DIGIMON STORY: CYBER SLEUTH (F 1.0)

"As technology progresses, we move forward into new frontiers, discovering worlds that once were hidden. It makes one wonder, just how long has the digital frontier existed, waiting to be discovered?"

"Could Digital Space be the real final frontier?"

An old man sits at the center of the room which you've entered, and despite the walls being translucent, you can make out individuals moving about elsewhere. They're his colleagues, he explains while fiddling around with the digital monitors surrounding him, and they're here to help you prepare for the world that you're about to enter.

He assures you that despite all of the high end technology that the survey team brought back, you shouldn't need to worry about any learning curve difficulties when you enter this world. If the old man can get used to all of the tech that was dumped on his lap in one huge package, then you certainly won't have many problems adapting to this new world bit by bit.

It would be wrong to say that this world is not without oddities however, so while making a blind jump in isn't suicidal, the old man still advises that you make some preparations – just so that you don't come across one too many surprises. Of course, that's what he and his colleagues are here to help you with.

You'll be making your own preparations as you see fit – to this end the Survey Team has tried their best to analyze all of the oddities and intricacies within this world. The old man warns you they probably didn't do the best job at keeping things compact, but he hands you an envelope anyways – inside it is what you'll be using for your preparations. Based on what the Survey Team found in the world, this sum should be more than sufficient.

+1000 CP

In spite of everything that the old man has said, it might have occurred to you that he hasn't actually told you where exactly you'd be going. He must have realized this himself, because he brings up a monitor with the image of a planet which you'd probably recognize as Earth. The monitor zooms in on the location where the Survey Team has been active – a very specific region of the Japanese archipelago.

It was here eight years ago that the Kamishiro Enterprise began initial testing for what would become the "Cyberspace EDEN". Though EDEN was originally marketed as the next generation of the Internet, it has become a world in its own right, providing its users with a wide variety of accessible and reliable services.

It's a new world out there in EDEN, so you shouldn't be too surprised that a new breed of professionals has taken to the scene. Well, calling them a "new breed" would be a bit of an exaggeration, "hackers" and programmers have always been present, though EDEN definitely gives them a place for their skills to shine.

Certainly, there's no reason why you can't ignore EDEN altogether and spend a peaceful decade here. But if you do want to spend a decade in peace, the old man advises you get as far away from Kamishiro Enterprise as you can – the company is most definitely up to something...and EDEN is most certainly at the heart of it all.

Based on what information they've gathered on EDEN – the Survey Team suspects that some sort of gateway is hidden within EDEN. The energy readings coming from EDEN are extremely volatile and there are many accounts of special life-forms called "Digimon". Though the rumours suggest that these "Digimon" are related to hackers and hacking programs – the Survey Team has reason to suspect that these "Digimon" are individual life forms on their own. If they are individual life forms – they must have come from somewhere, and they most definitely existed before the conception of EDEN.

Whatever Kamishiro Enterprise is hiding – it's probably safe to assume that these "Digimon" are related somehow. If you're keen on learning more about these

"Digimon", the Survey Team has made some special preparations – but the best way is definitely to figure out what it is that Kamishiro Enterprise is up to.

Ponder on your plans all you want, but there's still the matter of how you want to fit in during your decade here. Before he can let you go off to make other preparations – the old man needs you to fill out some administrative details, things like deciding your appearance, age, and of course...a background check.

[A Matter of Temporary Records]

As far as your age and appearance goes – the survey team has no qualms about letting you choose freely – between an **age range of 5 to 50**, and **your appearance should match that of a normal human**. It's probably for the best if you decide your own gender – and keep in mind that both your age and your appearance will likely influence how people perceive you and how they treat you. You don't have to feel obligated to change your form or age from how you are right now of course – the survey team just wants to make sure that you're aware the opportunity exists.

And while these factors will affect the way you appear to the rest of the world, it is the background you choose which will influence your preparations – certain backgrounds excel in certain fields...and the information regarding the "Digimon" have given the Survey Team a bit of a unique opportunity that you can consider. Take a look and see what interests you!

Background	Description
Traveller	As close to an "uninvolved" individual as you could possibly get – nowadays with how society has developed and technology has advanced, wandering is more for pleasure rather than a necessity. Essentially it's a better way of calling yourself a professional tourist. The days of migrating from place to place have long passed and

	the presence of EDEN allows folks to access all of their necessities without even leaving home. As a traveller ready to tour the entire world, hopefully you'll make productive use of your decade here. Just in case you run into anything odd, your preparations are aligned towards handling some of the more peculiar phenomenon that you might find in this world.
Detective	With EDEN fully established and the world having largely adapted to this new cyberspace, other aspects of society have also caught on – unfortunately crime is one such element of society that has adapted. But the police can't address every single case that gets brought up, especially when many of these cases arise from EDEN's mysteries that people have not yet solved. Whether you do end up addressing these digital mysteries or you prefer to solve cases rooted in the real world, you might find that as a certified detective, the local law enforcement seems to treat you with a fair bit of respect. Good thing too – since from time to time they can come in handy as a source of information. Don't slack off though – people might recognize you as a detective, but a detective is far more dependent on their personal reputation than a police officer.
White Hat	Even in the past, people referred to "hackers" casually as "White Hats" or "Black Hats" depending on their motivations and intentions. Some considered White Hats to be more beneficial towards society, whereas the Black Hats would be detrimental towards society. It's all a matter of perspective of course, and from EDEN's perspective, the White Hats are those dedicated towards ensuring EDEN's stability with the skills at their disposal. It's up to them to protect their own playground, both from the malicious as well as the ignorant. All Hackers are well known for their "digimon capture" programs – and "digimon" are considered to be the primary tool of hackers. But as you'll come to know during your time as a White Hat...the truth of the matter isn't so simple, and protecting EDEN might very

	well mean you have to fight others with skills just like your own.
Black Hat	It would be wrong to call Black Hats the “evil” antithesis to the White Hat – but Black Hats are generally seen as more self-serving than your standard White Hat. Their skills may be somewhat similar, but their purposes vary wildly. EDEN holds an immeasurable amount of potential after all and you know exactly how it can be exploited for your own purposes. Many hackers work together in small, tight knit “clans” – but Black Hats have a tendency to work alone, furthering their individual objectives. The knowledge at your disposal does give you an edge somewhat over others lacking the expertise, but don’t get too carried away with your new powers. Even if you can manipulate EDEN to a fair degree, it doesn’t mean that you’re completely safe from the Enterprise’s reach – and they have very little reason to tolerate your presence…
Scientist	There is still a significant amount of information yet to be uncovered regarding the nature of EDEN as well as the strange phenomena which have shown up within. If you’re going to research into it, it’s very likely that Kamishiro Enterprise will recruit you sooner rather than later – EDEN is proprietary after all, and the Enterprise really does like to keep a tight lid on things. Still, regardless of whether researching into EDEN and its related tangents interests you, the fact that this world is advancing rapidly cannot be denied. As a scientist, it is well within your means to make a substantial difference – you might even learn something new out of it in the process.
Digital Wave Lifeform [SPECIAL]	Well, Digimon has been brought up a couple times now, but there’s no doubt that multiple papers could be written just on attempting to explain their nature alone based on what the Survey Team has figured out. To keep things from getting out of hand, you only need to know some specific details. As a Digimon, your primary body is digital – and you’ll adopt a form that possesses a unique degree of flexibility, which the

Digimon themselves refer to as evolution. You'll start off at what the classifications refer to as a Rookie – how you work your way up is up to you. However, should you choose this, be wary that you won't possess any of the benefits the other backgrounds may receive.

Normal backgrounds gain discounts on perks within their domain – Digimon gain no discounts, but have access to a set of skills strictly to themselves. The full details are listed here.

Unfortunately, since the Survey Team was so fixated on figuring out how EDEN and its peculiar denizens worked, the only beacon that's currently active is in the center of metropolitan Tokyo – you can choose where you would like to find yourself in this world as long as it is within vicinity of Tokyo's special wards. Once you've arrived, you'll be free to go anywhere you'd like, through your own means.

As far as preparations go though, this barely scratches the surface – the rest of it is all optional really, but if you're looking for something for yourself or for friends, there are options available. Furthermore, if you're looking for souvenirs, well the shopkeeper has been working on several pet projects of her own. And should you realize that you don't have enough resources to work with...well, one of the old man's colleagues might be able to help you with that as well.

The scientist in particular has apparently found something a little bit disconcerting, and would prefer if you at least stopped by – just so he can do his due diligence and warn you about it beforehand.

[PERKS]

The fellow in the lab coat doesn't seem to fit very well with his attire. For one thing, his orange hair kind of stands out abnormally. For another, he looks more like an athlete than a researcher. On the other hand, it also seems like he's a bit too busy trying to maintain order with a large red dinosaur roaming about, and it certainly isn't research that he's doing. When he notices your presence however, the man lets out a very audible sigh of relief.

Introductions are short, since apparently he's not actually the one who is going to help you – but rather, the large red dinosaur is going to be handling any explanations you might need. Everything here is meant to help you directly, be it abilities to help you adapt, or abilities to help you expand your repertoire. Aside from some special options which are isolated away, each option under a specific background is discounted for that background – and the first option is free for the same background.

TRAVELLER

Echo Request 100

Even with the world as connected as it is, you'll still run into plenty of things and people that you might have never seen before. The real world isn't necessarily a safe place, and EDEN has plenty of hazards, so it helps that you can get a feel for the individuals in your surroundings to determine if they happen to be a threat.

By default, this ability of yours targets everybody within a range and doesn't exactly discriminate between individuals – but the amount of information that you receive in return might not be as clear if you ping out a large number of individuals at once. You can freely contract the range however, in order to obtain more precise information. As the large red dinosaur mentions, this will probably come in handy when dealing with Digimon that you've never seen before. Just by testing it within the room, you'll be able to identify the red dinosaur as a Digimon, whereas the researcher wannabe is just another normal human being.

Null Session 200

Being able to preserve your anonymity goes quite a ways to keeping you safe, especially if you decide to venture into the depths of EDEN. For the times when you do need to interact with others...sometimes a completely anonymous interaction can be preferable – whether it is that you want to keep your own identity a secret or keeping everybody in the dark has its own benefits.

As long as you keep this up, while you won't be able to discern the real identity of others close by, similarly others won't be able to discern your identity via any means other. As far as anybody unaffected is concerned, you and the affected parties may as well not exist – being anonymous as you are. Indeed, while active, the appearances of both the Digimon and the orange haired man simply become black silhouettes.

Connection Jump 400

As the Digimon explains, EDEN isn't the only place where you can dive into the digital world, but evidently what comes as natural for him isn't exactly natural for humans, given that his "partner" just shrugs and shakes his head. It appears to be a very distinct phenomenon that most humans are incapable of, but you can dive into the "cyberspace" of a network, as long as an access terminal of some sort is available. This can be a public terminal or just a connected digital device, but you can freely leap into the cyberspace that represents the network.

Traversing the network can be hazardous in some cases, especially if the network equipment isn't properly maintained. Furthermore, large networks will naturally take longer to traverse through – but you can exit the "cyberspace" out of a completely different terminal, as long as it is connected to the same network. The "researcher" concludes that if you can walk through the place, you can probably fix it up while you're in there too, or grab information that you might want. But whatever you decide to use this for, it's probably best that you use it covertly, since jumping into a television is likely to scare any onlookers out of their wits.

AVATAR 600

Within EDEN's domain, avatars represent individual users, and their appearances are generally customized, sometimes to a point where they don't even resemble the user

behind the machine. You however, are a bit of an anomaly, considering that your avatar can persist in the real world as well. The Digimon points out that behaviour like yours reminds it of a Digimon, but his associate highlights that there have been cases where humans have become sort of "digitized" – a state that he doesn't quite understand but evidently it results in your body adopting a rather malleable form.

