as they try to reach the next stage of their evolution. Their only true threat being lethal injury; which even then merely revert to a previous stage or back to an egg. However, something about your entry has changed this in your digimon allies; as they go from babes to elders in a matter of months, before being reborn and starting the cycle all over again.

Healthy habits such as nutritious diets, regular exercise and a few rare executables can extend their lifespan; but it will only delay the inevitable. Meanwhile unhealthy habits will actively shorten it. On the bright side, this will make exploring their evolutionary paths much faster; though any esoteric abilities will be proportionally weakened by their current stage. If you're a digimon, this will also affect you.

Speaking With Fists (+200CP): By GAIA! It's impossible to talk with anyone around here. No matter where you go, you will inevitably fight with someone; especially if it's the first time you meet, regardless of how your goals or demeanors might align. Oh sure, they might be apologetic about the mistake, excited if it was a good fight, or say they were just "testing you"; but it'll certainly get annoying fast. Thankfully, your Companions and Partner are excluded from this.

Brown Eyes See All (+200CP): Oh bother… you've earned the ire of the king of all Sukamon due to your poor treatment of poo, and he has placed a dreadful curse on you. Should you ever take care of your bodily waste improperly (such as taking care of business behind a bush instead of using a toilet) you will be instantly turned into a feeble, smelly numamon for the remainder of your stay. Moreover, even if you didn't leave waste before for some reason; this same curse ensures that you will need to use the lil' Jumper's room regularly. Though perhaps if you impress him enough with your care for it, he'll be sufficiently touched to lift this hex from you. For an extra **+200CP** King Sukamon will be keeping an eye on all of your Companions as well.

Special Tactics (+300CP): I'm going to be blunt here, you and your partner don't have any idea what you're doing in a fight. When it comes down to it you sort of just rush at the enemy, flailing your limbs wildly and firing your attacks haphazardly; and if you get knocked down, you'll just get back up and charge back into the fray. Really the most strategic thing you can figure out is when to attack or go on the defensive, and which attacks seem most effective against your foe. Things are going to be pretty rough for you here.

Missed the Call (+300CP): It seems there's been a bit of a mistake Jumper; if you're **human** then you never got summoned into the digital world, and if you're a **digimon** then you somehow ended up stranded in the human world. Moreover this same error has sealed away your out of Jump powers, Warehouse and your connection to your other Companions aside from your Partner.

In theory, all that you lost could be restored if you could find some way to enter the digital world; but that's going to be very difficult without a way to contact people on the other side. That said, somewhere in Tokyo there's a young boy who might just be able to help you do so.

Jumped at the Call! (+400CP): You find yourself in Primary Village just as Mameo arrives in the digital world; if you're a **human** then the two of you are childhood friends who were together when his virtual pet sucked both of you into this world. If you are a **digimon** then you're a native of Primary Village, along with Jijimon and the remaining baby digimon. In either case the Fate of your chain is inextricably tied to the fate of this island, and you will have to solve the threat of the blight if you want any hope of leaving this world. There's just one issue…

It looks like someone was a bit too excited when they heard the news, and left a few things behind. Namely your out of jump powers, gear, and Companions; but at least you still have your Partner, so you don't have to go through this alone.

Three Strikes (+400CP): And you're out. Seems like your data is particularly unstable, and combat puts this integrity at risk. Be defeated once, and your body will be wracked with pain until you recover. Get stomped a second time, and the pain will be so immense you'll be knocked out for hours; and remain weakened for at least a day. Lose a third time, and you'll lose consciousness from the white hot pain After which you'll reawaken in Primary Village, trapped in the form of a powerless young child for the remainder of the Jump.

Zero Day (+600CP): This… isn't good. It seems you've arrived 80 years early, on the very day the contagion was first unleashed upon the unsuspecting populace of File Island. Worse yet, you've lost any immunity to the virus; along with any means you might've had to leave the island. Good luck, Jumper.

End Choice

Congratulations Jumper, you've made it through 10 years in this world; I hope you spent your time well. All your drawbacks are removed, and you're restored to full health once more. Now it is time for you to make your choice.

Log Out: You've had your fill of traveling it seems, or perhaps your time here was the straw that broke the camel's back? Whatever the case you will wake up in your own home universe the very moment after you left. As a parting gift you may keep all that you've acquired throughout your journey as a parting gift..

