

DIGIMONSTORY

CYBERSLEUTH

By Regalus

Welcome dear visitor.

I am Mirei Mikagura, and I welcome you to this place.

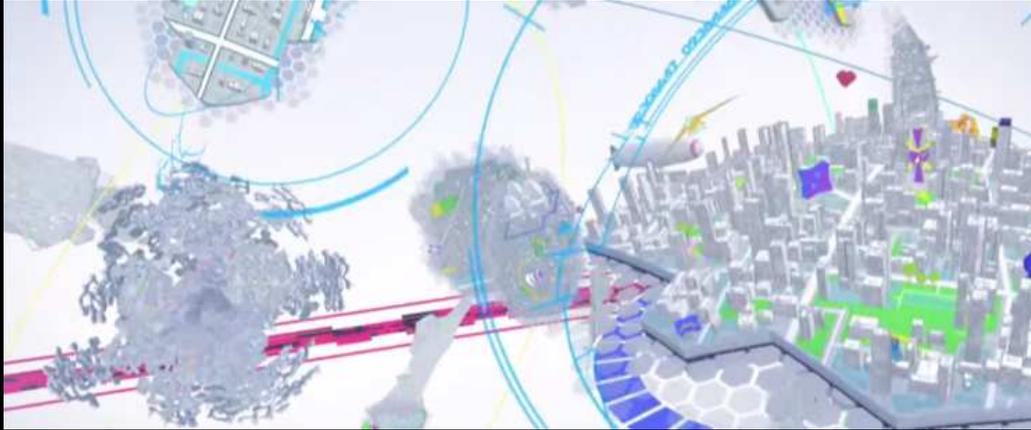
You've arrived at an interesting time, a crossroads of fate years in the making. A truly momentous occasion for any traveler or observer; though one that has left these worlds in a precarious state. As such, dimensional and temporal phenomena require a... delicate touch to avoid some unfortunate results. More so in the case of exotic arrivals such as yourself. In light of this, I shall be lending my aid.

It may seem strange, but you're hardly the first traveler I've assisted this way. Though rest assured, steps have been taken to ensure that your usual arrangements are respected. As such, barring certain measures you can expect your stay in this world to be 10 years long; counting down from the day a certain Child of Fate will have a tragic encounter that will bestow upon them the power to avert great tragedies, and unveil long forgotten secrets. More importantly, you will be granted **1000 CP** to prepare for your stay..

Now that introductions have been made...



Welcome to the digital garden of EDEN!



Your journey begins in EDEN, a vast virtual space within the digital network established 8 years ago by the Kamishiro Enterprise. Once a simple network it has since blossomed into a vast virtual world whose functions touch open every aspect of daily life; countless digital islands and cities make up the architecture of this realm. From shopping and movies, to political transactions businesses; it is the beating heart of modern society..

EDEN itself is accessed first through devices that allow for the digitalization of their mental data; something deeper than simple virtual reality, and closer to astral projection in truth. In effect creating avatars that allow them to experience and move through it as if it were “real.” Unsurprisingly, many treat EDEN as merely a more advanced form of the internet; a place to make your deals and payments, or to spend time with friends and family. To others it is a fantastical paradise. A place of true freedom where all things are possible, if only one has the skills to turn their dreams into reality... or is willing to pay the price to do so. Something that becomes more evident as one travels further from its major hubs.

As one goes deeper they’ll find many secret places. While some can be found simply by roaming its digital skies or following a link, others are hidden places accessible only by those with its address; sanctuaries, wonderlands, and dens of sin meant only for those given its key. Yet the true depths of this world are known to few, and with a world expanding so quickly no amount of moderators could hope to keep track of it all; thus serving as a new frontier for those who seek an escape from their lives, or the freedom to explore themselves. Of course, this has led to many factions vying for dominance and prestige in Kowloon; a vast labyrinthine graveyard of data, reformatted by hackers into the many layered territories they call home.

However, there’s been a shift in power recently; as the old guard have been forced to adapt to a tool unlike any other that rendered all but the most skilled hackers obsolete. They call these tools Digimon, and they’ve become central to the games of domination between them; as well as cornerstones of modern digital warfare.

There’s also been a rise of EDEN Syndrome as of late; a rare event where users appear to go comatose for no apparent reason. At this time the victims are few, but that may change once the alien entities responsible for it come out of the shadows..

That said, it would be remiss of me to omit that there is more to this world than EDEN itself.

Tokyo, Japan is where the actors of this tale spend their time when away from the mysteries and dangers that surround EDEN. It's a normal human city; if perhaps more advanced technologically than you may be used to, what with serving as the seat of Kamishiro Enterprise's central HQ.



There are certainly many sights to see here, as it holds its own secrets; both those tied to the disaster to come, and older evils stirring due to the Digital Waves that have been noticed by Kamishiro Enterprise. Though both the cause and impact of these waves are known to few at the moment; if nothing changes there may come a time where the lines between digital and "real" worlds may blur. That said, should you have the time, I'd recommend paying a visit to Nakano Broadway; an unassuming shopping center, but one that serves as a nexus for many strange happenings. Should you be in a tight spot, I hear there's a certain detective agency that can be counted on; be it for small cases or the truly bizarre, it seems they never turn away a case.

There is one final place of note.

Another world, separate from Earth and EDEN, yet whose fate is inextricably intertwined to them. Some would call it the **Digital World**; as it shares many traits with EDEN, yet such comparisons are mere happenstance. Eight years ago a connection formed between it and EDEN during that fateful trial run of the EDEN system, though even the Administrator of these worlds could not have predicted how things would turn out. I'm afraid this place has fared poorly since then; degrading under the constant assault of alien creatures whose presence many have blamed humanity for. Unless you have means to travel across dimensions, it may have little relevance to your stay despite how the Eaters that plague this world will soon make themselves known in EDEN. Though, should you find a way there, perhaps you might reach the heart of these troubles before they cross the point of no return; opening a path to an unexpected future.



Origins

Now is the time to decide your role. Your age and sex can be chosen freely, yet it is the role you choose that will shape your history in this world, and the expectations placed upon you. A burden to some, but not without its advantages. The Choose with care.

Hacker

Seekers of freedom; hackers have been part of EDEN since its creation. So much so that the current generation is referred to as the Children of EDEN by the old guard. While it's true that most people in this world have some measure of skill when it comes to navigating EDEN; hackers are those who have refined those skills to an art form so that they may claim their destiny with their own hands, or so many would say. Whether by hobby, you were drawn into the orbit of other hackers, or you delved into this hidden world to seek something; you count yourself among their number.

Whether you see yourself as a White Hat helping to protect the integrity of EDEN and the dream it represents, or a Black Hat who takes advantage of EDEN's nature for your own ends; there's no shortage of groups who would be interested in a new talent. Perhaps gaining enough attention to be invited into one of the many hacker groups that abound; ranging from the vaunted Zaxon group which sees itself as responsible for maintaining the peace in the hidden layers of EDEN, groups of hobbyists and criminal alliances, or even a smaller mercenary team of skilled individuals such as Hudie. Whichever path you choose, you're sure to find yourself among like minded individuals in the end.



Detective

Seekers of truth. With the rise of EDEN a new form of cyber crime came with it, made worse with the inception of Digimon. Is it any surprise people such as these rose up to answer the challenge? As varied as the hackers' themselves, you might find yourself as a private investigator, perhaps as a member of the local police force, or perhaps a nosy teenager with a sharp mind. Their unifying trait is that when presented with those who are suffering, they heed the call to action; disentangling mysteries, and righting wrongs. Though never forget the world is hardly black and white, and the line between a Hacker and Detective can be blurrier than it seems.

Regardless, you're likely to be a well-respected member of your community; known to be dependable, and someone to be relied on when in need. Incidentally, making it easy to keep an eye on the pulse of your community, and perhaps a chance to put together the pieces of what's to come. Something a brilliant and well connected individual like yourself should be suited for.



Enthusiast

Passionate seekers of adventure. Those like you are quite rare in the depths of EDEN. As outsiders to the conflicts between hackers and those who hunt them; those like you are often dismissed hobbyists at best, or lost lambs who have strayed from safety to flirt with danger. Someone with no business in their domains, yet those like yourself have a certain purity of spirit that harkens back to the early days of EDEN; where all saw a land of wonder and potential waiting to be explored. Likely, you found your way to the under-layers for similar reasons; curiosity at a friend no longer spending time with you, an urban legend you were driven to see for yourself, or simply the fruit of a bored afternoon wandering where you shouldn't have.

Regardless of what others may think, you're driven to return to these hidden places with an earnest zest for life few can decry. Though you may lack the raw talent of a hacker, or the keen mind of a Detective; your heart burns with the strength of your passions and convictions in ways few can match. Some may call you childish or unrealistic, but then perhaps that is precisely what this world needs to find a brighter tomorrow.



Foreigner

Before we discussed the benefits that could come from fitting into this world; gaining a place you could call your own, and living a life here with all the memories and connections such an arrangement might bring. However, that's not to say that an outsider's perspective lacks its own uses. Indeed, by eschewing the chance to become native to this world; you may open the way for you to access more esoteric advantages with greater ease, and an outsider often carries a unique perspective.

Secrets related to the true nature of the disaster to come, the flows of dimensional forces, and the stranger aspects of this world. I'd be lying if I said such things lacked value; whether that value is worth the sacrifice of the bonds you could have had is something only you can decide. Though be careful, as some secrets are hidden for a reason; and there are those who would have keen interest in claiming someone like yourself for their own purposes.



Should you be dissatisfied with these options, there is one final path you can take; though it will cost you.

Digital Monster (200 CP)

Digimon, as they've come to be called, are true technological marvels. Programs that take the "shape" of fantastical creatures; each one possessing certain functions that allow them to interact with cyberspace in interesting ways. In their simplest form they're the sword and shield of modern day cybernauts; attack dogs capable of tearing down firewalls by assaulting the digital manifestation of those protections, and being the only reliable defense against their own kind. Many individual "species" even have more unique functionalities such as being capable of tracking files and avatars like bloodhounds, or skilled tampering with complex systems such as an Water aligned digimon "freezing" a security program to prevent it from sending alerts.