While your default avatar is nothing but a black silhouette of your base form, you can freely customize the appearance of your avatar either through applying digital data to it, borrowing information from digital beings, or using existing "data" from other forms that your body retains. So long as you possess the necessary data, you can mix and match the individual components as you wish. In the digital world, the Avatar represents both form and function, thus the parts that you choose will represent your capabilities as well. If you're looking for parts, the dinosaur suggests going into EDEN – where plenty of abandoned data fragments exist if you're looking for simple things like clothing or accessories...and of course, Digimon exist as well, if you need to borrow body parts.

Being the anomaly that you are, your avatar will continue to function outside of the digital domain, though the functions of any parts that you've added will not be quite as effective in the real world. Given the difficulties of maintaining a digital form within a world that doesn't have enough digital matter to support it, manifesting and persisting in this form will continually drain you. Dinosaur buddy warns you that with a digital body like yours, you should be careful around areas with strong electronic or digital disturbances. Just as a flesh and blood body can't withstand certain environments, there are hazards that one possessing a digital body should always remain wary of.

DETECTIVE

A Nose for Trouble 100

As a detective, your livelihood pretty much depends on solving other people's problems and finding the truth behind whatever mysteries are brought to you. Thankfully, you're definitely not going to have any shortage of either of those. Heck, from EDEN alone there are plenty of queer cases that have still gone unsolved. Whether you decide to laze around in your office or you go roaming through the streets, you can pretty much expect to receive one case or two on a regular basis. Whether you accept them however, is up to you – you might not be too productive taking on everything at once.

They say that a good mystery is its own reward, but that doesn't mean you're not going to be recognized for your efforts. Your reputation will improve with each case you solve, and the more cases you happen to solve, the more renown that you'll earn from the community around you. Naturally it would do you well to branch out and help people from all walks of life – get your name spread around quicker.

Black Shades 200

If you're going to be a detective, well you're going to need a pretty stable source of information to actually let you do your job right? Even for those who aren't all too great at using newfangled technology, EDEN still contains a wealth of information which can be accessed, but as a detective, you're probably going to need to tap into sources that normal people wouldn't even consider.

In a world like this one where technology has meshed into society's backbone, you can bet that pretty much everything is being observed and tracked via some sort of electronic system. Your normal citizen probably wouldn't really like the notion of electronic surveillance, but as a detective, that sort of thing really comes in handy. As long as the system is connected to some sort of network, you can tap into any device connected to that network ahead of time and plant an invisible mole of your own.

From that point onwards, any information captured by those systems can then be stored and relayed to you directly. It'll probably come in handy if you're looking to track what goes on within a given area, as most networks don't span very far in the real world. But then again...the government probably has a solution to the range problem...

The Web Expands 400

You're probably going to come across all sorts of mysteries, maybe even some crimes should the police enlist you for help, but regardless of what you're up to, it's pretty likely that there's an individual involved, and probably more than just one. As a detective, you can certainly rely on the technology to gather evidence, but it doesn't mean you should overlook the people involved. It's always better to have more sources than less.

Each time you investigate a little deeper into a case, you'll find new individuals popping out of the woodwork. Witnesses from the scene may point out suspicious people that they saw, people with odd alibis may accidentally leak out the names of others pulling the

strings. As you attain more clarity into your case, it'll become evident how all of these people are related to one another – even the ones who have tried to hide their tracks.

As you start to understand your case a bit more, it might become apparent that your skills alone won't be enough to lay everything bare. Should you require external expertise, you'll find that enlisting the aid of experts with the right proficiencies will be a breeze, and the people you encounter during the investigation will more often than not refer you to the right person for the job. But it goes without saying that you should have a good idea of what kind of skills you actually need first and foremost.

20th Century Detectives 600

It has been eight years since the introduction of EDEN, and today, the digital landscape is practically a world of its own, with its own society, its own infrastructure, and plenty of users who would prefer it over the digital world. While there might be nothing wrong with using tried and true detective techniques, there's really no reason why you can't use the opportunities EDEN presents to your advantage.

The presence of Digimon in particular, presents you with a very peculiar opportunity. Though people tend to refer to them as the tools employed by hackers, once you encounter some of them for yourself you'll probably come to realize this is far from the truth. Digimon exist in places where most humans will never venture, and in the digital landscape, their abilities far surpass a user's capabilities. If you're going to extend your investigations into the depths of EDEN, there's no reason why you can't enlist some help from things more familiar with the world than you.

Finding a Digimon however, isn't the easiest thing to do, given that they tend to lurk in EDEN's back network – but the Digimon in front of you proposes an alternative. It isn't abnormal to find a Digimon given form by a user – so why not create some programs of your own, and employ them instead of going on a digital safari hunt? Unlike wild Digimon, the Digimon that you compile together are generally predisposed towards detective work, but while they're good at investigating into places that you can't reach, they lack the same combat capabilities that other Digimon possess. So it's probably for the best if you don't pitch them into combat situations, and let them actually do proper detective work.

With that said though, Digimon may not be flesh and blood in nature, but it certainly doesn't mean that you should consider them as static tools. They may be digital, but with

time, they can grow just like humans do, and as the dinosaur brings up, it isn't uncommon for a Digimon to evolve when presented with a proper catalyst. Evolution tends to reinforce the Digimon's core abilities, though in your case, since the base nature of the Digimon you create relates to the process of investigation, the growth process as a whole seems to enhance this rather than general combat capabilities.

The process of creating a Digimon from a standalone program can take a bit of time depending on what directives and functions you're attempting to establish, but you probably won't have any need for more than a couple reliable Digimon for your cyber investigation purposes. Just be wary that at the end of the day these aren't companions, so you should take care with how and where you deploy them – especially if you send them into places that you can't follow.

WHITE HAT

Pen Test 1, 2, 3 100

Though the authorities tend to overlook the difference between the two varieties of hackers, generally the work that a White Hat does is actually beneficial to the system at large. EDEN, as massive as it is, can be a challenge even for a team of administrators to properly keep in order, especially with all of the locales that have gone defunct.

When it comes to testing the waters and seeing what a network has to offer as far as defence against malevolent entities goes, you have all the tools you'll need to poke, prod, and pry. In a digital environment like EDEN, this process is similar to sweeping the walls to find if there are any holes – but you can similarly apply the same process to systems and facilities in the real world as well, allowing you to pinpoint weaknesses or identify back doors without much time or effort.

You wouldn't be much of a hacker if you got caught on your first penetration test though, and thankfully, whenever you do encounter a trap of any sort, you can test it out to see how it is intended to function, without actually putting yourself at risk or tripping off any alarms. Just don't press your luck – you can only test a trap so many times before your presence is noticed.

Identity Mask 200

It should come as common sense that in this line of work, you don't really want to leak out your identity. Secrecy is one of the few tenets that hackers should adhere to – even if it's just so that they don't get hunted down by the authorities. It was pretty common back in the day for hackers to utilize pseudonyms or misleading handles – with the introduction of EDEN the same idea has been given a different form.

For you, whether you're in the real world or within the depths of EDEN, you can obfuscate your identity by posing as someone entirely different. The better you know the target that you're using to obfuscate, the more effective this disguise is, but even if you don't know too much about your target, when others attempt to investigate you, they'll only be able to dig up information related to the dummy identity that you've chosen.

Analytical Debugging 400

System administrators tend to manage a lot of the day to day activities in EDEN, but strangely enough with Kamishiro Enterprise' policies, their realm of jurisdiction only extends so far, leaving many of the abandoned areas in EDEN with no form of surveillance or regulation. In "lawless" places like these, the only ones to keep things in check are the White Hats.

After all, it's not as though the administrators are the only ones capable of taking action to protect EDEN. When it comes to fixing bugs, reverting data corruption, or implementing system defences, it's really a matter of personal expertise rather than a company instated title. Whether within EDEN or working from outside it, you can implement the infrastructure necessary to lock out malicious hackers and unwanted intrusions, as well as set up early warning systems.

Static defences like firewalls and watchdog programs only go so far however – and considering that most hackers are capable of abusing Digimon for malicious ends, it helps that you can actively fight against them using your own tools. Even if you're stuck using a conventional weapon, you can still drive back and even significantly damage digital entities such as Digimon and viruses. From time to time you might come across Digimon that have been affected too severely by a malicious hacker's control – be wary that while you can reverse the damage, the Digimon isn't just going to stand around and wait for you to fix whatever faults you find.

Digitalian 600

But Black Hats aren't the only ones capable of employing the aide of Digimon – though the majority of Black Hats likely see the relationship between hacker and Digimon as one of master and servant. The truth isn't necessarily so black and white – and the sooner you realize that Digimon aren't merely programs, the better off you'll be if you choose to employ them as partners.

Approach them with an open heart and an open mind, and you'll find that all Digimon contain a massive font of potential, something that most Hackers unfortunately tend to overlook. You have a certain knack for bringing this sort of potential out, whether it is in Digimon or your other partners – so if you're willing to apply the required effort, your companions are likely to grow by leaps and bounds just by training with you.

In the case of Digimon however, you might come across something peculiar given enough time and training. Every so often a Digimon will gather enough energy and experience to evolve – and it isn't uncommon to find Digimon that can evolve into multiple branches. So long as the Digimon you're working with have achieved some sort of evolved state, you'll be able to help them shift freely between each of the forms that they've already attained. As you happen to be facilitating this transformation, they'll be able to shift their form at will without draining any of their energy to do so.

With enough time and effort, adapting and evolving a basic program into a Digimon isn't out of the question. That said however, even the most basic of Digimon is far more complex than a basic program, so you'll probably have to exercise whatever programming muscles you have for a fair bit of time until you can cultivate a Digimon out of it. It isn't just a matter of writing code of course – even with the code basis, you'll still need to dedicate a fair bit of energy into breathing life into the program, as well as training the resulting Digimon.

BLACK HAT

Human Hacking 100

Many people seem to think that hacking is strictly related to programming and being able to manipulate computer systems really well, when in reality, much of what the Black Hat does involves people more than it does computers. The computer might retain

information, but more often than not, it is the user who will give up the keys to the kingdom, figuratively speaking.

As a Black Hat you're a master at slipping behind people's social defences. The guards that people put up in their day to day don't have much effect against you and with a bit of effort you can slip yourself into the lives of others, ingratiating them with your presence alone. Without the defences that they might put up against strangers, you'll find that people tend to lose their inhibitions, even letting major details slip unconsciously. Even the most versatile system defences won't matter to you if the administrator points out all of the hidden back doors without realizing it.

Malfunction 200

It isn't always a hacker's intention to make sure that things fall apart, but sometimes driving things to failure is necessary in order for you to ensure success. Whereas the White Hat establishes countermeasures in anticipation for attacks and intrusion, the Black Hat works to undermine defences and cripple systems whenever it suits their purposes. Thus it is only natural that while White Hats work to eliminate bugs and glitches, the Black Hat just considers them as another tool in the toolbox.

Creating a bug might take a bit of programming know how, but deploying them is a very simple affair. Once you're connected into a system, the process of planting bugs is quick and discreet without requiring any additional effort on your part besides your presence. Acting like time bombs of a sort, you can remotely activate these bugs even if you aren't connected to the network anymore – just remember not to forget about them if you intend to use them as a diversion.

As your skill improve, there's no reason why you can't transform the bugs you create into little errand boys of a sort. The bugs naturally undergo self-replication once activated, but if you set them up with an additional payload, the destructive potential can increase dramatically.