Post-Game Content: Oh? Have you fallen in love with this realm, or found something worth staying for? Either way I wish you the best of luck. You may stay here; happily exploring these realms for the rest of your days.

Insert the Next Disk: I can't say I'm surprised. You've had your fun here, and made some good memories (or just want to forget the bad ones); now it's time to move on to the next world.

Hmm… What's this?

… I don’t believe it. You not only managed to neutralize Analogman’s threat, but managed to restore the minds of File Island’s inhabitants; bringing its various surviving tribes and hermits out of isolation, and restoring File City to its former glory?

The Digital World will not allow such a good deed to go unrewarded. Henceforth you will possess the power of the **Data Dive**, allowing you to freely travel from the human world to the digital world using any electronic device as a gateway, or even communicate with inhabitants of the digital world through their screens.

And yes, every world you visit that has an abundance of electronics will have a digital world of its own you can visit; assuming it doesn’t have its own kind of cyber world by default. Lastly, all digital life forms will be able to recognize you for the hero that you are; and will be happy to befriend you, or give you special consideration in future worlds… assuming your goals don’t conflict of course.

Notes

- Digimon are naturally ageless, and even if ‘killed’ will simply respawn in primary village as a digiegg; though it might take a while for all for their memories to come back
- This jump takes place in a fairly “young” digital world, as such the Mega level doesn’t exist yet; making Ultimate the current dead end. While it’s certainly possible a jumper might find a way around this, such tasks are beyond the means of this Jump as “natural” evolution from Champion to Ultimate is implied to take centuries.
- 100 years ago a crew of humans arrived in the digital world, and things didn’t go well for anyone involved. It’s unclear who started it but a war broke out between both factions, leaving Analogman as the sole human remaining on the island. The rest either died or fled to parts unknown.
- No, Killing King Sukamon will not remove his curse if you took the **Brown Eyes See All** drawback; and will just result in you suffering from violent, fiery poops for the rest of your stay.
- Analogman is a hacker of ridiculous ability who has had 100 years to study digimon and the nature of the digital world. He created the original contagion that shattered life on File Island 80 years ago, and has been experimenting on the Code inside Infinity Mountain since then to further his knowledge. He has dozens of demon and machine type digimon as his mindless slave, and shortly after your arrival will have unlocked the secret to create fully fledged Ultimate Level digimon from scratch.

  He is selfish, and his only goal is to convert the entire digimon race into slaves to do humanity’s (but mostly his) bidding. If you’re a digimon, and you give him too much time to work, you're bound to have a very bad time. Thankfully his pride is his greatest weakness, and so long as you keep any out of context tricks a secret, he’s likely to toy around with you until it’s too late.

  That said, he has numerous back up plans in case of his demise; such as digimon implanted with copies of his data, in the hopes of fueling his resurrection. Lastly, if canon goes accordingly he’ll spend some time as a digital “ghost” capable of possessing digimon temporarily; with the goal of gaining a permanent human body… by beating its victim in a card game. Don’t think about it too much.
- If you leave things alone, Mameo and his Partner will sort everything out on his own; yes even the dueling ghost. He might be a kid, but he’s surprisingly competent for his age.
- Mameo doesn’t have a canon name, that’s just the nickname everyone calls him by. If you want that can be his name, or you may choose another one for him.

Change Log v2

- Hunted down typos like a 90's slasher, and dragged multiple entries into a back alley for a face lift. Entries will only be mentioned if they underwent heavy rewording or rewrites
- Updated the format of the document
- Gave people the option to select their starting ages as Humans, and how much they remember as digimon
- People can now import Digimon forms they possess, or their Pre-evolutions, up to the rank of Ultimate for free instead of having to be a new one.
- Adaptation Differences is dead long live Otherworldly Juggernaut; same effect, but better explained
- Timekeeper now allows you to set up mental alarms and reminders.
- Localization Glitch was taken out back and shot, then rebuilt with the latest technology. Same effect, but hopefully the intent and function is easier to parse.
- Tender Love and Discipline, and LifeLong Learning were slimmed down to reasonable sizes

Change Log v2.1

-Card Revolution toggle revised. Now acts as a shorter stay toggle, that allows you to go straight to Digimon World Card Battle upon completing the jump.