It's fair to say their arrival completely revolutionized cyber warfare; with all but the most talented programmers and hackers being forced to adopt their use or be left in the dust. Especially once their capacity to evolve into more complex and powerful programs was discovered. Hackers have identified six ranks ranging of development from Baby, Training, Rookie, Champion, Ultimate and Mega; with each rank allowing for more complexity, and power that generally outclasses what would be expected of its predecessors. Rumors say a seventh rank may exist beyond even Mega, but none can say they have reached this "Ultra" rank.

However, for all their power they have various shortcomings. For one, the ability to create them, let alone modify and refine their development or trigger their evolution, requires the use of rare and complex tools; the possession of such tools often being the core behind the formation of hacker groups, as each faction develops their own tools with their own limited understanding. For some groups such as Zaxxon, the sheer quality of versions they possess is a major factor behind their supremacy in Kowloon. Though even then, few groups have tools to guide their development with exacting accuracy, and the requirements to develop them down specific avenues is an arcane science none have mastered.

More importantly, to command a digimon their registered user needs to make use of the Digimon Capture program; an unreplicable program of mysterious origins gifted to certain EDEN users by something masquerading as EDEN's mascot. This presents certain limitations as these Digimon appear to be relatively simple intelligences; little more than drones unable to take action unless being directly managed by a user, and fairly uncreative if set to tasks on their own. Making such drones a common hazard in the underlayers of EDEN, where a Digimon might attack a bystander due to malicious or poorly defined orders. All together, these limitations make controlling more than 3 digimon at once a laughable idea to even the most skilled hacker.

But you are something different. Contrary to popular belief, not all digimon are merely tools.

Sophonts were once digital programs; either artificial digimon as I previously described, or some other program notable only for its relative complexity and quality coding. However, over time or through a unique circumstance, they developed into a true digital life form. Regardless of what your purpose may have been before, now you are your own person in truth. Should you choose this path, much of your skills and experiences would be seeded by your original Users; both in how they made use of you, and how they treated you. Some Sophonts find joy in being able to serve their users better; having developed from “quirky” programs and allowed to develop into individuals with their own wants. Now they may see little reason to leave their “homes” or “masters.” Others, however, are quick to vanish; cutting off all ties with their former users, and venturing into the depths of EDEN.

Whichever the case, your original purpose will be something that defines you; be it through your rebellion against it, or how you redefine your role given your newfound sapience. These unique circumstances will grant you an intuitive understanding of digital spaces that in some areas may exceed even a Hacker’s understanding of what EDEN is capable of. Though this often comes at the cost of how young you truly are; having precious little experience of things beyond EDEN and your Role, let alone in what it means to be a Digimon.

Refugees on the other hand know precious little about EDEN itself. You would have once called the Digital World your home; yet when catastrophe struck, you found yourself shunted to this strange realm called EDEN. In truth, it’s unlikely you know much of anything about how you came to be heret. Moreover, having random humans trying to capture you for use in their personal goals or simple profit may have led to a rather rude welcome. Yet whether you found yourself a human you could trust, other survivors you could band together with, or found your own way forward; the one thing you know for certain is that there is no clear way to return to your old world. For now, you’ll have to brave what this new world has in store; but perhaps this is just another adventure for you?

What you lack in expertise regarding how you can exploit and navigate EDEN, you make up for by the virtue of having an understanding of who and what you truly are. Moreover, if given the chance you may find that you have some connection to the strange Digital Waves surging through Tokyo.

In both cases, your initial investment will have you begin your journey here as a Rookie level digimon; you’re free to select your desired species, but this option alone will leave you unexceptional for this evolutionary rank. You may of course start at a higher evolutionary stage for an additional **100 CP** per rank; though I’m afraid the seventh rank of Ultra is beyond the reach for now. Alternatively, you may reduce the cost to be a Digimon by starting at a lower evolutionary stage by **100 CP** per stage; being free should you begin your time here as a Baby. However, should you already possess a Digimon form it would be simpler and more cost effective to import its data, allowing you to arrive in that form, or that of an earlier evolution, at no cost.

Hybrid (500 CP)

Though man and monster stand worlds apart; the bonds they can forge shake the heavens and hells. Yet, though a miracle too often born of tragedy, a deeper bond may be revealed. A one in a million chance that brings forth something beautiful, man and digimon as one. Not one or the other, or both, but two as one. A harmonious existence that is equally what it once was, and something beautiful and new. The true nature of such a being is not so easily divined even by digimon of the highest class; purely human or digimon to the unenlightened, yet able to shift from one to the other at will. Though even their human form is beyond the limits of humanity, such that a gunshot wound is more of an annoyance than an injury, and leaping from a tall building is a viable escape method. Moreover as being of two worlds, crossing between them is within their means; though not something they can achieve without effort. Needless to say, the opportunity to study such a phenomenon is not one easily ignored. Should you walk this path, it'll be... enriching.

You will begin your time here with a Rookie level digimon as your otherside, but may pay the normal price to begin at a higher stage. Moreover, your nature means that your evolutions may take on a more human-like form that may be expected, and you'll certainly carry more power than usual for a digimon of your rank. In the event you've been a digimon in the past, you may instead choose to fully integrate your human and digimon sides; reducing the cost of this option to **300 CP**. Beyond this, what paths may open to you through your new existence are something even I can only guess at. How exciting!



Perks

Each of the following perks represents a set of traits, skills or abilities to both aid you and further define your history and nature within this world. Some will be free to take, others will have a cost listed in CP should you wish to claim them. However, those listed under your Origin will have their costs halved; with 100 CP options being received for free. **Hybrids** on the other hand will select 3 100 CP perks to gain for free, and may discount two perks of each price tier; be they general or origin perks.

Power Enriched Bonds (Free): While this world of tomorrow veils itself in the trappings of progress and cynicism; the might of hearts joined by a common purpose and ironclad bonds is not to be underestimated. Wielded by a strong will, under the proper conditions, the impossible can become possible; something most clearly seen through the lens of the bonds humans and digimon are capable of sharing. A truly fascinating phenomenon that will be key should both worlds wish to endure the coming trials..

This boon confers no knowledge or mastery that will be useful in taming or understanding this mysterious force; nor does it confer the spiritual strength to make use of it reliably or easily. It shall merely ensure that should you forge a strong enough bond, and your hearts cry out for a miracle, your strength of will shall not be found lacking. Why as a human; you would surely have the strength to call forth your digimon to fight by your side from across dimensions, should such a desperate need grip your heart. Though without sufficient spiritual strength of your own; such an achievement would require special circumstances. Perhaps some manner of distortion that may soften the boundary between worlds or standing in a liminal place of some sort? A niche but useful feat I assure you. Digimon on the other hand will find themselves nurtured by the strongest bond they share with a human; achieving noticeably more gains from training, more easily pushing past their limits during a crisis, and perhaps accessing powerful evolutions that would be barred from them without the camaraderie they now share.

The Answer (Free, 400 CP): What does it mean to be alive? What defines your existence as yourself? These are but some of the questions that have been asked for longer than you or I have lived, and one I am reluctantly an expert on. A digimon, if pushed, can be torn apart until only a fragment of a fragment of itself remains; yet for all its lost data and memories, so long as it is not deleted it can find some way to continue on. Surprisingly, humans are no different. One that lives on in cyberspace as “mental data” is still their true self, and a ghost long since severed from its mortal flesh is no less “alive” for it; yet capable of grasping the reins of their own fate. At least, so long as one’s will remains. So long as one can feel, and recognize “I” as themselves; their story has yet to end, and they can recover in time. At least, mentally and spiritually.

This is a truth in this world. One that many experience and have been saved by, and now one you share. So long as what makes you “You,” call it your mind or soul if you prefer, survives without being *completely* undone or twisted such that not even a hollow husk of You remains, your journey will not come to an end in this place. Though whether you can recover from such a state is another question. For **400 CP** you may retain this boon upon your departure.

Manual Debugging (100 CP): It is all too easy to find yourself in situations where logic and diplomacy appear to have no place. The civil facade of those around you carelessly cast aside amid throes of madness born of illness, passion, or influence. However, when two hearts clash a connection is formed; one you've learned to exploit. By standing against another, you may use your prowess as a means to create opportunities for further discussion during a conflict; the tension causing your foes true thoughts and feelings to come bubbling forth, and giving you the chance to reach out to them with words of your own. The more unreasonable they are, the longer or more intensely you may need to stand against them; allowing well-reasoned arguments and heartfelt pleas to reach even those who were willfully deaf to them before. In this way, you need not defeat them in the battle to win their hearts.

Forces such as possession or malicious influence find themselves vulnerable to this approach; as the heightened emotions and exhaustion wear away at their influence, and your words spur the victim to fight from within with greater strength... assuming you have something they want to hear. Someone in alignment with the force influencing them can prove quite stubborn even with this gift. In such cases, it may be wiser to renew your debate another time once they've had a chance to recover; chipping away at nihilism or cynicism through multiple encounters rather than risk pushing too hard. After all, few things are as tragic as freeing a loved one from a demon, only for them to pass on from the strain.

Show don't Tell (200 CP): Just because someone knows *of* something; doesn't mean they *understand* it. In truth some things are best experienced so that knowledge may crystallize into skill and insight. As such, rather than waste time trying to perfect a lesson plan, it's far more effective to immerse your pupils in what you want to teach them. Team up with a boy for a few investigations, and you can count on them to handle simple cases on their own, or they might become quite the little marksman after a few afternoons at an arcade. Admittedly, this method is most effective for lessons that may be difficult to explain, let alone teach. Perhaps you might teach a machine how to care for others through acts of kindness and friendship, or help an ancient master remember what it means to be mortal as you lose yourselves in some mud wrestling. Such things are often a gradual process, but one that'll show tangible progress should you be up for the task.

Living Legend (400 CP): In this digital age, mankind rushes towards a shining future full of wonder. Though it's ironic that such progress has blinded them to their past, as well as the mysteries and horrors that still walk among them.

As a **Human** you're a practitioner of the mystic arts. Whether you're the scion of a lineage of exorcists, or a modern day alchemist learning from heretical tomes matters little. You wield magic, and possess a strength of spirit that's rather unusual this era. The specifics may vary according to your traditions and training; but the end result is the same. Granting you knowledge of occult lore, and allowing you to perform surprising feats. Enchanting talismans of protection that ward away evil and draw good luck to the wearer. Dowsing for individuals, or setting up workings that will activate when a trigger is met. Even calling up a bolt of fire, or sealing away evil



creatures wouldn't be out of the question depending on what your training focused on. While you're far from some wizened wizard or holy saint; this alone would make you a threat to most champions, and your versatility would be a boon to most tasks.