Mass Corruption 400

The White Hats may have had a head start in exploring everything that EDEN has to offer, but they aren't the only ones who have adapted to the new tools and toys in the digital world. And while the White Hats might consider it malicious behaviour, there are no

explicit laws against the corruption of a program or a Digimon. After all, if programs and Digimon exist for a purpose, corruption can be seen as a matter of tweaking that purpose to better suit your own objectives. There's no harm in that, right? Neither the dinosaur nor the researcher seems to care to comment.

Disregarding the moral issues, applying a bit of corruption here and there can be very helpful if it is properly utilized and strictly controlled. There's nothing quite as effective for a distraction as a Digimon or a user running amok, and the lack of inhibition they have tends to make them far more dangerous than their normal counterparts. In order to properly spread corruption into others however, you'll first have to spend a bit of time nurturing a carrier before releasing them for mass infection. The more time you're willing to dedicate into creating a carrier, the more effective they'll be in spreading the corruption throughout a system.

While the nature of the corruption isn't limited to Digimon or users, the effect that it has on humans leads to a potential hazard on human society – not just the individual user. Unlike Digimon who typically run rampant the moment they are completely infected – with humans the process is gradual and they won't notice the permanent changes to their personality until the madness has fully settled in within their minds. Given that the mind is shared between reality and the digital world...they won't be able to solve things with a log out.

Data Eater 600

Most people consider the "Eaters" to be merely rumours, tall tales told by some hackers to scare others away from the deepest recesses of EDEN. But the few who are aware of the truth behind the Eaters know that these are not existences to be toyed around with, and attempting to manipulate them for personal gain isn't too different from asking a nightmare for aid. So while you can create Eaters, it would do you well to refrain from depending on this capability too much.

As far as the Survey Team can tell, the nature of the Eaters actually involves a different dimension from the one that you'll be entering. Though the exact method of how the Eaters entered this world is unknown, all Eaters seem to follow a prime directive of information collection and retention. Unfortunately in the process of collecting and retaining information, they tend to kill the target from which they were extracting information. On the positive side, through this process, the physical appearance of the

Eaters becomes slightly less abstract and slightly more recognizable. On the negative side...well, they kill humans and Digimon indiscriminately – and it doesn't seem to be intentional either. In rare cases, Eaters can even manifest outside of the digital world – though they don't last very long without the support of digital waves.

Thankfully there is another silver lining to this – though all of the information that they consume is irrevocably corrupted, if the target is separated from the Eater soon enough, all that will result is partial corruption – and in the human's case, likely a permanent coma. There are very rare instances when a Digimon or human can synchronize with the Eater through repeated encounters – but the only cases that the Survey Team has encountered such a thing occur has led to the creation of hybrid abominations. These monsters, capable of utilizing the Eater's data destroying powers while retaining some sense of self, can prove to be both extremely helpful and extremely dangerous.

There might no limit to how many Eaters you can create via corrupting data, but do be wary that once you start creating Eaters, cleaning up after whatever mess they leave in their wake can prove to be a significant challenge.

SCIENTIST

Code Basis 100

The digital landscape of EDEN is real enough to convince most users that they're in a completely different world – but for programmers and scientists in the field, it is common knowledge that this world is supported by a very complex framework constructed from computer code. Normal users don't really have a reason to care, and hackers generally rely on pre-built tools for their business, but as a scientist, knowledge of the machine language is what allows you to create an interface between you and the digital world around you.

With nearly everything going digital nowadays, it is only natural that you've become rather well versed in understanding how these machines and programs work as well. And while being able to interpolate the language is crucial for establishing a foundation, it is your skills in handling and manipulating the language which will really come in handy. If you take the time to venture through EDEN, you might find that certain denizens of EDEN are more inclined to communicate in machine language rather than using the human

tongue – but as long as can recognize that it is some form of machine language they're using you'll be able to break down and translate without much trouble.

Systems Repair 200

Whenever computers run into problems, there's always the off chance that restoring the system to an earlier state is all it takes to fix whatever is wrong. Though you're probably not going to fix whatever problems an entire digital world might have with something like the system restore, there's no reason why you can't repair individual machines, digital constructs, and even beings like Digimon using a process which stems off this reasoning.

By restoring something to its previous state, you can "turn back time" as it were and while machines generally don't change too much as far as their physical exterior is concerned, the restoration process will correct errors which may have accumulated and fix bugs that came with internal changes. In the event of catastrophic damage, by restoring to a previous state you may be able to recover a fair bit as well.

In the event that you attempt to repair Digimon, or other digital entities, be wary that unlike machines, these beings tend to have persistent memories, and the process of restoration may fix whatever is physically wrong with them – but will likely have no effect on the memories they retain.

S.D.K. 400

Most of the tools and applications which are used in EDEN today were created by scientists who foresaw a need for them when EDEN was still in the testing process. Even the tools in use by hackers are generally derivatives of tools which served the research and development team at some point. Seeing as you're a scientist yourself, it would make sense for you to develop your own tools to better suit your intentions.

Everything necessary for you to make new programs, routines and applications is at your disposal – to the extent that if you find it necessary, you can even modify the digital environmental around you into something that meets your needs. A hacker may abuse a firewall to isolate an area, but you can simply reformat the area so that it has no entry point at all. With your level of proficiency in the machine language, you'll be able to do this without any other tool required, unlike hackers and even some administrators who lack the technical proficiency.

While making things like digital items, digital consumables, or recreating virtual landscapes is relatively painless, modifying digital entities that are questionably "living" isn't quite as straightforward. While your abilities suffice in copying these entities, the copy itself will be a mere shadow of the original – an exterior only copy procedure as it were. In attempting to modify the entity itself, you might be able to force on some changes to their appearance, but that will generally be the limit as far as your modification permissions go.

TRON 600

While there is admittedly a great deal about EDEN that still lacks proper documentation and proper understanding, the phenomena of Digital Waves has been significant enough that even some hackers have taken up interest in them. Considering how the phenomenon is capable of affecting the real world however, perhaps it isn't so surprising that this is a topic of interest amongst many circles.

Normally being able to project Digital Wave alone is already a substantially peculiar ability; one that would probably get you sent into a lab for study somewhere. But what you're capable of doing by concentrating digital waves is going to draw a lot more attention to you on top of that, if people realize that you happen to be the source. By focusing your energy into a single region, you can temporarily break down the boundary between what people see as the real world versus the digital world. Bedlam would be a quick and dirty way to describe this mishmash between reality and virtual reality, but while the warped domain is visually bizarre, it also allows some very strange things to happen.

The warped space is considered to be both physical space as well as digital space, so as you might expect, digital entities like Digimon can roam into the real world without any problem or transition necessary. On top of this however, they can behave as they would in the Digital World – which, when you consider some of the stronger Digimon, can potentially result in a massive amount of damage.

But while concentrating Digital Waves into an area suffices as far as creating the space goes, the space still has to have an external anchor – something which can continue to project Digital Waves to sustain the warped space. Normally, in the process of creation, the closest networked device is used as such an anchor. Normally, a single created space has a single anchor, and as long as it isn't destroyed, the space itself will spread at an

almost unnoticeable pace. Generally, one would expect that the anchor would be destroyed, and the space along with it, but in the event that its growth is allowed to proceed unchecked, it is possible for a space to adapt to multiple anchors.

If the space does break down and revert to normal however, all of the inhabitants will be sent back to the world that they belong to. So thankfully, if you have to clean up anything, it'll just be the mess that gets left behind.

ALTERNATIVE OPTIONS

None of the options here are discounted as stated before. However, some of these options can be taken multiple times, so be wary of that. If in doubt, there is some additional documentation which should be a bit clearer as far as which options are applicable.

Soft Patch 100

Whether you're a Digimon or a human, there's always a bit of room to improve yourself, and if you're looking for something quick and easy, these patches are on offer to give you a boost. The patch itself is used to update your body, regardless of what form it is in. Generally, a more precise patch will yield stronger results – so for example a patch specifically applied to your arm's strength will have greater effects than a general patch applied to your entire body.

As far as the details of the modification goes, you can modify whatever physical parameters are associated with the target in question – so different body parts will definitely have different options available. For instance, an arm might deal with various aspects of strength or resilience, a leg might deal with speed, and something like the entire body might deal with height or weight.

War Driver 100

The vast majority of EDEN's access points are mapped out in public directories, given that the service is open to the general public. But of course, even in a public network like this, there are still plenty of access points that remain obscured from the eyes of normal users. Sometimes, you just need to make your own access point when there isn't one close by.

While the dinosaur Digimon demonstrates this by blasting open a wall with a fireball, in reality your process of opening up access points isn't so destructive. As long as there is a device capable of linking to a virtual network nearby, you can create an entrance as it were. However, while you can use this to enter a network, be wary that the only capability this affords you is transportation. Normally you would use the same point of entry as your exit as well – but it is also possible to close the entry point and leap out of another connected device elsewhere.

Without a good idea of where the destination is though, you might just find yourself literally materializing into plenty of awkward situations.

OVERCLOCK 200

The vast majority of Digimon wield extremely potent weapons, but thankfully for both the Digital World and for EDEN, most Digimon also happen to have limiters. This tends to be the case for many programs as well, where fail-safes are implemented so that the programs don't spiral out of control. But from time to time, lifting those limits might prove useful...

With this, you can forcefully break apart the limits that any sort of digital entity or construct may possess – be it a Digimon, a program, an AI, or something else altogether. As long as they persist in this state, they can exceed whatever parameter limits they are normally restrained by – but this comes at the cost of draining away their energy. For Digimon this is normally akin to life force or stamina, but in more mundane programs this usually just leads to a massive increase in power demands. If the demand cannot be met however, this state will immediately cease.

Due to the way this pushes a digital entity beyond its limits however, you'll find as long as this remains active, attempts to modify them or shift their state will fail, at least until they run out of steam. The same goes for you, if you attempt to use this on yourself...should you possess a sufficiently "digital" body.

EAST OF EDEN 300

Between the Digimon and the Researcher, neither of them is keen to talk about this, but when pressed, they mention the presence of something called the "EDEN syndrome". Apparently this syndrome forcefully separates the spirit from the body, resulting in a very

odd condition where the body goes comatose...and it isn't really known where the spirit goes. The power that you possess with this isn't much better, but at least when using it, you'll know where the spirit goes.

Most victims of the EDEN syndrome are left to wander in the closest digital landscape and eventually become completely lost...if an Eater doesn't get them first. When you facilitate this divide between the body and the spirit however, you'll literally split them into two. On one hand, their physical body remains comatose just like victims suffering from EDEN Syndrome. On the other hand however, their mind establishes a new body for itself – a blank avatar so to speak. Just like a digital avatar, they can customize their appearance at will with the right parts. However, they probably won't be able to use that cannon that they borrowed from Rizegreymon. Naturally as a partially digital entity, they can dive into virtual space without any tools necessary, just like a Digimon can.

Be wary of one thing however – unlike normal EDEN Syndrome, your target can freely return to their own body if they can find it. But the process of synchronization between the mind and the body takes time – and this requirement only increases the longer the two "halves" remain split apart. The more information the mind accumulates while absent from the body, the longer it will take for the mind to acclimatize back to its original body when the time comes to merge into one again. If the target spends too long being a digital entity...well, there exists a possibility that they won't be able to return to their own body again.

In the worst case scenario, they might find that another digital entity may have hijacked their body. This is, in fact, a possibility, as the dinosaur confirms – and while not all that common, it is possible for a Digimon to borrow the body of a human whose spirit is completely absent. If you are to drive out such a Digimon, you'll have to forcefully introduce another divide, or otherwise you'll have to find some way to exorcise them, like fighting a digital daemon of sorts.

[COMPANIONS]

If you've got buddies, why not bring them along for the trip? Things are always better when you don't have to face it alone man. Of course, if you have companions already you can bring up to eight of them along with you free of charge, but if you're looking for new companions, or you think your current companions could use a bit of a boost, well, I think I can help you out buddy.

Fellow Anomalies 50 CP

Like I said, there's all this paperwork here in case you're thinking of giving your buddies a boost as well. Though yah know, if your buddies are...uhh, not really human, you might want to consider this too. I think the humans here would probably freak out to see anything walking around in broad daylight that isn't human. The process won't cost you too much anyways; I'll even give you a discount if you're travelling in a big group.

Import a companion for 50 CP; they gain 500 CP to spend on skills and the specially marked synthesis item. They also go through the same entry procedure as you – including selecting a free background. You may import in a batch of 8 for 300 CP, with the same benefits.

Kamishiro Database Extraction 50/100 CP

I admit it ok, I got some help with machina for this one. Well, my buddy helped me out, you see when we were looking around this place, there was this place called Kamishiro Enterprises, and they had all these records of people, way more people that I thought was possible. With all the records that my buddy borrowed from these Kamishiro people, well if you were looking for a local to guide you, I can definitely help you out with that!

So long as you can convince them to join you, you can find a companion from any of the locals in this land. They gain the same benefits that imported companions do, but the choices made to help them won't take effect until you

can successfully convince them to join you. Their choice of background won't override their existing identity and only applies for perks. If you're willing to pay the additional price, you'll arrive with the local already as a companion. You may use this option additionally to create a new companion, at the normal 50 CP cost.

Data Transference 100 CP -> 50 CP

An option available in case you'd like to transfer your resources over to your companions instead. Though you might think the rate is a bit inefficient, for every 100 CP worth of resources that you donate, any companion that already gains CP will gain 50 CPs worth in resources.

Denizens of the Digital World [SPECIAL]

Well, we did mention that this world had its fair share of oddities, these digital monster things are one of them. My buddy the scientist, well he was doing a bit of his playing around yah, and he figured out a way for you to become one of these creatures, if you want to. I don't normally trust machina much – but hey, my buddy knows his stuff, so I'm pretty sure it's safe. He left me some notes though, you should probably look over them yourself.

This option exists in the event that you want to become a Digimon yourself. In doing so **you forfeit all other background discounts and benefits**, but you'll instead gain access to a different line of perks normally locked. **For one who has Digimon as a background, you'll gain one free perk amongst the Digimon only perk list – [Substitute Doll] – the body that you would have normally gained as a result of administrative details will be adapted into this perk.**

While all of your other starting conditions will be largely the same, note that while you can choose the Digimon which you will adopt as your form – **you are initially limited to** choosing one of **a Rookie rank** – how you grow and evolve from there is your own dilemma to figure out**.**

Even for folks who do not choose the Digimon background, they may find a Digimon companion of a Rookie rank (for free) **provided that they visit the**

EDEN domain sometime during their stay here. The resulting companion gains 500 CP to work with just like a normal companion. However, the same does not apply to any of your companions – they may attain a Digimon, but said Digimon should only be considered a pet to them and will gain no CP. **Naturally if all of you avoid venturing into digital space altogether, none of you will find a Digimon companion – they also won't join you upon the end of the decade if you do not actively convene with them.**

All Digimon, whether as a background or as a companion, are considered digital creatures, but the bodies they possess via the Substitute Doll, if taken, is flesh and blood.

Memory Upgrade 100 CP

If one monster companion isn't good enough, well, it should be possible to arrange something; my buddy said that it's still possible to make arrangements through the "Digital World connection" he has, whatever that means. He's got a real head for research, that guy, what with all the machina that he plays around with. He can find you another one of those rookie digital monsters if you want one as a companion, but the process won't come cheap yah? Aside from that, the note he left me, well it seems that you're still going to have to go find these new buddies in that EDEN place.

This option exists for you to attain other Digimon companions aside from the "free" one available initially. All companions gained through this method gain 500 CP – but can only take the Digimon background. The same limitations of rank exist. **Similarly, you'll still have to go into EDEN to meet up with them. You can take this as many times as you wish.**

DIGIMON ONLY OPTIONS

This set of options applies strictly to Digimon, or those with the Digimon background – as each option tweaks the nature and capabilities of Digimon somewhat. Some of these options can be taken multiple times – but for those

who attained the Digimon background via administrative process and are not considered a "native" Digimon, they gain the Substitute Doll option for free.

Form ALTER 50 CP

Most Digimon generally tend to follow a single evolutionary line, so to speak. Once the evolutionary line is established, even if the Digimon undergoes devolution and reverts back, they evolve back into the same thing once again when evolving forward. However, with this option, whoever takes it will be able to evolve into different branches – however, the Rookie base form cannot be changed. It also makes your evolution and devolution process a bit quicker than normal, but generally most Digimon don't concern themselves with that too much.

Canaries 50 CP

Being a creature of a digital basis, the notion of viruses and afflictions has a slightly different connotation to Digimon than it does for human beings. Just as humans have an immune system of sorts, Digimon also have their inherent resistances – but this mechanic is a little something extra on top. The "Canary" is like a sacrificial module, which can bite the bullet for viruses and other such afflictions for the Digimon. It takes time to recreate the Canary, but as long as one is available, it can absorb an affliction intended for the Digimon. This option can be taken multiple times.

Function Call L-X 50 CP

It's not very uncommon for Digimon to congregate, and while you're not likely to find a herd of them all at once, you'll probably find small groups moving about from time to time. As a Digimon, you can also call for a friend of the same species for help as well – heck if you're willing to devote some resources into this, you could probably call several out at once.

For each time you take this, you can conjure forth a Rookie class Digimon within the same evolutionary line as you – they'll fight alongside you for as long as they do not succumb to damage or afflictions. While they can probably evolve under

the correct conditions, they won't retain these changes should you end up departing for another world – and will revert back to a Rookie form when you summon them again.

Substitute Doll 100 CP (Free for Digimon Background)

Normally, Digimon are incapable of maintaining their bodies in the real world for long, not without the presence of extremely strong digital waves to warp the environment into something that resembles the Digimon's natural environment. But there are cases where a Digimon can indeed inhabit a temporary body in the real world, provided that such a body is actually available, and the body is compatible with the Digimon itself.

Compatibility isn't an issue here, since the body will be tailored to fit with the Digimon itself – this will give them essentially a vessel which will allow them to operate in the real world. Of course, being a body of flesh and blood, they'll have to adapt to their new necessities. For Digimon however, that probably isn't all too different from the necessities back in the world that they came from.

Armour Egg 100 CP

Digimons have an odd relationship with eggs – considering all Digimon originate from hatched eggs, but some can also utilize eggs to apply a special form of evolution that essentially equips them with a form of armour coating. This is essentially what this modification does, even for Digimon normally incapable of undergoing this nature of transformation.

While the armour coating doesn't change your base form like evolution generally does, depending on the nature of the armour it'll lend different changes to your capabilities. Offensive armour can include things such as cannons or blades, whereas defensive armour includes things such as shields and barriers. You can purchase multiple eggs as you see fit – though they only apply to you, and merging the forms of multiple eggs together will reduce their individual effects by a slight degree.

V-TECH 100 CP

If a Digimon is capable of inhabiting a human's body, then it shouldn't be too surprising that they can occupy a machine. In fact it would probably make more sense for them to occupy a machine rather than a human. So long as the machine that you have in mind has some sort of network component installed, this modification will allow you to mark a machine as a "body" of sorts.

If you already have an existing machine in mind, you can adopt it as another body, in the same fashion as the Substitute Doll option. It might take a bit longer for you to adapt to a machine body though, especially if it happens to be significantly large – there's also the matter of how the public will perceive you...

Dot Hack 100 CP

As you might have already suspected while looking at some of the other options available for Digimon, Digimon also suffer from illnesses and afflictions. However, there is one rather bizarre affliction that piqued the Survey Team's attention, since there really isn't an equivalent for this condition as far as human diseases and afflictions go.

You can control whether this effect is active or not, but while active, those affected by your attacks will be transformed into a two dimensional pixelated sprite version of themselves. To some degree this acts like a magic spell or a curse, given that it can be resisted by beings with sufficient strength, but when successful, it'll lock out their abilities for some time – though everything else of theirs remains intact and oddly enough, they can still move about while in this flat state.

Digital Wave Generator 200 CP

Digimons themselves naturally exhibit the digital wave phenomena that can be observe from EDEN's operating locations – the Survey Team suspects that this is likely related to how a bridge was formed between the Digital World and EDEN in the first place. But some Digimon are capable of manipulating manifesting Digital

Waves on a much higher frequency than others. The intensity of the waves they generate can be enough to warp the local space around them – enough to facilitate even a spatial jump between the digital world and the real world, while warping the environment on the real world just enough to sustain their presence for a short while.

What else can Digital Waves do? Well, really, we're still in the middle of figuring that out. We know that in additional to affecting the real world, it can most certainly interact with electrical components and other pieces of technology, so interfacing with them and manipulating them should be well within your grasp.

Unlike the Enterprise researchers or the hackers in EDEN, Digimon seem to have a much firmer grasp on manipulating Digital Waves. But every application of Digital Waves that they've demonstrated has seemed to only affect a localized area, so there's little reason to assume that it'll be any different for you as a Digimon.

[ITEMS]

The shop's walls are lined with monitors and diagnostic screens, each one advertising a different item of some sort. You can hear a bit of commotion in the back – there's somebody else here. Evidently, they notice your presence as well, as a young woman with bright pink hair walks over to you.

She's the shopkeeper in charge of watching over this place, and while she sees no harm in letting you wander about, there are some special items that she would like you to be aware of. For everything else, you can order the item from the diagnostic screen and it'll show up in a nice cardboard box when you arrive.

There are two items that can be considered as "exceptions" to this straightforward mail order system that the shopkeeper has set up. One of them is a device that the Survey Team found during their exploration cycle of EDEN – generally in the hands of hackers. From what analysis results yielded, this item has a rather special relationship with Digimon. It'll probably come in handy for you and any companions you may bring along with you – should any of you be interested in investigating these Digimon. As if to prove a point, she lifts up what appears to be a small dinosaur made of lego blocks. All courtesy of this "Digivice" item, she says.

The other item isn't so helpful as far as investigations go, at least not directly anyways. Getting domain space within EDEN isn't so difficult nowadays – but the Survey Team did see some merit to creating a connected domain that could remain outside of Kamishiro Enterprise's databases. It could be a pretty good hideout spot, the shopkeeper says, as she smacks the lego block dinosaur across its head – after it tries to spit a fireball at a monitor nearby.

As the Digivice also serves as a handy tool with many functions applicable for day to day life, the Survey Team didn't find many reasons not to give you and any companions you've formally applied entry for one of these devices for free. Domain space on the other hand isn't much of a necessity, so you'll have to purchase that on your own. Each one of these items comes with their own set of possible modifications – which is what sets them apart from the more mundane goods that the shopkeeper has stocked.

With her explanation concluded, she'll leave you to your own devices, while she finds something for the little monster in her hands to play with before it decides to burn the shop down.

SYNTHESIS ITEM – DIGIVICE 0 CP

ONE DIGIVICE IS GIVEN TO ALL INDIVIDUALS WITH CP

THIS OPTION IS NOT AVAILABLE TO DIGIMON

For anyone who accesses EDEN, the digivice is essential just for getting access to the network, though a vast number of users remain ignorant to the digivice's additional functions. Basic cellular service is provided courtesy of Kamishiro Enterprise, and access to the EDEN network is an obvious given, but extra services may be added on through a wide variety of mods. Just be wary that some of these modifications are frowned upon by Kamishiro Enterprise management.