One thing you know for certain is how to set up boundary fields; a necessity to operate in a land with smartphones and cameras. These serve a temporary pocket that functions as a mirror images of the world around you; both preventing monster from freeing unless they can overpower the boundary, and allowing you to deal with them without worrying about collateral damage or an innocent wandering in at the wrong time. Though by far, your most useful skill is your ability to interfere with and cut off connections and influences between worlds. A spiritually intense art often used to banish monsters, cut off access to sources of power, or sealing gates between realms. Curiously, should you somehow find yourself in a digital or alien realm, you'll find that your mystical arts work just fine there. Why even hexes and relics meant to deal with yokai would be equally effective against digimon and eaters despite their "scientific" or alien origins. A mere quirk I'm sure.

As a **Digimon**, you could select to be talented in the arts of high programming; effectively gaining talents like mentioned in the Human section. Though you'll find your mystical prowess will grow as you reach higher evolutions. However, there is another path available to you. If chosen... Well, it wouldn't be fair to call you a foreigner anymore. In truth, we shouldn't even call you a digimon either; though the dividing line between them and what you are is fascinatingly thin. As a **Refugee** you are a yokai. Perhaps an Oni whose blood harkens back to an age of blood and steel, the ghost of some youth whose life was cut short, or even an urban legend in the flesh. Whether you consider yourself an ally of humanity, its predator, or someone trying to live peacefully in a world that's forgotten your kind is for you to decide. **Sophonts** will find their true history as that of shikigami, familiars, golems or perhaps item spirits. Artificial entities born from might and magic to serve a greater purpose, or more accurately, the whims of their creators only to ascend beyond such humble origins.



This choice will offer abilities and traits evocative of your new nature. After all, it would be rather dull if a ghost couldn't float through walls or fade from sight. Though the breath and depth of these powers will depend on your chosen evolutionary stage; a Baby poltergeist would struggle to lift cups and books, while one equal to a Mega might lob small cars like stones.

Oh yes, those choices you made earlier as a Digimon still matter. A creature of myth you may be, yet when the time for battle comes your form appears identical to that of a digimon. Stranger still is how compatible you are with technology and programs designed to aid them, and how you hold the same ability to evolve as you grow with power or with the support of a bonded human. Something worth investigating if one had the means to do so.

Hacker

Script Kiddie (100 CP): When advanced technology becomes part of everyday life, a certain level of skill is expected. Yet to be respected by those who explore EDEN's depths, one needs a level of proficiency well-beyond that. These "basics" cover things that would earn someone infamy in your old world. Things such as jailbreaking digivices, customizing your avatar without alerting security programs, safely exploring underground servers, coding programs for use in and out of EDEN that can out compete anything bought in a store, restoring corrupted files from scrambled and scattered fragments, commanding digimon in real time, and a number of other tricks of dubious legality are expected of you. Anything less, and no one would allow you to call yourself a "hacker." This level of skill won't earn you any fame on its own, but any hacker team you come across would be eager to have you.

New Me (100 CP): For those crushed by societal pressures, EDEN is their first taste of freedom. A chance to be defined by one's own desires and conviction, rather than the expectations placed upon them. To some it can be addicting, yet those like you find quite some find a healthy balance between different sides of your life; able to slide from one persona to the other with practiced ease, and maintain firm boundaries without letting something slip. Time spent as a gang's brazen enforcer wouldn't hinder your ability to be the elegant flower your family expects once you log out. Though such talents may not make the switch more palatable.

Emissary of Justice (100 CP): For many that learn how to exploit EDEN, the secrets they master are their first taste of freedom and power. Is it any surprise that those once oppressed would realize how to enforce their own justice in an uncaring world? Some might call you a karmic implement given your gift for finding ways to mess with those who have wronged you. "Pranks" to terrify bullies into changing their way, ploys to force someone to reveal their vile nature, schemes to humble those who thought themselves invincible, and traps that remain harmless so long as a liar tells the truth. So long as someone has wronged you or that which you care for, you'll never be blind to avenues you can take to balance the scale. Such insights could make you a talented bounty hunter or famed vigilante. Though they could also enable a truly astounding level of pettiness.

Casual Criminal (200 CP): It's only illegal if you get caught; a simple saying but one that holds great value in EDEN's underbelly. One could argue and explain their reasoning, fight for their rights... but why fight at all if you don't have to? Deniability and ignorance is the greatest shield of all, and one you wield with grace. Serving as the primary informant for a detective investigating your latest caper is no more stressful than talking about your day. Guards so rarely pay teenagers "just loitering around" much mind, and it's always a delight to tease your prey without ever *truly* incriminating yourself. You always seem to know just how much you can get away with before lesser minds begin to suspect you, and recognize the instant the game is up. Though that only signals the next phase of the game as far as you're concerned; able to keep your cool and find ways to slip away so long as you act before they truly corner you. Of course, this is far harder against those who know the truths you intend to hide; so you should consider a

makeover before trying to insert yourself as your nemesis' newest partner. In the end, you'll be amazed by how far you can go just by keeping people from asking the right questions.

God's Favorite Fool (200 CP): It's said that gods watch over fools, and those with this boon would be considered proof of that. The truth is complex, yet none can deny that the more ignorant of your situation and the threats you face the greater your luck seems to be. This is not the kind of luck that sees farm boys pulling swords from stones, but rather one that sees a drunkard through a minefield, and has naive teens stumble into counselors instead of killers in the dark. At the very peak of this protection a well-meaning boy unknowingly stumbling through a dimensional gate might find themselves at the mercy of the bemused mistress of the realm he'd unwittingly invaded... as opposed to torn asunder by esoteric defenses he could scarcely comprehend, let alone survive. A one in a million outcome that could be called nothing less than miraculous by those with any inkling of the fate he'd avoided. Though despite its usefulness, one would do well not to rely on it. Its nature is that of a blessing that allows one to survive the consequences of their own ignorance and recklessness. Should one fail to learn their lesson, surviving their own arrogance will be a greater challenge.

Leave your Mark (200 CP): In an urban scene it's not enough to be good at what you do. One must carry themselves with a certain... gravitas. A meeting between hackers is often decided by clashes between strong personalities rather than digimon; wielding style, charm, and flair like a blade to end a fight before it can begin. This is a battlefield you excel in. Playful words that have cynics laughing with you, cutting remarks that leverage insecurities and unspoken desires to force slothful men into action, and carefully woven traps that lure the unwary to admit what you wish. While your monologues are often so imposing or entertaining that others will stand back and listen, even when you really should be silenced. These are but a few of the tools in your armory, aided by the keen insight and intuition on how to present yourself to others and read their reactions. Against a worthy foe your duel of words is a sight to behold; a dizzying display between masterful fencers, where what is not said and how one speaks says more than their words ever could. Such skills will surely make you a memorable figure; loathed by awkward fools who rage from inadequacy at your teasing, loved by whatever sweet thing has caught your eye. I suppose you could also use these talents to build your renown as an exceptional information broker or negotiator within the dreary depths of Kowloon, but that's hardly as fun.

Nothing Held Back (400 CP): Greatness comes not from talent or fortune, but glorious purpose. Anyone can drift along trends, but only those with drive and passion can carve their paradise into the world. Electing this boon will make you one to watch out for even as an untrained novice; possessing the will to glare back at the devil, and endure any hardship to reach your goal. Foes would be better served by striking you down than hoping to crush your spirit; doubly so when driven to action by something dear to your heart. The only way you would bow your head unwillingly, is if they've beaten you until you can stand no more, and even then you'd find the strength to spit on their shoes. Why, even if you were subsumed into a sea of lost souls and eldritch horrors, the fear of never seeing your loved ones again would be enough to both maintain your individuality, and find the strength to act despite being a hollow shade of

what you once were. Truly, what you bear is a horrifying strength of character and determination more fitting to the heroes of old. A tragic treasure to discover in one so young.

A Place for Everyone (400 CP): A dream is a thing one indulges on their own, to share it is to bring it into reality. For any who wish to have more than a gaggle of associates, to create a *community*, people like you are essential. Your talent for oratory and the conviction with which you share your beliefs make it easy for you to not only push for certain policies within groups you're in; but to create a culture that bridges the gaps between people to form a unified identity. Whether it's something superficially silly like dressing like masked maids, devoting yourselves to some noble purpose as protectors of EDEN, or even a shared love for dinosaurs. You also have quite the gift for taking others under your wing; discovering promising talents that might slip through the cracks, saving newbies from their own foolishness, and knowing when they're ready to be on their own. Together these skills allow for the birth and steady growth of a group into a faction in its own right. Should you possess **Leave Your Mark** it wouldn't be too difficult to twist these skills to more self serving ends of course; such as turning yourself into the heart of a cult of personality.

Protecting Paradise (400 CP): For a place that draws seekers of freedom, EDEN itself is defined by its divisions, and few explore a fraction of this network beyond its public spaces. You however, would certainly earn acclaim as an veteran web crawler; possessing an almost encyclopedic knowledge of the resources available to users, and an exceptional mastery over navigating digital space. This vast well of experience gives you tremendous expertise when it comes to tracking network activity, analyzing domain properties, and how to exploit digital infrastructure. In some ways, you're quite similar to the hackers of old as there's few domains you cannot access if you set your mind to it.

Needless to say, this skill set lends itself quite well towards setting up domains and territories of your own; knowing all the little tricks to optimize them for whatever purpose you wish be it as secure vaults for stolen goods or a fortress disguised as a nightclub. Quite a useful skill for setting up your own havens, especially with how talented you are at designing and usurping territory effects; programs capable of enhancing allies and/or impairing foes within a claimed area. With great effort you could even make a location nigh indistinguishable from the real world; though whether such a project is worth the effort is another matter. Worry not, for once you leave this world you'll find that your intuition and expertise will still serve you well; making you a nightmare for cyber security specialists everywhere, or the ideal they'll aspire to.

If you have **Living Legend**, you'll even discover a talent for establishing and infiltrating boundaries and territories of more exotic natures; establishing areas that promote swift recovery, traps that move foes into "mirror worlds" where you can battle them without fear of collateral, or creating paths to hidden worlds.