While this device may be yours, if you're found tampering into EDEN with any modifications made from your digivice they will likely take action against you, and perhaps even try to confiscate your device.

The Survey Team has already taken the initiative to install one of these modifications – a "Digimon Capture" device that is rather popular amongst hackers. As the name suggests, the modification allows you to capture and manifest these Digimon within EDEN's boundaries, but it has its own limitations which will be explained elsewhere. It's your device after all, so you may remove this program if you wish it.

It took a bit of work, but the Survey Team managed to unlock these digivices from Kamishiro Enterprise's services. While you can still tap into the EDEN network and the Enterprise's various domains, this will ensure that your digivice will continue to work even if EDEN or Kamishiro Enterprise is unavailable wherever you may go. It'll also make it less likely for Kamishiro Enterprise to discover that your device has illicit modifications – though it certainly isn't foolproof.

As far as physical specifications go, the Digivice comes in several varieties – a standard phone variety, an armband model, as well as a headset model. You can choose whatever model best suits your tastes.

Digimon Capture 0 CP

The Digimon Capture program appears to have started off in the hands of a hacker who must have either programmed it himself or in turn found it within EDEN's databases. Given the complexity of the program, the Survey Team is more inclined to think that it was a case of the latter. But if this was true...then certainly Kamishiro Enterprise should be aware as to the true nature of Digimon... As you can see, the existence of this program alone is enough to create some questions – probably why the Enterprise would prefer if it did not exist altogether.

The program's function is twofold – it can scan the composition of Digimon and in turn record it within the Digivice's databases. Two things are retained within the database with a successful scan – first, the basic information related to the Digimon, second, the Digimon's Digital Wave Data – which allows the Digivice to in turn recreate the Digimon while within a digital domain such as EDEN.

While the first function can be applied onto nearly any living creature, be wary that the Digivice's memory banks are finite. This becomes a major factor affecting the second function of the program, which allows the Digivice to recreate the Digimon. There is a maximum of three Digimon which can be recreated using this function, though you may keep an additional three in the device's backup storage. It is possible to freely swap which Digimon are recreated using the second function, but unless further modifications to the Digivice are made, ***the device's limits will continue to be 3 active Digimon, 3 inactive Digimon****.*

Unlike native Digimon – ***the Digimons stored within the database are not companions****, merely digital creatures projected via the Digivice. In addition to this,* ***without employing external means these creatures can only exist within a digital environment*** *– their native environment so to speak. The Digivice however, will remember any changes made to the creatures stored using the second function – so even if the Digimon evolve, the Digivice will update its state accordingly.*

DIGILINE 50 CP

An upgrade to the existing cellular and messaging services of the Digivice, adding in the DIGILINE allows you to communicate with anyone else bearing a Digivice – in fact,

it can tether you in with all sorts of other telecommunication devices, regardless of the communication medium which they use.

It has one very peculiar function that is associated to the existing Digimon Capture program – when both DIGILINE and Digimons are present on the Digivice, you can communicate with the stored Digimon, even if they can't manifest themselves into the local environment. They'll be able to perceive the local surroundings through the Digivice itself.

Device Storage Limit Upgrade 50 CP

The Digivice's storage capacities are actually surprisingly large for a device so compact, but even it has its limits. Despite being able to record data on a substantial amount of Digimon and other information on top of that, the memory limits become evident once the Digimon reproduction functions are concerned.

*With this, you can expand the device's functional limits without compromising its integrity. It expands the amount of Digimon that the Digivice can actively maintain and store as inactive by **1** each time it is purchased. There's a copy protection which is applied as well – such that even if the device happens to be destroyed, its contents will be retained when the Digivice is returned to you in time.*

Rapid Scanning 50 CP

The standard scanning function of the Digimon Capture program isn't exactly the quickest thing around. Even for low tier Digimon, the program will take several encounters before properly scanning and compiling the data into a form that can be reconstructed – so naturally for higher tier Digimon this means the time takes even longer. Due to the Digivice being calibrated towards reading Digital Waves, the scanning function is slowed down further when attempting to scan other life-forms.

This upgrade is expressly designed to reduce the time it takes for a successful scan process. While cutting down the time it takes by a quarter is already quite substantial, the process is accelerated further by enhancing the scanner to take in an additional scan target each time this modification is purchased.

Automated System Response [ITEM] 50 CP

Making items for use in EDEN and digital domains in general is something that's probably best left to the scientists, but when you're in a pinch, it's not too likely that a scientist will just happen to walk by – and there are plenty of dark corners in EDEN where nobody of proper standing goes. If you find yourself in places like those, you'll have to depend on your own strength – but thankfully the Digivice can at least serve as a means of last resort.

Though it does take up memory space within the Digivice, you can "scan" items into the device to create an equivalent which can then be used on either yourself, Digimon, or other beings of a digital nature. Each individual item doesn't take up too much memory space, but you'll find that only mundane items like minor potions and recovery tools can be scanned properly. The more complex the item, the less likely the Digivice will be able to scan it successfully.

Automated System Response [MEDAL] 50 CP

This modification is rather similar to the ITEM modification as far as intention goes, but the exact function differs. Instead of scanning and utilizing a consumable item, this program records the faces of coins – specifically the Digimon coins that a mysterious company has been producing for gachapon machines in the real world. Whoever is producing these evidently knows about the existence of Digimon, as the coins intricately detail different Digimons without a flaw.

The program retains floating data on the coins which have been scanned, and can project an image based on each coin to lifelike quality. While you can't give orders or anything to these projections, they can still run amok for a brief period of time. Good for use either as a distraction or for amusement, the projection system cannot utilize the same coin while it is still active – though once there is a certain span of distance between you and the projection the projection will automatically fade.

Active System Response [APDoS] 100 CP

A much more direct tool for hackers than the Digimon programs, this mod discards finesse and quality for the sake of overloading the target with nothing but dummy

data. Meant to paralyze, cripple, or even just to distract the target, it requires barely any resource dedication from the Digivice itself – only a bit of prior planning. The point of attack is never from the Digivice itself since that could be traced back to the device pretty easily – rather it projects the attack through different relay points already connected to the target.

These relay points have to be set up in advance, but if you're well aware of the system architecture or if you happen to possess some creatures capable of infiltrating into the system digitally, you can plant the relay points with ease and activate the attack remotely at any given time. The more relay points which are set up, the more effective this attack becomes. As long as the relay points aren't deleted, the attacks can continue on and off at your discretion.

Limited Digital Wave Projection 100 CP

The phenomena described as "Digital Waves" is still barely understood by the scientific community, but in areas where EDEN terminals exist, it is known that Digital Wave fields increase in terms of strength and density. The Digivice appears to act like a relay for the most part, with most of its functions dependent on the residual strength of nearby Digital Wave fields.

With this function though, it's possible to set up an internal field generator – not too strong, but enough that you could theoretically project and sustain the presence of a small Digimon into the real world. Like most field generators, the field's radius is directly proportional to its strength. Outside of this field the Digimon can only sustain itself for a short time, and more complex Digimons will drain the energy from the field quicker than the field can be generated.

By itself, the generator should be able to handle up to several Rookie class Digimon without issue. But once it goes beyond this, you'll likely have to upgrade the generator's field strength - taking this option again to upgrade the generator's limits costs 50 CP rather than 100 CP.

SYNTHESIS ITEM II – DOMAIN NAME: [BLANK] 50 CP

THIS OPTION IS UNAVAILABLE TO COMPANIONS

Before the introduction of EDEN, acquiring a web page wasn't anything too significant. Despite plenty of customization available as far as visual presentation went, it was still just a 2D space on a computer screen. With the introduction of EDEN, this evolved into the next dimension, and domains are now malleable 3D space. Sure, the domain is constructed from data and arguably "fake", but it may as well be real given how you can sense and feel everything that's within.

In EDEN, domains are connected based on URL availability, and outside of Enterprise executives, others cannot venture into a domain without first acquiring the domain's URL. Your domain however, is a bit of a special case. The architecture was taken from the existing domains in the EDEN network, but the access privileges of higher level administrators such as Enterprise employees has been revoked – effectively making it so that nobody can access the domain without you giving them the URL.

Without any modifications, the domain is just a blank room, and will likely take a measure of programming expertise in order to be modified to your liking. However, some basic functions have been carried over from EDEN's architecture.

A medical machine exists which can be used for recompiling programs – essentially "healing" beings of a digital nature. This machine however, isn't the quickest thing out there, and generally extensive corruption takes substantial time to fix. There's also a shop that is linked into EDEN's network covertly, allowing you to purchase goods and have it delivered to a dead drop point. Lastly, a diagnostics monitor can be converted into both a news feed drawing from the native networks, or it can be utilized by a programmer to interface with the domain itself.

For those who would prefer to receive a domain modified to pre-existing specifications however, there are options available for consideration, provided that you can afford the cost. Since the domain can be isolated away from the Enterprise's reach, it comes with its own access point in physical space, from which you can link into the domain proper. This can be moved at your leisure or stored somewhere safe.

Island Formation 50 CP

These individual "node" islands serve to extend the space available within the domain. Each individual island can be accessed separately via the domain diagnostics screen – though their appearances are all generally that of a tropical island. By themselves, the islands aren't anything special, but other major overhauls can be applied to them and their own sizes will slowly grow if you have some means of introducing additional data into the domain. You could go swimming in the ocean that surrounds each of these islands, but you'll soon find that once you reach the "boundary", you'll just show up on the other side – like a loop.

Access Terminal 50 CP

The only modification which affects the hardware of the domain rather than its digital architecture, this option was made to address what could be considered as one of the domain's critical flaws – the fact that access is normally dependent on the physical access point and therefore chokepoints can form when there is only a single access point present.

The access points follow the same design and philosophy which Kamishiro Enterprise employed when implementing the hardware for EDEN. Each access point broadcasts over a large area, and anyone with a compatible device within the area can form a remote terminal connection to link into the domain. With some help from the scientist, the Survey Team's access points will accept any piece of hardware capable of forming a terminal connection.

Of course, in order to prevent unauthorized access, the system has a built in handshake – but you and your companions are exempt from this. The problem then is of course with the fact that you're only given one access point to begin with. With each purchase of this, you'll gain an additional access point which can be used to extend the operational range. As the design was based off of the ones used by Kamishiro Enterprises, you can additionally hook up these terminals into other network hardware and bridge connections between your domain and other networks in a secure fashion.

Function Upgrade: Medical Machine 100 CP

The existing medical machine works well when addressing minor concerns or dealing with non-critical system flaws, but it's a machine of a virtual nature designed to address digital problems and as such, it doesn't work quite like a real clinic might. With this system patch however, it is possible for the machine to apply bug fixes, patches, and application repairs at a much quicker rate than before. Restoring a program or a Digimon to a previous state of function is also possible.

Should this be applied to an existing island, you'll find that the number of machines will increase dramatically, enough to call this the island a hospital of sorts. This overhaul however, doesn't necessarily affect the entire island unlike some others.

Function Upgrade: DigiShop 100 CP

The existing shop function was converted over directly from what EDEN had integrated into its architecture, and while it serves its purpose well as long as there are online vendors available, it naturally becomes slightly pointless if you travel to anywhere where there aren't any such vendors.

With this upgrade, the shop interface will now stock some digital goods, mostly things that can help repair, sustain, and improve Digimon – but also standard mundane goods as well. Thankfully, it adapts to whatever currency is currently in use. Similar to the medical machine upgrade, this can be applied to an island – turning a part of it into a bazaar of sorts, and allowing you to purchase things directly without arranging a dead drop.