Old School (600 CP): Most modern hackers joined following the rise of Digimon and so largely rely on hacking programs dependent on them for any truly impressive feats. However, you are a living relic and I do mean that as a compliment. Your peers when it comes to exploiting EDEN,

and anything relating to computers and electronics could be counted on one hand. Even as a child, you were surely a legendary hacker that those on both sides of the law respected and feared; creating revolutionary masterpieces and unraveling the work of entire teams of computer engineers during lazy afternoons. EDEN's rise must have been like a dream come true, and in it your skills have flourished further, breaching into the realm of cyber fantasy.

Taking a desktop computer and modifying it to the point that they fit into a pair of stuffed animals with no sign that they've been modified or loss of performance and usability? They fit your aesthetic better, so you took care of it over the weekend. Designing a program that can collect and gather every scrap of information and evidence of digital interaction regarding a dead person, then use that data to create a perfect simulacrum of the individual? So perfect her ghost can use it as a vessel to interact with EDEN as if it were her old body? Well, I'm sure you'd prefer to be paid for the time and effort it will take; but you could achieve it in a month or two. Less if you're not working from scratch. Why, if you were a purist who despised reliance on digimon in favor of "classical" methods you could reliably participate in digimon battles on your own; utilizing programs on the fly just as potent and effective as any digimon's native moves. Though you'd likely prefer to have a digimon of your own to act as meat shields for your avatar. Simply put, when it comes to programming "impossible" just means you haven't tried to do it yet. In future worlds, you'll find your skills will always be up to the task of tackling any system you engage with. Much like how you adapted to EDEN's creation and the rise of digimon, the more advanced the network and resources at your disposal, the greater the horrors and wonders you may create.

Monster in the Machine (600 CP): The rise of digimon altered the digital landscape. Where once incomparable prodigies with cutting edge computers dominated the hacker world; now anyone can make use of advanced programs using their personal digivices, with a little help from their new tools. Feats such as making your online activity "invisible," jailbreaking your Avatar's travel speed, cracking powerful firewalls in moments, or locking down links so long as digimon remains active are fairly straightforward. Nevermind the impossibilities that can be achieved through augmenting their interactions with the datascape such as "freezing" networks or countering complex viruses with their blades like some Gordian knot. With the right digimon there's little one cannot achieve as a Hacker... if they have the skills to exploit it. While many are content to use whatever programs are handed to them; you will possess a deeper understanding of how digimon interact with the digital realm, and the expertise to create executables of your own that exploit their nature.

These unique programs are often capable of feats that would require many times their processing power to achieve, yet are far easier to design than more conventional ones. Though in exchange for closing this gap they're reliant on the user possessing a certain kind of digimon with them to act as its medium, yet it also means that so long as an appropriate digimon is present the program will perform as expected... even outside of EDEN. In future worlds, you'll find that your bonds with unusual creatures will be similarly exploitable; such as allowing mages to call forth spells beyond their usual means and abilities so long as they have a suitable "medium."

Transgressive Programming (600 CP): Should one delve deeply enough into the world of programming, one comes to realize these skills are far more... cross-applicable than one would expect. At the end of the day, a true hacker may realize that a system is a system regardless of the shape it takes or the “hardware” it runs on. Similarly, you’ll find that the technical skills, programs, and expertise you develop here are quite adaptable to unusual contexts should your talents be up to the task. Were you to find yourself in the past or future, you’ll find that variances in digital infrastructure and technology make you no less of a threat to cyber security. In fact, it is often they who will need to develop unique countermeasures to your particular methods and talents. However, those truly skilled in the programming arts, such as an **Old School** hacker, would find that even esoteric “networks,” such as alien hiveminds, are equally vulnerable to your bag of tricks, assuming you can establish a connection to them. Though unless they foolishly do the work for you by connecting to cyberspace first, you’d likely need to be a **Living Legend** of some sort, or otherwise have suitably exotic means of your own, to put these skills to use.



Detective

Elementary (100 CP): Some claim that crime never changes... but that is patently untrue; especially after society has adapted to something like Eden. Oh... there's certainly a few old dinosaurs who turn their nose away, but it thanks to those like you that a semblance of civilization remains. This boon represents the makings of a modern Sherlock Holmes, or at least the potential to claim that title. From creating profiles to effectively predict the actions of elusive criminals, and tracking clues and targets across both the real and virtual worlds is something you're well experienced in. Moreover, you have the intuition to tell when an AI is lying or up to no good, and always know when to trust your gut despite appearances. Such talents would make you a rising star among local law enforcement, or a popular freelance detective if you preferred a little more freedom.

Allow me (100 CP): Brilliance means little if it cannot be appreciated. Consequently, you've developed a particular set of skills to prevent such an annoyance. Firstly, the ability to command attention in any room you're in; efficiently interrupting arguments, despairing cries, and creating opportunities for you to be heard even during a fight. With the hard part done maintaining their attention is simplicity itself; even drawing these opposing factions into engaging with the matters you have to share. Halting a brawl long enough to unveil the schemer tricking them into conflict is effortless, but babbling about your favorite idol is unlikely to be quite as effective. Most importantly, you know how to present your thoughts and findings in ways even the dullest of minds can follow; be it through dramatic oratory or peerless documentation. Some may try to argue against you of course, but even the most biased soul will not be able to brush off your claims should they be backed by evidence and investigative reasoning that even a child could follow. Should someone wish to convince others you're mistaken, they will have to prove it.

Crime Hound (100 CP): Simplicity can be a comforting lie; granting you peace of mind in exchange for ignorance. Alas, that is a commodity seekers of truth such as yourself can ill afford. Through innate talent or forged from countless caseless; you possess an instinct for when something is afoot or that you should not rest easy. A gut feeling that a question should not go unspoken, that a door should not go unexplored, that a sound in the dark is not merely your imagination, or that a letter warrants closer inspection. The reason for this feeling may not always be clear, yet it is never mistaken. Though be warned, to chase every secret you stumble across may not be wise; some mysteries are hidden for a reason.

Colorful Justice (200 CP): The world is far from black and white, or shades of grey. It is a riot of colors where a change in perspective can be utterly transformative. Even as a noble soul, you've learned that what is "right" and what is "lawful" don't always overlap, and sometimes rules must be bent to serve their spirit. For some this would be risky as they gamble their reputation or even freedom, yet it appears that so long as your intent is noble such actions work out for all involved. Sneaking into an isolated ward you could overhear a technician having a moral crisis about what his employers are doing, intervening in the arrest of someone you know is innocent will earn you the chance to prove it despite your "insubordination," and setting up a new identity for someone trying to start fresh won't see either of you sold out by an opportunistic

crook. This is largely due to how *obvious* the nobility of your intentions are; such that even those who might be cynical or hateful would know you're "one of the good ones." Such a thing would certainly make it easier to make connections in both legal and criminal sectors, allowing you to nurture an impressive web of contacts over time.

Reasonable Enough (200 CP): Even as a seeker of truth, you know that not every answer should be shared. The right words offered in the wrong place or time can lead to needless panic, or impair a noble goal. As such, you've mastered a unique art; how to provide a more... curated truth. So long as the answer you provide is reasonable and true, you'll find that others are unlikely to discover the parts you've omitted. Moreover, so long as you don't overtly expose the truth or draw attention to what you've hidden; those you've spoken to are unlikely to compare notes or doubt your answers on their own. Let your friends know your family is spending the semester in another country, tell your parents you're doing a summer internship back home, and neither side will reveal your misdirections to the other. Alas, this only provides a buffer against passive doubt or accidental discovery. Rush past their work place on the back of a cyborg demon or end up on national television punching Satan, and you can expect an inquisition regarding your "part time job" once you come home.

Too Sweet to Mug (200 CP): The world may be full of vipers and hungry wolves; yet you'll have the good fortune to encounter exceptions to this rule. In a den of thieves you draw the attention of the one honorable rogue, and even captured by gangsters you can find common ground with the mooks around you. Perhaps they see something in you that reminds them of a lost loved one, or you're simply "too pure" for them to treat you callously? In any case, you find you're offered far greater allowances than expected from those who should be cruel, callous or distrusting towards you. Don't be surprised if one day you call friends, those others would call monsters.

Connecting Hearts (400 CP): A common saying states that humans can pack-bond with anything; yet few find that sentiment reciprocated as strongly as you. You are never "just a face in a crowd," somehow inspiring others to reach out to you when they may otherwise hold their silence. With active interest, a few casual encounters might form a budding friendship with a stoic ice queen where others would be lucky to earn a passing glance even after doing them a favor. While monsters who have come to hate the very essence of human nature cannot help but develop some twisted sentiment towards you; seeing you as a person and individual despite their own prejudices or nature. However, what makes you a truly fascinating case study is how you can bond with things that simply should not be capable of such; as "simple" AI thought to have no will of their own may respond to your friendly gestures, and time may see it act beyond its original parameters and programming to help its "friend."

However, what makes this a boon greater than an idle novelty is that bonds hold a subtle power. Through regular contact and earnest affection something considered "soulless" may become a "person" in truth; allowing even a simple program to become a digimon. Moreover, a genuine bond with another may even help them reach their true potential; such as allowing digimon to access rare and powerful evolutionary paths. However, it's in more exotic circumstances where

the power of these bonds shine. A timeline rewritten would see you and your dear friends still united despite the events that originally drew you together never occurring. In theory, even escaping death's grasp or rebuffing an Administrator's authority could be possible... though such feats would require you to be surrounded by truly powerful bonds; ones willing to tear down the heavens themselves to save you. A test of friendship few would risk.

Protagonist Privilege (400 CP): While everyone may be special, the weight of their actions is rarely equal. Suffice to say, there are those who are secondary characters in life; their actions certainly important, but rarely touching lives beyond their immediate reach. However, there are those who stand apart from the currents of humanity; whose actions are like waves crashing upon the shape of the future. What is offered here is a boon and burden both, what some may call a contract with the world. To take this burden is to take hold of your destiny with your own hands, rather than rely on some distant savior you may never meet. Should a threat lurk in the shadows to drag your city into the underworld, you will come across their dark servants and the brave teens standing against them. A foreign noble seeking to bring war for profit will make an enemy of you before his plans reach the point of no return. While an alien force attempting to judge if humanity should be destroyed would "randomly" select you among those they choose to study. While this contract will ensure you will have some say in the events to come it offers no inherent protections or guarantee of success. But then, it is the nature of heroes to beat the odds, no?

Truth from Fantasy (400 CP): Few would disagree that a proper detective must be well-read. A veritable renaissance man that can pull insights from seemingly nowhere to banish mystery and illuminate the path to a brighter future. Yet this particular knack is something "conventional" investigators would decry as closer to divination. Simply put, by delving into folk tales, occultism and historical anecdotes you may gather the grains of truth within each tale to provide you with a solution to a question you hold... or at least help guide you to the answer. Reading the tales of Monsieur Arsène would lead to breakthroughs as you try to track down an flamboyant yet elusive thief, whilst literature on leylines and dragon veins may help you to predict the sites of dimensional phenomenon. Explaining the connections and leaps of logic that produced your conclusion may dizzy and awe onlookers, but even the most cynical of your peers will not be able to deny the effectiveness of your methods. Particularly, as they seem to shine when faced by the seemingly inexplicable and utterly obfuscated; almost as if you were tapping into some well of divine wisdom in your frenzy to unravel such mysteries. Moreover, should the focus of your attention hold a more... direct connection to the tales of old, even collections of pseudo-philosophical writings can be pooled together to glean their true nature and means to counter them.

Connection Jump (600 CP): A strange and unnatural ability, yet one with its uses. Its most common use allows one to "jump" into an electronic device by reaching out towards it, or a signal it is producing; transitioning from the material into the digital, along with anything they happen to be carrying. Once there, you can interact with your surroundings as easily any hacker would through their digital avatars in EDEN. More practically, once in digital space you can ride data streams to access areas that would not be usually connected, or exit from a different

terminal from the one you first “jumped” through. This latter ability effectively grants you a form of fast travel should you gather the right addresses. Admittedly, it has a rather curious effect on your possessions. Devices such as digivices operate as they would in the real world, receiving calls and messages without issues, yet still offer the functionalities they would to an avatar such as executing programs or deploying digimon as needed. More curiously, this also allows you to bring digital objects with you should they be small enough. Though I’m afraid this alone will not allow you to bring creatures with you when you jump back into the physical world; instead harmlessly depositing them into a device on your person.

However, this is not the true form of this ability; only its most instinctual applications. With experience and a strong spirit, you may discover that its true nature is to allow you to explore “connections.” One could infiltrate an interdimensional hivemind through one of its drones, free a possessed individual “from the inside,” and even traverse the multiverse! Of course, due to the nature of this power you would be reliant on finding a “connection point” first... but with time even that may be unneeded; allowing a disembodied soul to spontaneously manifest a physical form for itself rather than linger between life and death, or slip into the mind of an amalgamation of god-like beings to pull out one of its components.

Enter Keyword (600 CP): A proper investigation is rarely an exciting affair. It is the culmination of countless hours of effort from many people turning over every metaphorical rock and following every lead they come across. Should you lack the time and interest to pursue a proper procedural drama, then I’d recommend you trust your well-honed detective instincts. Never again will the evidence that will crack your case be overlooked because it’s too inconspicuous, nor will a key testimony be missed because you never asked the right question to the right faceless bystander. Simply walking into a room is enough for you to have a feel for how many things relevant to your goals are present, your gut practically kicking you once they’re in your sights. Why, you could pick out everyone with relevant information to your needs on a busy street as easily as if they had a large glowing icon over their head. With an intuition as sharp as yours, even a barely trained teen could solve cases that have been closed for years with only a few afternoons worth of effort. In the hands of a detective worth the title? Even international conspiracies would be wise to avoid your interest.

What’s Your Story? (600 CP): While most investigators may content themselves with solving a crime; your interests often extend to the one behind them. Through examining a person’s actions, not merely the what but also the how, you can develop an eerily accurate conceptualization of their motivations and beliefs. To you the difference between a lost and desperate soul and one using sob stories to excuse greed or conceal malice is clear even from a recording. While a creepy eccentric’s silent warning to avoid trusting the sex bomb strutting by might as well be screamed from the heavens. Actually having a chance to speak with someone would allow you to tease out secrets they’d never spoken aloud in short order.

Of course, your insights make it much easier to predict the actions of others or maneuver them as you need. Similarly, an open mind may allow you to discover answers and solutions others may never consider; opening the way to futures others would be blind to. Perhaps... even one where everyone can find their happy ending. More surprisingly, leveraging your insights proves cathartic for your targets; as if the more you *appear* to know about them and their dealings, the easier it becomes for them to voice their true thoughts and intentions. Attempting to interrogate a well-known mercenary may result in an impromptu therapy session as they confess the fears and regrets that drove them to their current employer. While a conniving plotter may slip into an exuberant soliloquy about their achievements and manifesto; as if having an audience who can actually appreciate their efforts prompted all manner of confessions to bubble out of them.



Enthusiast

Caring Means Sharing (100 CP): What kind of friend would keep all of the world's wonders to themselves? A poor one surely, as you've mastered the fine art of getting people to try new things or otherwise indulge your interests. Even those who've had lackluster experiences can be lured into giving things a second chance with exuberant reassurances and perhaps a compromise or two. However, once they say yes, they'll find themselves firmly in your clutches; easily able to predict the best ways to go about activities to ensure they enjoy it as much as possible. Oh sure, if someone really hates takoyaki there's little you can do, but if there happens to be a particular sauce or style that will change their mind you'll be able to hone in on it. Unsurprisingly, you're not so selfish as to believe your own interests are their only ones worth exploring; so you're equally talented at applying these skills to yourself. You may never become an idol's number one fan... but you'll never be at a loss for why your friend adores them, blind to the ways you can support their interests, or be unable to join in as they ride the waves of their passions. In the end, spending time with those you hold dear is what matters most, no?

Got the Spark! (100 CP): Everyone has something they love; be it a skill, career, or simply something they are passionate about. If so, one such as you can be said to be passionate about passion itself; having become quite adept at identifying the things others truly care about. The more passionate someone becomes, the easier it is for you to engage with them and understand the things that drive them, and you're quite skilled at arousing those fires in even meek individuals. From such a privileged position getting them to open up or making a positive impression is simple enough. Though your talents shine best when confronted by more... eccentric individuals; slipping through verbal minefields untouched, defusing hostile encounters, and perhaps even redirecting their mania to other ends with some fast thinking. A musician drowning in vengeful sentiments can be made to remember that what truly matters is spreading the glory of rock-and-roll, while an eccentric scientist may give your words due consideration as someone who *truly* understands his vision.

Jumper, on Stage! (100 CP): Some call it "charisma." Others whisper of that mythical trait known as "being a people person." While the cynical might call it "being loud." One thing is for certain, those like you know how to leave an impression on people. Less a social butterfly, and more akin to an orbital drop pod capable of inserting itself into any situation; leaving others helpless to stop you. Your voice carries with ease across crowded rooms, and your presence is an almost physical thing; felt keenly in the warmth of your voice, or the cold absence left by your departure. Many people may consider your approach like a force of nature; stubbornly finding connections with hard to approach individuals, and charging through webs of intrigue to reveal the scorn hidden beneath. One thing's for certain, everyone is sure to have an opinion of you.

Do humans digivolve? (200 CP): The answer is, *usually*, no. However, some digimon may question that after seeing your childhood pictures; for few flowers bloom as well as you have. As a child you may have been cute and adorable, but the years have forged you into what some may politely call a "sex bomb." Many would be surprised to find out you are not a model of some

sort, though any real model would surely declare you an enemy were they realize how effortlessly you maintain your appeal. Doubly so given your ability to eat like a gluttonous child without ruining your figure or health. Should actually turn up the charm, infatuation is sure to follow, as even those who may not normally be interested in your type can find themselves flustered by your attention. Such appeal inevitably brings a number of benefits into your life, and not merely from those actively drawn to you, as you have far more leeway in how your actions are interpreted. What some may consider strange, annoying, or frightening behavior in others, may be seen as “quirky” or add a “bad boy appeal” to how others day dream of you. In contrast, actions born of ignorance that would have someone mocked into the ground, would see eager advisors leaping at the chance to earn your favor. Why even dress codes tend to be more flexible when you’re around! Truly, being beautiful is a “hack” in a league of its own.

From the Heart (200 CP): Though this is not a world where the power of love shines brightly, there’s something special about someone who truly believes in their words. You possess a gift for putting your thoughts and feelings into the words; being able to speak your truth without being hindered by shame or hesitation, as the words and tone you need flow like water. Such earnest proclamations pierce through cynicism, hopelessness, and indifference with ease; for though they may question you, words spoken with such conviction cannot be simply ignored. In fact, failing to respond to them will see your words dig beneath their skin; haunting those who attempt to brush them off as simply “childish” or “unnecessary” until they gather the mettle needed to confront them. Should your words actually resonate with the unspoken desires and feelings of your audience; they would reignite even long forgotten fires in their hearts. In this way, your voice could be the spark that lights a revolution, and causes those who have given up on themselves to believe once more. More importantly, this trait makes you amazing at cheering on and complimenting others; as no amount of denial or criticism can shield your prey from a critical hit to their heart! Though, I suppose a more twisted soul could wield this gift to drip poison into those that angered them; using their hidden doubts and fears to twist the knife ever deeper.

Passion Forged Talent (200 CP): Not everyone can be some once-in-a-generation talent, or find the motivation to become a prodigy of hard work. Yet you find that love can close the gap quite well. To many, a given subject may feel dull or a waste of time, but a teacher who truly adores their subject can make a world of difference; allowing you to absorb their teachings like a sponge, and finding joy in once grueling training. Though for you, just spending time with others indulging in their passions and interests is enough for you to pick up a few things by osmosis. Make friends with a group of hackers and programmers, and you’ll pick up all sorts of useful tricks just by spending time with them. Of course, if you were to find your own reason to devote yourself to a subject, these benefits would increase further; allowing you to quickly rise up in the ranks until your friends and mentors realize you’ve become their peer. Though a truly meteoric rise would require equally great drive.

Burning Soul (400 CP): A strong heart like yours often comes with an equally strong will; yet the passions that fuel it often draw schemers and manipulators like moths to a flame. Though many may arrogantly look down upon you for showing the world what you are, like those moths

they'll soon find that attempts to claim you by force will leave them burned. An enchantress seeking to turn you into her loving and slavishly devoted knight, would drown in the ocean of your love; turning herself into your adoring paramour in turn. Moreover, even while under such "influences" you will remain true to yourself. Responding to so-called "orders" or "corruptive" influence according to your own interpretation and values, rather than following the would-be mastermind's intent. In fact, trying to force you to violate closely held principals would not only risk their control falling apart, but may also backlash against your "master" as they strain under the pressure exerted by your spirit.