Function Upgrade: Mirror 100 CP

For anyone who isn't an avid programmer, the diagnostics screen generally won't see much use except as a news ticker. But when there's no connection to an external network, this function becomes even more limited than usual. With this upgrade, additional functionality can be added to the diagnostics screen even if you're not a programmer or there's no external network to connect to.

A reconstruction function not too different from how the Digivice can reconstruct Digimon, this however takes memories of dungeons and attempts to reconstruct them in virtual space – all the way down to the creatures that would appear within. It might be entirely virtual, but it's good enough for anyone to get a bit of training done. If applied to an island however, it's possible to convert an entire island into a dungeon of sorts.

Function Upgrade: Digital Coliseum 100 CP

This function upgrade is an alternative to the Mirror upgrade, which works on a similar principle, but sacrifices variety in "dungeon arrangements" for greater variety in terms of enemy data and behaviour replication. The premise of it is quite simple – the domain can create a stage based upon basic designs, and the known information it has on creatures and individuals within its database can be employed to create combatants – essentially creating a virtual arena of sorts. Regardless of whether you're a digital entity or not, this can be rather useful for testing and practice purposes, but it is digital entities that stand to gain the most from this, as they can grow in strength from the experience.

System Overhaul: Free Area 100 CP (Free for Traveller)

A system overhaul generally affects the entire domain, though if your domain is split into different islands, you may apply the overhaul to a specific island or area. The Free Area overhaul modifies an existing area with the same architectural style that is used in the majority of EDEN's public areas.

Out of all the System Overhauls, the Free Area is the most flexible and regularly draws information from local networks and users to create additional simulacrums – essentially creating NPCs from which a bit of information can be gleaned. It also comes with a set of strange robots – they seem to be called "Mr. Navit" in EDEN – but here they seem to have foregone their help desk role to spew out trivia about the local world instead. Even with no programming expertise, you can freely add in components borrowing from EDEN – like furniture and standing ornaments.

The Free Area seems to extend on without any foreseeable boundary, but after a bit of wandering you'll come to realize that if you walk far enough in one direction you'll

reappear on the other side. If you apply additional data into the domain, you can extend the size of the overhaul by a bit.

System Overhaul: Nakano Mall Shift Simulation 100 CP (Free for Detective)

This system overhaul is substantially more realistic in comparison to the Free Area overhaul, given that its design was based off of an existing multi-storied facility in Nakano. The detective's office has been reproduced down to the smallest detail, including a coffee machine that doesn't seem to make coffee...but rather some strange liquid that Digimon are particularly fond of.

The whole facility really seems to be filled with digital food and drinks of all sorts, from takoyaki stands on the bottom floor to a full café on the top floor. The food produced here is great for helping Digimon grow – but it'll also satiate sensations of hunger or thirst your mind may have. From time to time, the bulletin board within the detective's office will update to include "tasks" and "requests" made over the connected networks. It's completely optional of course, but each of these tasks will also carry a reward, which changes depending on the nature of the task.

System Overhaul: Alpha Forum 100 CP (Free for White Hat)

Most hackers utilize private spaces guarded by URL protection, and the internal designs of these private spaces vary wildly from the standard EDEN architecture. Rather than following consistent architectural designs and the standard palette of light colours, hackers tend to personalize their spaces so that the result reflects their own personalities. A fan of rock music for example, may shift the appearance of their private space to reflect a stage or a studio.

The design of this overhaul is mostly limited by your own vision, but its purpose remains fairly consistent regardless of who utilizes it. Hackers, regardless of their intentions, utilize private spaces as a safe haven from would be persecutors. White Hats in particular make extensive use of these spaces, given that they're often at odds with both standard administrators as well as malicious Black Hats.

The Alpha Forum serves as both a place to recuperate as well as a place to plan out operations. Its atmosphere is specifically tuned to help relief the stresses that come

with a hacker's day to day life within EDEN. Furthermore, the diagnostics functions will regularly update to track hostile individuals, regardless of whether they are Black Hats, unsympathetic administrators, or individuals aggressive for other reasons. The accuracy of this tracking system is largely dependent on how many networks the domain itself is linked to, so be sure to lay down a good foundation before relying on it for your planning efforts.

System Overhaul: 9D Space 100 CP (Free for Black Hat)

Many Hackers that operate alone prefer to lurk within the darker corners of Kowloon. There are plenty of rumours surrounding this locale – rumours about how this space was left abandoned after early testing, rumours about how old ghosts still haunt the abandoned domains, but the only thing that is known for sure is that Kowloon is a hacker's haven because Kamishiro Enterprise would prefer to deny its existence altogether. You can see how a place like this makes for a good hideout.

The overhaul here takes the same bizarre digital architecture present in Kowloon and replicates it throughout the domain. Above all, this overhaul is designed with secrecy and accessibility in mind – both in entering the domain as well as escaping the domain. The existing secrecy protocols are upgraded, so that even remote probes will be blocked off from the multiple firewall defence layers.

Within the boundaries of the overhaul, there are multiple gateways that normally remain dormant. But in a pinch, they can make untraceable connections to other places on a connected network, allowing individuals to escape safely. On the other hand, as long as an individual already accepted by the domain is somewhere on a connected network, they'll be able to form a remote connection to the domain and enter it that way.

System Overhaul: DML 100 CP (Free for Scientist)

Best described as a scientific laboratory, there is a wide variety of equipment here that can help any prospective scientist in creating digital items, software, and even hardware – should they lack the means to do so themselves. The same Mr. Navit series robots that were implemented in the Free Area overhaul are employed here, but rather than collecting trivia information about the world around you, they're here

to serve as laboratory aids. To that end though, they probably aren't the most efficient group you could ask for.

Aside from the manufacturing equipment however, the laboratory also possesses extensive analysis equipment, should you require it to study subjects such as Digimon – or other digital anomalies that you may come across in your travels. In the worst case scenario, there are several containment vessels that can be used to stabilize more dangerous specimens.

System Overhaul: Digital World Gate 200 CP

This overhaul probably would not have been possible were it not for the contributions from an enigmatic anonymous source that the Survey Team received while they were conducting preliminary investigations. Likely the same individual who donated the Mr. Navit designs as well, the logs from this individual indicated the presence of a hidden digital domain, which could only be accessed by diving deep into EDEN's architecture.

The overhaul makes use of this fact, though it doesn't facilitate a passageway into the Digital World itself. In order to ensure the domain's stability and ensure that the domain could not be detected from excessive digital wave output, the connection established only moves in a single direction – drawing in the denizens of the digital world over into your domain. It's probably best if you had a proper place to receive them, hence it comes along with a massive containment chamber as part of the overhaul.

The limited nature of the connection means that for the most part, you're only going to come across small creatures, likely of a Baby nature – sometimes you might come across Rookies if you're lucky. What you choose to do with them is up to you, though the rate at which they'll show up will drop significantly should the domain not be connected to any other digital network.

STANDARD ITEMS

The leftover items are, according to the shopkeeper, mostly just spare goods and souvenirs that the Survey Team brought back when it caught their eye. For most of

these goods however, modifications have been made in order to make the merchandise a bit more efficient at their intended functions.

Periodic EFT 50 CP

With the majority of transactions handled online nowadays, electronic fund transfers have become an accepted standard, so there's no reason why we shouldn't follow suit. If you don't happen to have a designated account to receive the EFTs, one will be made for you, which you can access as long as you have some form of network access. Enough funds to cover your basic living expenses will be transferred into your account at the beginning of each month.

Rainbow Box 50 CP

Within EDEN, hackers use these boxes to store supplies or important information, so from time to time you might come across them should you wander EDEN. But those boxes are a part of the digital landscape, so removing them becomes impossible. You can freely place this box wherever you'd like, though its contents will change depending on the local environment. A box placed in the digital world will routinely contain digital supplies, whereas a box placed in the physical world will contain physical supplies. Once emptied however, it takes a bit of time for the box to fill up again.

Select "Coffee" 50 CP

There's nothing that really stands out about this container and the coffee beans that it holds – at least not until you actually brew it. If you did not read the warning advisory on the back of the container, you'll realize why the shopkeeper included the warning the moment you take a sip.

Actually, the aroma you see should really be enough to alert you, but if you managed to ignore that as well, you'll realize that these visually natural coffee beans produce the most bizarre flavours – almost like some form of seafood or extra flavouring was added to the brew while you weren't looking. To make matters worse, the flavour never seems to be consistent and every cup has its own distinctive taste. If you can

tolerate the bizarre flavours, you'll find the coffee doesn't just reduce your drowsiness – it'll help you think and react to situations faster as well.

Odd Gacha Machine 50 CP

Gachapon machines are very common all across Japan, but this one in particular appears to have been specifically made for a single purpose – to spit out coins which have the figures of Digimon emblazoned upon them. These coins don't have any worth in the real world unless you find a collector willing to purchase them, but you might find other uses for them. The machine itself seems to magically fill up once every month, though there's no guarantee on what coins you'll get every time you pull the machine.

IC Card 100 CP

Though IC cards were already in use prior to the implementation of EDEN, the technology nowadays has advanced far enough that the IC cards of old serve many more functions beyond facilitating public transport. This IC card on sale can be used as a system access key, allowing its bearer to temporarily break into a closed system. The IC card works very well within EDEN's architecture, perhaps due to the fact that it was modified off of a Kamishiro Enterprise IC card base, but when used on foreign systems, it may take a bit of time for the IC card to properly attain the necessary privileges. Of course, you can use this as a means to access any form of public transport, even up to purchasing plane tickets – if you have an existing EFT account that can be directly linked into this.

An Odd Wandering Pair 100 CP

Digimon wandering about EDEN isn't anything too uncommon, but Digimon wandering about the real world is definitely a bit abnormal. This pair of Digimon seems to blend in with society flawlessly – perhaps other people assume that they're humans wearing costumes rather than actual Digimon, but they themselves seem to have no problems with their role as tourists of various worlds.

While the two of them won't become your companions, and you can't really pin them down and modify them, they'll slowly improve their own skills as they travel through

the same places as you. Everywhere you go, you'll catch glimpses of them, and if you establish some level of relationship with them, from time to time they might show up to help you if you're in a pinch. For most of the time however they'll prefer to just stay out of the fray and continue their tourist antics. By default, this pair is comprised of an Agumon and a Gabumon – but you may choose two other Rookies to replace them as you wish.

Tactical USB 200 CP

This USB was specifically designed for the purpose of transferring large information structures from one digital entity to another. The program contained within the USB can allow for the translation of a digital entity's techniques, such as that of a Digimon – while the USB itself can store the technique in question. Techniques take up quite a bit of space, so the USB likely won't hold more than four at once, but anybody inserted with the USB can access all of the techniques stored – or add their own techniques into the USB.

Living Doll Club's Machine 200 CP

Though the technology for 3D printers has existed for a fair bit of time, it would seem they aren't actually used very extensively in society – so when the Survey Team found this machine it naturally piqued their interest. The machine has two components – a camera of some sort and a component that actually produces the final product. The problem is that oddly enough it only seems to take in human data, or data related to humanoid individuals.

At first glance, the human sized figurines which are produced don't really have much use...except well...they're not paper-mâché or anything like that. It's not quite flesh and blood, but whatever material was used, it feels real enough to seem like flesh. A Digimon could probably use this as a surrogate body, and nobody would be any wiser.

A Chef's Guide to Digital Cuisine 200 CP

From the accounts of many Digimon, the Digital World isn't actually too different from the real world, though naturally some distinct differences exist – such as the difference in composition between digital matter and real matter. It may be a bit odd

to consider that Digimon consume "food" in the same sense that humans do, and this might be even more peculiar once you realize that Digimon often eat things which visually resembles human food.