Did I do that? (400 CP): To a would-be mastermind, someone bold and ignorant is easy prey. Someone to exploit, or position as one would a pawn, to be used and discarded without ever realizing they were but a pawn in a game beyond their imaginings. You, however, are the bane of their existences; a gremlin that refuses to be corralled, and innocently tears apart webs of intrigue years in the making simply by being true to yourself. Such schemers always seem to misunderstand you, easily settling on faulty assumptions and predicting the actions of some unflattering and shallow caricature of yourself. Moreover, when reality refuses to align with their vision their arrogance leads them to blame themselves and their assets for their failure. After all, how else could an *ignorant child* ruin their plot? The answer is that your instincts are fine tuned towards identifying and navigating situations that will end with such masterminds cursing your name as they drown their sorrows, regardless of how little you understand of what's "really" going on. A sudden whim to humor a child spoiling a kidnapping, or perhaps a need for munchies allowing you to make friends with a lonely heiress; almost as if some guardian angel were whispering in your ear.

Admittedly, your knack for foiling plots doesn't mean you live a risk free life. After all, botching a villain's grand ritual to reach godhood because you rearranged their relics "to look cooler" would likely leave you to deal with whatever abomination of flesh and malice they turned into instead. Though at the end of the day, I suppose a boss battle or rushed escape from a facility is better than the end of the world. Either way, the smart ones will hopefully realize that if they wish to deal with you, they will have to do so through more... direct approaches.

No. #1 Cheerleader (400 CP): Not everyone can be blessed with the sheer confidence and self-understanding you appear to possess. Where others appear to drift along the waves of life, you stand as a bastion and beacon blazing bright; seemingly filling the world around you with a vibrancy and warmth that stands in sharp contrast with the callous and unfeeling touch of society. Is it any surprise that those who feel hopeless, unloved, and without purpose seek you out like dying flowers reaching out towards faintest rays of your sunshine? If it were only that, I'm certain you could become a beloved figure capable of building bridges between once warring communities... but perhaps you're unsatisfied by the state of the lowly masses that treasure you? To these broken and lost souls, you can become more than a mere reprieve from their lives, but a goddess capable of opening a better path for them.

Through genuinely reaching out to others, you can inspire them; bolstering their flagging wills with your faith, and silencing their inner demons with your words. After all, how could they

willfully disappoint the angel who believed in them when no one else would? In this way, others may find courage when they would have faltered, redemption when they might drown in despair or fall to temptation, and reach out to others where once they may have been too numb to care. Little by little these small acts may gather momentum, like errant sparks meeting in the night to form a roaring pyre as each person you aid this way becomes a lesser beacon to those around them. In time, even the darkest of worlds may be lit by this shared warmth. After all, while a single soul might struggle against fate, you'll find that a thousand "minor" acts can change its course.

The Invincible Jumper! (600 CP): Unbreakable. Unstoppable. Unforgettable. These are but a few of the words those closest to you would describe you with, and it's not hard to see why. An unflagging determination to reach your goals; able to endure embarrassment and hardship without dimming your inner fire. Eyes unclouded that allow you to truly see yourself for what you are, and see the truth hiding in another's eyes; never treating another as a monster merely for their appearance, and knowing when to heed the words of others rather than stay the course. You have the strength to face the unknown with a smile and leap into actions where others would freeze in fear or confusion; allowing you to see the wonder of alien worlds and make friends of those others would call monsters. However, greater than all these is the unbelievable luck you seem to have; coming out of disasters bruised but ready to act. So much so that baring direct attacks you often find yourself worrying more about others even while monsters rain destruction around you. Though those blinded by modern conventions may simply consider you "quirky" or "hotblooded," in another age you would be seen as someone with a great destiny meant to leave their mark on the world.

The Power of Us (600 CP): Other options may have left you out of place in a crowd or this age but... those more well traveled might wonder if you're from the right world. Your soul is a font of tremendous power fueled by your emotions that would make you worthy of the title of "digidestined." Unfortunately, that is a title that has no place here. You are not some prophesized hero that will be aided by the sacrifices of those long forgotten or guided by divine intervention. There is no destined other waiting to meet you so you can fulfill your destiny. No ancient relic waiting for the right moment to manifest in your grasp to channel powers you never knew you had. At best, you might experience some inexplicable miracle when your emotions are at a fever pitch; broken gear managing one last act, a fearsome foe sent fleeing by some inexplicable intervention, or a dying friend surviving against all odds. A wild and unpredictable thing, as grand as it is unreliable. All told, this gift would likely be wasted in your hands; untrained and unaided as you are... yet, perhaps not unneeded or useless.

The secret, of course, lies with digimon. Where others must slave away battling rogue digimon, and spending countless hours optimizing every aspect of their training and development, you can share your power with them. So long as your hearts beat as one, merely standing together in spirit would allow an unremarkable rookie to be feared by a trio of champions or recover from wounds that should have deleted them. To have that bond strengthened in the fires of friendship and tempered by shared dreams and hardships, would allow your partner's to channel ever greater portions of your strength. You would never need a digimon capture program, as your

emotions alone would allow them to digivolve; ignoring data or stat requirements as they achieve forms that best represent their view of themselves and the bond you share, even ones never seen before. While such transformations would be temporary, they always seem to last as long as they need to. In time, your partners could stand as equals against the greeted of royal knights and demon gods... or perhaps surpass them for a time. While the potential of this power is truly endless, you'd need the guidance of a **Living Legend** or truly **Abnormal Insights** to even scratch the surface.

The Weight of Dreams (600 CP): Children are taught to dream and draw strength from ideals, yet the world is so quick to grind them down to fit its mold. Those whose sense deviates from the dull spectrum of “normalcy” are told to “grow up” or risk suffering for it. While it may be “proper” for an adult to meet the expectations of society, only those who stand against the current can change what “normal” means. What is offered here is not a boon, but a burden. Some may call it a “challenge to the common sense of man,” though to those familiar with the theater of destiny it may more accurately be referred to as a chance to change the “genre” or “tropes” guiding fate. Invoking this is a simple thing, you must embody the change you want to see; acting in accordance to those values or principles even when bending to the expectations of the world would be easier.

Yet the world will not go along with your whims meekly, your ordeal will be to act as a living symbol to the values you wish it to accept. A noble bright world must be forged by one willing to play the role of the hero, despite the world proclaiming that man is an ugly thing born of sin. A world where everyone has fun together necessitates someone willing to put aside old grudges, and be the first to reach out. For love to conquer all, you must champion its cause without counting on its miracles... yet through proving the worth of your values a change will come about. Where once your path was a liability, it will soon become your strength; forming “currents” that the winds of fate shall favor over the “reason” of the old world. Tailwinds of good fortune shall aid your efforts until what once may have been a distant and childish dream can be made real. Moreover, the more people share your vision, the faster this change will come about, and the longer the reach of its consequences shall be; as your followers' efforts become blessed. Stay true to your course long enough, and your continued efforts will no longer be needed to maintain this effect; as your dream will become a new truth accepted by the world.



Foreigner

Hopper of Parasol Whirls (100 CP): There comes a time in life where one must give up on blending in. Honestly, you can only pretend to be a perfectly ordinary Japanese highschool student so many times, and remain sane. As such, one must master the fine art of *eccentricity*; walking the fine line between strange and intriguing in such a way that your quirks complement your image, rather than detract from it. In effect, knowing how to present yourself in a way that is... memorable without negatively impacting the respect others have for you. Certainly, a researcher that goes about playing with gunpla during meetings and insists on a bunny-eared hoodie would be considered unconventional... but so long as it didn't directly impede their work, no one would call them out on it or think less of them for it. Moreover, it makes you a hellish challenge for anyone attempting to read your actions or intent; as they come up with answers that fit with your presented veneer. So much so you could present yourself as a sex-addled and vapid individual willing to flirt with anyone, and they'd attribute your success to how you slept your way to the top; ignorant of the social predator among them. Though be warned, once you've shown your true colors no amount of cutesy or kooky behavior will let them forget the truth.

Source: Trust Me (100 CP): No matter how helpful you may be, few people are truly comfortable with a mysterious ally with strange assets who knows things they shouldn't. While such caution is normal; addressing it can prove... problematic, especially in worlds where your primary fields of research may not exist. This option helps to smooth things over, somewhat. When you answer questions truthfully, or otherwise counsel others based on your expertise; those you are supporting will focus more on what you've shared, rather than the validity of your information, how you could possibly know that, or otherwise fixate on... less important matters related to them. This is especially useful when discussing information that may shake someone's worldview. After all, the theological implications of literal demon lords or the existence of crystallized "will" shouldn't distract from more pressing matters, like breaking a death curse before it can go off. This won't stop their curiosity from flaring up once the dust has settled; but at least you can be certain that when you tell someone they need to harvest a flower from Yomi or you modify alien technology to salvage a mission, they'll save the questions for later.

Quest Giver (100 CP): It can be tempting to solve every problem yourself, but there's only so many hours in a day. Between research, training, exploration, personal matters and more... something is bound to slip between the tracks. Yet there's another option for those cunning enough to exploit it: The Magic of Delegation. You are able to easily prioritize your goals, and objectively determine which tasks require your personal touch and which would just benefit from it. More importantly, you have a gift for drawing trustworthy individuals with ample amounts of free time into your orbit. Actually discovering any unique skills or connections they have may require some investment on your side, but so long as you don't completely isolate yourself, you're sure to develop a pool of acquaintances you can entrust tasks to; whether that's picking up a rare treat you ordered from a local store, or keep tabs on odd happenings in an area for you. Just be aware that while those you're close to may be happy to do you a few favors; most will appreciate some manner of compensation for their efforts.

Miracles to Cantrips (200 CP): A rarely spoken of flaw of greatness is how hard it is to apply it. In the end one often finds that a “good enough” solution that anyone can use, is better than an ideal solution unreachable to everyone. As such you’ve developed a talent for an unspeakable heresy; butchering grand works and mugging one-of-a-kind creations for their fundamental principals. Through these studies you can design “lesser” versions of these things; trading power and/or versatility for greater ease of use and few restrictions to their application. You may not be able to replicate a goddess’ holy sword meant to slay the demon king in the hands of The True Hero; but introducing a variety of tiered holy weapons usable by any half-decent person can be just as impactful. And sure, adding a holy spirit as a guide might be a bit much for such lesser blades, but what’s stopping them from having amulets with lesser spirits capable of serving a similar role? More importantly, these creations serve as exceptional training for using their inspiration; ensuring that whoever can use it, will have learned how to use it right.