This handbook was put together following the Survey Team's efforts to understand what nutrition and diets in the Digital World were like, based on multiple experiments, and Digimon testimonies. Given that the Survey Team was unable to enter the Digital World proper, the results was surprisingly effective – as the Digimon who contributed to it attested.

This guide was made to help an aspiring chef learn how to cook food properly for digital entities – allowing them to transform solid matter into digital matter, into a form which can be consumed by Digimon and similar creatures. The level of nutrition is oddly enough, transferred over in its entirety during the conversion process, though the appearance of the food may change somewhat.

The Sword of Knights 300 CP

The sword that lies before you is oddly plain, and doesn't seem to have any particular qualities about it. However, as the shopkeeper explains, the true extent of its abilities becomes evident when taken up by Digimon, or really any sort of monster – as it invokes a unique state of transformation., allowing its wielder to take up the form of a "Royal Knight". These beings were apparently the guardians of the Digital World once, at least if the shopkeeper's sources are to be believed. While some Digimon are aware of the power that the Royal Knights of old possessed, there is no definite way to predict what the power of a newly born Royal Knight will be like. You'll just have to give the blade to a monster and see for yourself.

The sword remembers the prowess of its former wielders even if they pass on, and should the current bearer of the sword be in a moment of need, they can burn their own magic to call forth the memories of the former Royal Knights for a short time.

[COMPLICATIONS]

With all of the other odd folks working around here, a woman that fades in and out of space probably shouldn't be anything too surprising to you. She's very aware of her own condition, explaining to you that this was apparently the result of an experiment that the scientist performed on her. Normally this wouldn't matter to you much at all – except if you're looking for extra resources, you should consider whether you're prepared for similar circumstances. If you're willing to stack the odds against yourself, you can gain up to 600 CP from these complications.

The Walls Have Ears +100 CP

The times may have changed, the technology may have advanced, but some concerns like privacy remains unchanged. Unfortunately, for every measure that one takes to keep their actions private, there's probably another person equally capable of stripping that privacy away. Despite your best efforts to hide away, Kamishiro Enterprise seems to constantly have an eye fixed on you and they are seemingly dedicated to recording your actions and your progress.

If you don't mind having little to no privacy, leaving them to their own devices is a perfectly viable option. But should you ever attempt to move against the Enterprise or your interests clash with theirs, they'll very likely be aware of your every move. Similarly, if they have something to gain from leaking your information...well you should expect them to do it.

Program Non Responsive +100 CP

Since the introduction of EDEN, there have been accounts of strange behaviour from machines like computers, temperature units, lighting systems and whatnot. Don't worry, you'll have plenty of opportunities to confirm whether these accounts are true or not, because wherever you go, you'll find machines that break down in the described fashion, and try as you may, attempts to fix them externally will fail.

If you have a way to connect into the digital landscape of these machines, you'll find that most of them are infested with Digimon. How you want to rectify this situation is up to you, but it should be fairly evident after the first several times that fixing the machines will be impossible as long as Digimon remain within.

NO DATA POSSIBLE ERROR +100 CP

Normally when a computer encounters an error, there are fail-safe protocols designed to warn the user and provide them with an opportunity to perform a correction or file a warning. In EDEN, errors are very rarely found thanks to years of crosschecking and testing. At least, that's what Kamishiro Enterprise would like people to think.

In truth there are still plenty of errors lurking out there – and unfortunately should you travel through EDEN, you'll regularly find more than your fair share of bugs. If they just popped up with a warning, it wouldn't be so bad. But these bugs seem to temporarily paralyze all of your senses, and the duration that they last for can wary from seconds to minutes – almost as if you were infected by a virus. While more of an annoyance than a fatal exception, you should still be wary of your situation at all times while inside EDEN, because you never know when you're going to stumble on another bug.

WORLD EATER +200 CP

As you might have noticed from some of the Survey Team's notes on the nature of Eaters and their observed tendencies, it is extremely difficult to pinpoint the true source or reason behind their obsessive behaviour. It's not like you're going to have the opportunity to ask them either, despite the fact that they now seem to be increasingly aggressive and roam about EDEN in far greater numbers. Leave them unchecked, and it is very likely that their victims will spread all across the world – after all, the vast majority of EDEN's users can't defend themselves from an attack by an Eater. But should you fight them off yourself, you should also be wary that Eaters will slowly adapt themselves based off of the information that they collect. In time, they might be able to adapt to you as well.

Ghost in the Shell +200 CP

You might have also noticed that the Survey Team came across evidence that Digimon can possess the bodies of humans. As far as the evidence suggests, a Digimon normally inhabits the body of a human whose own soul has been displaced. So in a way you can count yourself lucky since your soul is quite evidently intact. Unfortunately, you now have a new "roommate" to share your body with, the spirit of a Rookie Digimon that seems fixated with the notion of exploring all the freedoms of their new body.

Control over your body tends to flip flop back and forth between you and the Digimon in question, and depending on your personal willpower, you might find that they'll retain control for longer periods than you. You can try to look on the bright side – should you ever be incapacitated the Digimon will take full control until it becomes incapacitated as well, but attempting to purge them from your body will have no effect whatsoever. Hope you don't mind sharing your body!

Digitalian Plague +200 CP

Computer viruses definitely aren't anything new, but in a new world made up of digital foundations, populated by digital avatars and digital monsters...well the consequences of viruses have also become far more severe. With the recent influx of hackers and Eaters, viruses have also become somewhat prevalent – though the rumours are that Digimon can act as carriers. Certainly Digimon can become infected and demonstrate berserk tendencies, so it can't be said that there's no relation between Digimon and viruses – but at the same time humans can also get infected...with much more devastating results.

Digimon going berserk can do damage, most certainly, but the damage they inflict is largely isolated within the boundaries of EDEN. The humans which are affected will exhibit manic obsessive and destructive tendencies both within EDEN and out in the real world as well. Ignore the spread of the virus if you wish – but you would do well to make sure that you don't get infected yourself. Without

solving the issue with the Eaters and hackers...well, a cure isn't likely to be developed anytime soon by the administrators – that much is certain.

EDEN Syndrome +300 CP

The "EDEN Syndrome" should have been nothing more than a rumour that gets passed through in hacker circles – but just like many other rumours that are spread around EDEN, there's some truth to it...and by now you should be rather used to it – but well...you're a victim of EDEN syndrome firsthand. Look on the bright side; you can now confirm its existence!

Unfortunately being able to confirm the existence of EDEN Syndrome won't help you much. Even the Survey Team remains clueless as to what can actually solve this dilemma you current find yourself in, but what they do know is that your real body, along with all of its abilities, will have to be kept in a secure location while you attempt to solve this mystery within the confines of EDEN. In a fashion slightly similar to that of a Digimon, you won't be able to manifest your body for very long in the real world, and in order to regain strength you'll have to recuperate within the digital confines of EDEN. If perhaps, the digital world and the real world were to merge, you could alleviate this problem – but that won't solve the conundrum regarding your real body. Worse yet, even if you happen to already be a Digimon, this syndrome still appears to affect you, leaving you with nothing but your Digimon abilities, and whatever other preparations you have made in your time here.

It can't be stressed enough, but keep in mind that the Survey Team can only ensure whatever powers you obtained during preparation here are retained within your EDEN Syndrome body. Everything else will be rendered inert...within the confines of your real body. As an act of kindness, if you absolutely need it, the Survey Team can deposit your body somewhere safe to begin with – though they can't guarantee that security for a full ten years. If you can find somebody to help you with safeguarding your body that would most definitely be for the best. Good luck!

A [TEMPORAL ANOMALY] ADVISORY

CP GAINED HERE IS SEPARATE FROM DRAWBACKS

There's nobody here and nothing aside from a monitor screen suspended in mid-air – but evidently you were meant to see this, given that the monitor comes to life the moment you enter its vicinity. Well, it comes to life, but there's nothing on the screen except for letters in large print – "SOUND ONLY". There is a message for you however, even if it has no accompanying visual. Presumably the voice belongs to the scientist that the old man mentioned.

"If you're listening to this, then presumably you're here to heed our warning, this is a good thing." The scientist proceeds to explain the situation – there are traces of extreme temporal instability – enough to suggest that a temporal loop may occur. Of course, without actually experiencing it there's no way to confirm when that might happen or why it would occur in the first place...the scientist mentions with a tinge of regret that he doesn't happen to have a Lens of SHIVA, whatever that means. What the scientist can guarantee you is that the event is bound to happen within the decade that you're active for.

What you do need to take out of this warning is that your actions can have very severe implications – and if things go badly, you may also be caught within the temporal anomaly itself when it happens. The Survey Team will be fine, given that they're isolated within the boundaries of the facility, but unfortunately for you, unless you derail the temporal anomaly, you'll most definitely be caught up in it. The world will change even if you attempt to resist it, and the scientist warns you that should you attempt to resist the change with your powers while it is ongoing...the end result may be even more catastrophic.

That being said, the nature of this phenomenon is of extreme interest to the scientist, who likes to think that he specializes in temporal anomalies. So, he's willing to compensate you if you're willing to undertake some isolated experiments. Of course, what matters from a scientific perspective is the result – so that leaves the means up to you.

*The existence of two worlds and one portal is enough to convince the scientist that the relationship between these three elements is likely key to the temporal anomaly. If you can successfully resolve the temporal anomaly before it permanently affects the world and prevent it from occurring entirely, the scientist will grant you **100 CP**. As simple as this sounds however, there is a complication involved – but surely you had to be expecting a complication to occur, no?*

*You see, the Eaters can be considered the missing variable in the equation. The scientist's own studies have led him to conclude that the Eaters are likely connected to an existence in a third, unknown dimension. However, their presence as an outsider to both the "real" world as well as the digital world is likely an impetus for the temporal anomaly as well. If you can prevent the Eaters from affecting the world further and prevent the intrusion from other worlds still, the scientist will grant you a further **100 CP**. He warns you that there is no reason to believe that the Eater's home world is the only world out there though – if the Eaters came from somewhere different from the Digimon, and the Digimon came from somewhere different from humans…well what's to say that a fourth, or fifth dimension can't exist?*

*If you can though, there's one last optional objective that you can try to tackle. It's largely just to satisfy the scientist's curiosity, but with the difference between the Digital World and the real world, he does have to wonder what would happen if Digimon could be accepted as a living entity in the real world. This is most definitely not going to occur overnight – after all, Digimon require a digital environment such as that of EDEN in order to survive. On the other hand, humans don't do so well from extended exposure to a purely digital environment. Well, it's really just a whimsical thought that the scientist had – your priority really should be the resolution of the temporal anomaly. If you do succeed in creating a world where humans and Digimon could coexist though, the scientist doesn't mind tossing another **200 CP** at you.*

*Please keep one thing in mind – **all of this is entirely optional**. Should you allow the anomaly to occur, the Survey Team will still attempt to rectify the issue – you*

will at most spend a decade's worth of time here in this world regardless of where you end up. It's probably better to say "when" you end up in this case.

As previously stated, there is no way to predict what might happen if you attempt to stop the world from changing as the temporal anomaly goes on. In the best case scenario you might just be swept up anyways and sent to wherever the temporal anomaly stops. In the worst case scenario however...

Well, there's a very good chance that you might end up in a parallel timeline of sorts – somewhere that might seem similar, but conceal substantial differences. The only guarantee that the Survey Team can make as far as external influence goes is that they'll attempt to prevent whoever sent the Eaters in the first place from influencing the situation too much. As far as how humans and Digimon influence the state of the world is concerned – that will be your own problem to deal with.

The scientist strongly advises you to collect as much information and get a grasp of what could happen before you decide on how you wish to proceed. In some cases depending on your circumstances...resolving the temporal anomaly may not be the best idea, and there's also no guarantee that all of the scientist's requests can be simultaneously met.

[THE DECADE'S END]

A decade might have passed but the Survey Team doesn't seem to have changed any. The old man seems to have expected your arrival for some time now, given that there are already three doors prepared behind him. The process simple – all you have to do is choose one of these doors, and it'll determine your destination. But considering this choice is permanent, well, you should probably take a bit of time to carefully consider what it is you want to do.

TIME TO GO HOME

Decided that you want to return back to your original world? No worries, we've kept your return address on file all along. Everything you've gathered along with you up until now will be brought back with you, so you can leave whenever you're ready.

REMAINING BEHIND

Well, depending on what you did during your time here, going back to this Earth might have different consequences, but you should know that better than anyone. We'll be leaving your possessions and companions along with you, but the remainder of your time will be spent here in this world.

MOVING ONWARDS

Time to move onwards to another world? You'll be bringing everything you have along with you, so until we meet again elsewhere, take care of yourself.

Notes

PERK NOTES

TRAVELLER	
Echo Request	*Allows you to assess the strength and abilities of all those nearby, but the information you receive increases in clarity the fewer individuals there are. *The range on this can be extended, but naturally the clarity of information received decreases substantially – to the point where you'll only be able to identify "hazardous individuals" within large crowds.
Null Session	*Renders your appearance and the appearance of those near you effectively "anonymous" – as long as you maintain this so that you can't distinguish the identity of those around you, they won't be able to distinguish who you are via any means. *While active, you and all individuals within range are effectively "invisible" to outsiders.
Connection Jump	*Allows you to dive into digital networks given a proper access terminal. As long as the network is properly connected to another access terminal, this can be used to travel from one physical location to another – from terminal to terminal essentially. *Alternatively this can be used to simply enter digital networks, and utilize the same entry point as the exit point. Depending on the complexity of the network, the architecture may be wildly different, and naturally the information retained is different from network to network depending on who uses it.
AVATAR	*Allows you to shift your appearance to match an "Avatar" form. The Avatar – like a digital Avatar, can be customized by finding "parts". Parts can be found from digital data (where they tend to reflect the original material they came from), or they can be obtained from digital entities. You may lastly use parts coming from alternate forms – but if you should borrow parts in this fashion you can't utilize the alternate form and the Avatar simultaneously. *While the appearance of the Avatar can be freely customized "part by part" and remains "intact" even it would normally defy common sense – like clothing that sticks to skin even when it normally shouldn't. *Depending on the part – say if you borrowed a part from a Digimon –

	you can copy the effects of the original item to a reduced degree. Due to the nature of the Avatar being a digital reflection, the form doesn't have to make physical sense. *On the other hand however, maintaining the form and utilizing it constantly drains stamina, and as it is data merged with reality, it is particularly susceptible to digital/electronic attacks.
Detective	
A Nose for Trouble	*Strange oddities and cases seem to find their way to you naturally, and you have an uncanny tendency for stumbling upon mysteries. *Should you solve these, you'll find that your reputation will grow quickly, and others will share odd circumstances with you as well.
Black Shades	*Allows you to patch through into all forms of surveillance systems as long as they're connected into a network. The information for each system can be separately recorded and deposited elsewhere. *While it is impossible to record retroactively, if the surveillance system previously had information recorded, that can be accessed even remotely.
The Web Expands	*Whenever you find yourself embroiled in a mystery or facing a dilemma, you have an uncanny tendency to find increasing numbers of individuals relevant to the problem. *From unknown witnesses to people who may have even participated in the case, you tend to run into them, even if they try to hide themselves, though the circumstances of how you run into them may not necessarily be normal. *Similarly, finding individuals with the skills or expertise necessary to solve the mystery will be much easier than normal, however in order to properly narrow down the candidate who could help you best, it would be best for you to figure out the true nature of the mystery at hand.
20th Century Detectives	*Allows you to send in "drone" programs to sniff out anomalies within digital space – the drones are essentially low tier digimon with a single purpose in mind – information gathering and investigation. As such they don't have much in terms of combat purposes. *Digimons developed and used in such a way lack combat skills, but the more you employ them, the more their "digital senses" develop,

	eventually allowing them to adopt other functions that better serve their original purpose – such as stealth mechanisms or wide spread information filtering. These Digimon also have continually increasing amounts of memory, and while the growth is slow, it occurs without external influence. *There's one peculiarity with this – all digimon that grow in such a way develops a particularly strong sense of "intuition", something that normally wouldn't be expected from a computer program. Your own skills as a detective seem to rub off on them the longer you employ them. *While you can create as many digimon as you like, realize that these are not companions – and in many worlds they may be confined to digital system architectures unless you have a method for giving them a physical body.
WHITE HAT	
Pen Test 1, 2, 3	*Improves your ability at assessing network defences – whether the network is in the real world or the digital world. *While analyzing the defences, your attempts to probe the network, even if they're unsuccessful, will not trip off any warnings initially, but should you try again and fail, you won't be so lucky a second time.
Identity Mask	*Obscures your identity whether you're in the real world or the virtual world, by temporarily replacing every one of your physical aspects with somebody else. *Should your mind be probed, dummy information will be released to block off intrusion attempts. Both of these can be freely deactivated.
Analytical Debugging	*Allows you to identify, address, and fix system weaknesses, things like implementing firewalls or implementing sentinel programs for monitoring and blocking off system areas. *For beings of a digital nature, this can be used to fix irregularities such as viral infections or malfunctioning bugs. As such, it can also be used to "reverse" corruption, though the likelihood of success at restoring original function and memory falls the further along the corruption has progressed. *Manipulating viral entities and quarantining these digital beings

	using conventional means is plausible, though effectiveness depends on the skill of the White Hat.
Digitalian	*Digimon, and other allies that you fight with, improve in their strength and abilities much quicker with you around. As you train alongside your allies, their individual limits will slowly lift upwards above normal bounds. *When working alongside individuals who can evolve, you can freely shift their forms back and forth along their evolutionary chain as long as the evolutionary state in question has been achieved. This occurs at no cost to the target in question. *You can create baby tier Digimon by adapting basic software programs and converting the data into a physical form – this requires energy on your part. Training them after that is up to you. These created Digimon of yours are not companions – and not unlike the Detective's options, you may have to find other methods in order to give them a physical body construct.
BLACK HAT	
Human Hacking	*Reduces the suspicion that others would normally have towards you, and improves your efficiency at manipulating disguises, and fitting in with alien groups. *People have a tendency to let secrets slip around you, without being aware of what it is that they're saying.
Malfunction	*Introduces system faults that can lay dormant until you need them activated. When they are activated however, they'll spread rapidly, causing mass malfunctions within the given the system, before propagating through the system. The act of activation can be done remotely at an extensive range. *The introduced system faults can be used as transmission vectors for anything else that can be translated into digital information. As such it can be used to rapidly transport digital entities or spread them as necessary.
Mass Corruption	*Your presence can shift the nature of both individuals and digital life forms, corrupting them like a virus. It requires dedicated effort to control the spread, but each individual infected becomes a "carrier" – infecting individuals and systems that they spend time in. *On digital lifeforms, the infection tends to show up in the form of

	rampancy, making a Digimon for instance run amok without any former sense of self control they might have possessed. *On humans, a similar “rampancy” can take hold, with the infected individual slowly losing their former sense of self. Infected individuals start off demonstrating manic behaviour, before slowly shifting into destructive and homicidal behaviour.
Data Eater	*Creates an “EATER” type creature. EATERs in their base form have no fixed physical form – but can shift their forms according to the information that they take into themselves. The information that is fed to them however, becomes corrupted. *Whether they consume humans or digimon, or other forms of digital life, EATERs, once created, will continue to spread and consume information – this can inflict the “EDEN” syndrome on the target, or just corrupt the digimon entirely. *Alternatively however it’s possible for an EATER to “integrate” with an individual of strong will, and morph into a different form. Getting the EATER to free the individual after integration however, might be a bit more difficult if your skill at controlling other beings is low. *EATERs are created by converting digital material into the creature itself – but EATERs formed in this fashion have no terminal connection to the Higher Multiverse. *The information that they consume and gather are in turn directly sent to you.
SCIENTIST	
Code Basis	*Improves your ability at reading machine script, and comprehending the language used by machines and programs to communicate with one another. Deciphering other forms of machine script is viable, as long as you can recognize that it is machine script to begin with. *Your ability in encrypting, decrypting and manipulating the various aspects of code improve significantly.
Systems Repair	*Permits the remote “recovery” of a previous state in the machine – this affects its internal systems to a greater degree than its physical components, but minor damage to physical components can be reversed. *On beings of a digital nature, this can bring them back to a

	“checkpoint” state, though not all of their memories will be properly reverted back.
S.D.K.	*Allows you to create/modify programs, virtual spaces, up to modifying existing virtual environments based on their existing parameters – skewing internal architecture or layout for example, or implementing system protocols where there were none. *This requires no interface save for an awareness of the “target” system, whether the target is being created, or being modified. Naturally more information is required in the case of the latter. *The S.D.K. is inefficient for the purposes of modifying digital entities, with the exception of making some cosmetic changes. *Provided with a template however, it is possible to “replicate” an existing digital entity and produce dummy clones without any individuality of their own. While these dummies can be encoded with commands, they lack any expertise that the template may have possessed.
TRON	*Taking a virtual domain, it is possible to “mesh” this virtual domain with the real world temporarily, bridging the gap between the two. In this shared domain space, digital entities and “real” entities can interact without any obstructions or translation necessary. *The resulting hybrid domain shares features from both the virtual domain, as well as the real world location that was taken – the resulting landscape is like an architectural Frankenstein. *This hybrid domain exists based on a “core” routine, which, if significantly disturbed, will lead to the collapse of the hybrid domain before it disappears as well. Digital entities and “real” entities alike are sent back to their respective domains when this occurs. *Left alone however, and provided with more input information, it is possible for these hybrid domains to continue spreading on their own. As they do so however, more of these tracing “cores” show up – forming “sectors” as it were. This can prevent a sudden total collapse of the hybrid domain when a “core” is disrupted.
ALTERNATIVE OPTIONS	
Soft Patch	*Soft modification perk, regardless of whether the taker is human or Digimon, it improves a parameter relative to their body (strength of their arm for example, or speed of their legs). Can be used for

	general parameter modifications, but alternatively can be used to enhance the body as a whole. *Essentially it's a A+B, A, or B option, but the A+B is specific and is stronger in value than A or B alone. Run anywhere from +10% to +25% if you need numerical values. *Can be taken multiple times.
War Driver	*Forcefully creates "entry points" into any virtual networks nearby – these only remain so long as you concentrate on them, and remain within the vicinity. *Should you be inside a virtual network when the entry point closest, it'll spit you out at the nearest physical terminal unless you can naturally navigate through data.
OVERCLOCK	*Temporarily removes the limitations off of digital entities, allowing them to access their full power regardless of their condition. While active, it continually drains at their life force until the state cannot be maintained, at which point they'll revert back to normal. *So long as this state remains active however, attempts to change their programming (such as evolution/devolution) or attempts to manipulate their code basis (corruption, data patches) will fail.
EAST OF EDEN	*Initializes "virtualization" in an individual. This is the basis for which a body swapping process can occur – if the individual is fully virtualized, they retain a digitally composed body with the visual effects similar to the perk [AVATAR], but without its extensive functions. They can still function in society via this avatar, but they are essentially digital entities. *In their place within their physical body, a digital entity or some other individuality can take hold of their body. For example, a Digimon can borrow the body of a human and move about in the real world through this process. *The longer this goes on for, the higher the likelihood that the original individual will begin to forget the memories of their original body. They can return to their own body, but the re-synchronization process takes time, becoming more extensive the longer the two bodies are apart.