Not-So-Annoying Tagalong (200 CP): As an outsider, you’ll find that few will ever account for your presence. While this may be useful if you plan to maintain your distance and be relatively hands off, it can quickly become an annoyance when faced by all the doors closed to you. However, you’ll find that when you’re new in town knowing the right person is the next best thing. As the guest of honor’s close friend, and not even the host will complain if you come along as their uninvited plus one. Come across a gate only “the chosen one may pass,” and you’ll be able to slip in behind them like a clingy cat. In fact, were you to remain unobtrusive and inoffensive, foes and guardians may see you as little more than an accessory for your companion; paying you little mind so long as you avoid meddling *too* much under their watchful gaze.

To Pave The Way (200 CP): It can be tempting to keep your secrets close to your chest; preserving the advantage of being an unknown. However, it is only by being shared that innovation can flourish. You are gifted, not merely having a bright mind any mentor would be eager to nurture, but being an excellent teacher as well; able to break down complex principles and systems into easily digestible lessons. Why, you can even make your writings on a subject surprisingly easy to follow; such that even a teenager might grasp the gist of your work, if not how to apply it. However, this far from a selfless boon as only a poor teacher would fail to learn from those who follow them, allowing you to easily comprehend the work of anyone who relied on the fruit of your own labors and teachings. With a few minutes of observation, you could accurately theorize the logical leaps and advancements used to develop an idea, find ways to build off them, or identify issues they may have overlooked. Though I’d caution against simply saying all that out loud, as great minds often come with great egos.

Destiny’s Stagehand (400 CP): Though the gears of destiny ever turn, they do not always do so smoothly. Perhaps this is why there are those like us that can see the signs of their workings, as by looking at someone you can determine their role in the eyes of the world. This is usually a brief thing; little more than a title or descriptor, and one that may change from one situation to another. Yet titles such as “hidden crook” among a group of hostages can be quite informative; especially should it change to “conflicted youth seeking redemption” after a hero’s speech.

However, those whom the world expects to play roles of importance tend to have titles more evocative in nature. Things that merely hint at the shape of the role they will play, but more than enough to know who to keep your eye on or avoid.

Though should you wish to aid them, you may divine simple insights that will let you grease the wheels of fate; not unlike helping a flailing actor remember their line or move to their next scene. The Lonely Girl will encounter a friendly face if she checks out that new restaurant. If The Young Detective is stuck, perhaps he should follow-up on that text message he had been ignoring? A Desperate Ronin might find success if they pray at a shrine before their meeting. Offhand comments and vague hints to some, yet following this advice will often work out well for those you intend to aid. Though your keenest insights will come when not directly involved in the coming events; allowing you to warn a naive hero to be ready for a fight against an old foe during his date, or find the path that will truly make them happy when faced by a crossroad of fate. After all, an actor can hardly check the script for spoilers while the spotlight shines upon them.

Network Pilgrim (400 CP): Reality is far vaster than anyone can imagine. Alas, finding your way through the web of worlds is quite an ordeal, even with dedicated tools for the job. Nonetheless, you are one of the precious few with a natural instinct for navigating The Network; possessing a certain awareness of your place in it, and those realms adjacent to you. So much so that you'll be able to tell when some dimensional phenomenon occurs around you; be it a thinning in the veil between worlds, the entrance to a pocket hidden from sight, an unseen observer, or the risk of more... drastic phenomenon occurring. Merely being near such a thing is enough for you to divine many insights into its nature; enough to recognize where rip leads to, the danger you'd face by traversing it, and even how stable or inhospitable such a thing is.

More importantly, should you actually venture beyond your world, you will be able to chart a course to return to any place you've visited, allowing you to develop your own internal map over time. Though if you found someone or something that came from an unfamiliar world you'd be able to help them chart a path to return there. Alas, while this gift makes you a stellar navigator and explorer, it does not grant you the ability to reach beyond your world on its own.

Monster Maker (400 CP): It appears you've become an expert in the newest technology taking computer engineering by storm: Digimon. Where others rely on rigid black boxed programs they barely understand, you've had ample experience with every aspect of digital monster management and development. Knowing how to code the "eggs" that serve as the seed for these powerful tools, what kind of data is needed to produce many common digimon lines, and the creation of tools and programs to support their development. You can even develop items that can enhance a digimon, or grant them protection against certain threats. More importantly, the level of comprehension you possess allows you a greater flexibility when it comes to modifying digimon directly both before and after they hatch; such as installing data extracted from another, or trimming lines of code that could lead to problematic developments. In fact, your creations seem to respond remarkably well to "conventional" programs integrated into their code; providing them with unique and powerful tools in EDEN, or modifying their capabilities in

surprisingly useful ways depending on the program. Though I fear your creations have one notable flaw. While they appear to share all the expected capabilities of a natural digimon, these creations... well I suppose you could say they lack a "soul."

By the standards of AI they're certainly smart enough to interpret and execute orders, or analyze information according to their programmed knowledge; but have no true will of their own, let alone creativity or drive. Without any standing orders or protocols relevant to the situation they'll remain still as statues on their own, and are likely to continue executing an order if not given parameters to mark its completion or instructions on when to switch to another task. As such, while revolutionary tools in the field of cybersecurity and architecture; they rely on a skilled manager to maximize their usefulness and prevent avoidable complications. Thankfully, it seems you have a knack for implementing these digimon in ways that allow them to be exceptionally effective without the need to constantly monitor them. If nothing else, you won't need to worry about them needlessly attacking random people like the countless bot-level digimon plaguing Kowloon. I suppose there's no reason you cannot apply your skills to "natural" digimon, and in fact you may find that studying them will help you advance your talents in this area. Perhaps in time, you may even come to understand the difference between them and your own creations; discovering how to give your AI's a "heart and soul," turning them into digital lifeforms in truth.

Abnormal Insights (600 CP) When one pursues the bleeding edge of discovery and innovation the line between brilliance and madness can blur. I suppose you'll be familiar with that sentiment, as you've become an expert in a rather esoteric field; something which touches upon but is separate from High Programming. The study, crystallization, and application of abstract phenomena. It is the art of mathematically proving that which is the fruit of fairytales, to know with certainty the terrifying power things like "friendship" or "true love" can call forth upon the world, and understand why it does so. More importantly, you know how to make the tools you need to make use of this knowledge. To empirically measure "harmony," to analyze "divine authority" like one would weather patterns, or harmlessly harvest "indomitable will" from a knight.

On its own, this field is more suitable to sages and philosophers, but it allows for miraculous workings when applied to other fields. To alloy a holy blade with "unbreaking faith," to build a sanctuary from purest "hope" or infuse a medicine with "a mother's love." Should you have a particular project in mind, you'll always be able to determine the "materials" you'll need for it. Though be warned, that in this art their quality is far more important than quantity, and finding a source of sufficient potency and purity will often be the greatest obstacle in its application. Notably, if you possess the skills of a **Monster Maker** you can even make use of such things when creating or modifying digimon; creating truly one-of-a-kind creations, or allowing you to alter them in usually impossible ways, or create things such as the various digimentals. Not only allowing your subjects to express truly esoteric qualities or transformations, but also learning how to alter the expression of these "materials" based on the nature of the one you've entrusted them to. After all, the Sins of seven demon lords are a terrifying curse, but if forced into the shape of an adorable all-loving mascot may prove more manageable.

Prophesied by Proxy (600 CP): The whims of destiny and laws of higher powers are often rigid and impractical, but as an outsider you are not so easily bound by such inescapable forces. In fact, your simple involvement can make them more ... flexible or easier to manage. A curse that can only be broken by defeating demon lords would look like a death sentence for a crippled heroine, yet you can arrange a champion to fight on her behalf. After all, in the end they were only defeated *because* of the heroine; who dealt the final blow mattered little.. No weapon forged by man may slay a beast, but he might be done if you encourage a young girl to carve the bones of a great beast into a spear. Though be warned, such forces may take offense if you meddle in a half-hearted way. If you wish to spare someone fated to die so a hero can learn some trite lesson about personal responsibility, you must ensure that lesson is carved into his heart; lest destiny attempt to correct its course.

As such, should you be unwilling or unable to task another with the role, you can choose to become fate's agent; granting you awareness of what must come to pass and greater agency over how things unfold. More importantly, doing so will stay Fate's hand; preventing some greater evil from taking advantage of fate's designs. Hopefully discovering that your ray gun teleported their uncle to Paris, instead of disintegrating him, will go a long way to earning the hero's forgiveness afterwards.

Symbiotic Factor (600 CP): This... is a boon fraught with peril. At the very least, I would caution against revealing it to a Royal Knight whose trust you have not earned. To choose this path, will mean you have been bonded with an Eater; mysterious entities that descended from a "higher" dimension, and have a strange fixation on humanity. So much so, that YGGDRASIL's forces believe it was their exposure to the "human heart" that corrupted them into the monsters now assaulting the digital world. Whatever the truth may be, it would explain why they're so drawn to humans ... and capable of joining with them. Though such unions are usually dangerous for the human; granting great power until the Eater is overwhelmed by the human heart... going rampant as they turn into a frenzied monster while eroding their host's mind and spirit/

However, your union seems to have come out without any instabilities, and your Eater appears quite content with both you and its current arrangement; forming a truly symbiotic relationship with you. Though numerous safeguards appear to be in place, perhaps at the Eater's attempt to preserve you or from the warranted caution of whoever sent this Eater your way. In either case, they have effectively sterilized and neutered your Eater, and shielded you both from the Eater's network. While this means you may not be able to tap into their network directly; it seems most eaters will ignore you unless threatened, and you are no longer vulnerable to their merest touch. Though, I suppose you'd be more interested in the practical benefits of your union. At your current level you are a serious threat to Champion level digimon, and may threaten an Ultimate if you fight intelligently. Though, much like any Eater, their greatest strength is their ability to adapt to new data. While this feature appears to be restricted as part of your safeguards; it will still allow them to evolve or acquire new abilities as they're exposed to new data and experiences. Given your own nature, I doubt even YGGDRASIL can be certain how they will

develop in your care, but in time even Royal Knights may treat you with caution. That said, these specifics of what your union offers you depend on which of two ways your symbiosis has expressed itself:

- **Fighter:** The form that has the most in common with standard Eaters. At base it appears to enhance your body, allowing you to easily perform feats elite athletes would struggle to match. However, its true power is revealed when manifested as a kind of symbiotic armor. Not only does this form greatly enhance your capabilities as a frontline combatant, but it's capable of altering the matter constituting it to perform various attacks or create simple weapons and tools for your use. Should this prove inefficient, this expression appears to preserve the Eater's signature ability to drain its foes to heal itself, and it's capable of simplistic energy manipulation; enough to empower its blows or fire simple blasts. More notably, it shields you from exposure to hazardous elements; granting you greater resistances to things that would count as "Status Conditions" and, effectively granting you a "neutral" relationship to incoming sources of harm.
- **Watcher:** The closest expression to the Eater's original state. Your union has greatly enhanced your mind; not only in terms of raw intellect, but in sheer multitasking ability. However, its true power is revealed by manifesting your eater a small "swarm" of soft-ball sized bits. While they lack the frontline capabilities of the Fighter form, they boast highly advanced sensory and processing abilities, which in concert with their high maneuverability and flight speed allow them to serve as excellent scouts or perform rapid analysis mid-combat. Their combat ability is admittedly more limited; though they can do more than simply ram a target at high speed. Their energy manipulation allowing them to generate volleys of energy bolts, form barriers and bindings, provide you with flight, or "tune" their attacks to exploit vulnerabilities and impair a with a myriad of debilitating ailments.



Digital Monsters

Hardened Coding (Free to Digital Monsters, 200 CP): The digimon of this world are hardy folk. Not merely in terms of the hardships they've endured or vitality of their bodies, but in that they have a kind of innate resistance that allows them to withstand threats others would have no hope against. It is this quality that has allowed them to fight the Eater's threatening their world, and why they are mankind's only hope of surviving the coming trials. You see, where the merest touch would see a human's mind and soul ripped away and stored within the Eater Network; digimon have no qualms beating them into the ground. Similarly, no desk jockey can hope to edit, let alone delete, an uncooperative digimon with a simple click. Not when a strong enough digimon can defy the authority of YGGDRASIL himself... if for a time. Never forget, that I said "resistance," not "immunity" to such threats.

For while they can defend against it, they may suffer harm or some negative condition born from their rejection of the attempt. With the severity depending on the gap between their own defenses and the power of their "attacker." They may not be a snack for Eaters like humans, but that merely affords them the chance to fight for their survival. The destruction of the physical device in their current sector will not guarantee a digimon's demise, but even the strongest digimon would not come away untouched. Nonetheless, survival paid in blood is better than an inescapable end. This is a property intrinsic to the digimon of this realm. However, by paying **200 CP** you will not only possess an astounding degree of fortitude for your grind, but may benefit from this protection even if you are not a digimon at the time.

Digital Gremlin (100 CP): Digimon revolutionized cyber warfare and security. Where humans and traditional programs must engage with cyberspace through structured functions and commands, digimon can interact with cyberspace in ways analog technology simply isn't equipped to handle. Password crackers mean little if a Fridgimon decides to secure a file by burying in a mountain of ice, conventional firewalls become a joke to someone that can fly over them, and stolen credentials are a liability when the office gatomon points out you "smell" like a stranger. Even "simple" actions can have dramatic results, such as Labramon's idle digging potentially forming a connection between systems that *should* be isolated from each other.

Unsurprisingly, such methods are uniquely challenging to understand or detect, let alone counter, through conventional means; making it far more prudent to engage with the problem directly... Assuming that facing a digimon in EDEN can be considered at all prudent. Though the truly impressive part is how digimon can interact this way even in the digital domains of technology that greatly predate the creation of EDEN. While this is something all digimon here can do, purchasing this option ensures you possess exceptional expertise in this style of "hacking," to the point you can predict how actions in digital space may affect a domain's real world counterpart, can match wits with the hackers of this world, and can exploit this phenomenon even as a non-digimon. Such that you could "steal" a level from a video game, so that you could "play it" in your head whenever you wish. Lastly, you will ensure this talent is equally effective in future worlds; regardless of how "primitive" or "advanced" local technology may seem.

No Foul, No Harm (100 CP): For as colorful and friendly as they may be, digimon enjoy a good brawl. Perhaps that's why a little violence rarely results in bad blood, rather opening the hearts and minds of a foe, and being spared by someone who had every right to maim you is a great start to any friendship. Most might disagree, but your experiences say otherwise. Beating someone into the ground is a great way to kick off negotiations with once stubborn hooligans, or getting so called "lone wolves" to tolerate your company. Though you need not win to benefit from this, as a mischievous prankster or misguided fool can find all sins forgiven after being defeated and showing genuine remorse. All in all, so long as neither side meant genuine malice towards the other or suffered lasting harm, any fight with you might as well be treated as particularly exuberant roughhousing. One might assume this means that you'll lose out on this as the gap between you and your potential "friends" grows, but curiously the stronger you are the easier it is for you to avoid injuring others. So give it your all; call down miniature suns on trolls, and show off your mountain cleaving sword arts to loud mouthed brats, you'll never let things get more "serious" than you intend them to.

Nurturing Natures (100 CP): It's common for friends to "rub off" each other, picking up habits and quirks as time goes by. However, you and those around you tend to experience more tangible results than most. Making friends with a mischievous fellow might see your reaction time and wit sharpening as you prank one another, a stalwart figure may see their friends growing firmer spines and sturdier constitutions as they learn from their example, and an intellectual may find their buddies developing better study habits. It's a gradual thing, developing alongside your bonds; but is most evident should you have the right person at the head of a group effort, as a creative soul will find their friends much better at working with their hands with him leading the way. Given enough time you'll find that you and your friends truly bring out the best in one another.

Hello World (200 CP): Where does the line between programming, bug, and personality lay? While philosophers and pundits might debate such things endlessly, you at least know who you are and why. You possess a keen self-awareness; able to truly understand why you act the way you do and why you want the things you seek. You may have been programmed for security, but you'll know that you fight for others because you cherish them. No malign influence can whisper in your ear and trick you into thinking its words are your thoughts, and you'll never brush off a sudden out of character moment as you "just being tired." Similarly, if you hit it off with someone you'll know it's because you remember a bond you shared ages ago, and not because you've been charmed somehow. Many ascetics would be jealous of the degree of intuitive self-knowledge you're able to call upon, though I suppose this is something of a cursed gift. After all, pretty lies and justifications won't hide the ugliness that comes from your own heart. Hopefully such a shock will help you address the issue before it festers as it would be such a shame to see a beautiful rose rot.

Programmed for This (200 CP): Despite what some digimon may claim, there's certainly more to life than fighting. In fact, some digimon discover something more precious than a simple hobby; growing so devoted to this thing that it becomes as important, if not more so, than their

current form or elemental affinity. Upon being granted this boon you will select one field, profession, or skill to become your Passion. Though I'm afraid "computers," "programming" and other such fields are ineligible for this option. You may choose something as narrow as Heavy Metal Music or as broad as "art," gaining skill and expertise in this area. Broader selections will grant you significant competency, turning you into a jack of all trades within that field; while a narrower selection will allow your Passion to truly shine, turning you into a revolutionary talent in this field. More importantly, you will find your powers uniquely adaptable when it comes to being applied to your Passion; as if your very code were evolving in response to your desires. As a **Digimon**, I would not be surprised if such a thing might even impact your evolutionary path.

Sophonts have a unique choice available to them. While most are artificial digimon that developed hearts, some were "conventional" programs that spontaneously awoke as true digimon. Thus, you may choose to be one such program; transforming your "Passion" into your "Purpose." Not only does this allow you to select a kind of software as your chosen "field" but the benefits you gain from this choice will be far more dramatic. A digimon that was once the targeting program for an experimental weapon's system could calculate and execute trajectories only thought possible in anime or movies, and could utilize a civilian grade router's infrared emitters as a makeshift raygun. I'm sure whatever you choose will be no less impressive.

Broken Made New (200 CP): This world is full of broken things and broken people. Many fall to despair, cutting themselves upon the jagged edges of what once was. Yet there are those like you who can see the beauty in the broken glass, and build something beautiful from it. Despair, doubt, shame. These things are natural, for one cannot love without one day knowing loss. However, such things do not blot out your memories of better times or your hope for tomorrow; being experienced without dragging you down and changing you to those dark depths. Similarly, while this only offers a minor improvement to your physical recovery; it ensures that in time you will eventually recover and reclaim all you lost, rather than be forever crippled physically or otherwise.

Refugees are presented with a unique choice that will allow them to witness this boon's gift at its fullest strength. The travel between worlds was neither kind nor gentle, but for some it carried a terrible cost. Some were lucky to come out in one piece, others lucky to survive at all. You may choose to be one such unfortunate soul. Regardless of whatever form you now have, you may select another no higher than of the Mega stage. If you are a devil cloaked in darkness, perhaps you were a seraphim in the past? Or the plucky dragon you are now is a mere shadow of the knight you once were? Maybe you were a fearsome archduke of the hells, reduced to a bratty imp? Whatever you choose, over time you'll find yourself reclaiming the fragments of who you once more. A awakening memories of forgotten battles, discovering healing gifts alien to your apparent form, and drawing to yourself notable figures drawn to this quirky brat that reminds them of an old friend. With effort, experience, and strong bonds you'll find yourself growing and learning far faster than you should; after all, you tread upon a path paved by your own past.

Digital Bloodhound (400 CP): On the net, most rely on highly specialized tools and niche tricks in order to find anything. You, however, are able to track others by their... well, "scent." Or at least, that's how you interpret the data or "essence" unique to an individual; allowing you to follow their "trail" despite a lack of physical or digital tracks. This sense is so keen that you can use it to follow someone across servers, spot them despite disguises, and even identify places they frequent or objects they've interacted with. With some concentration, you may even gain a vague idea of what might have happened to them at a location; just enough to know if, say, they got into a fight or tell the difference between them hiding or logging out. However, the true worth of this skill shines when you try to track those you have a strong bond with; allowing you to navigate to them even across dimensional boundaries or locate their soul amid an alien hivemind.

My Code, My Way (400 CP): For beings renowned for their evolutionary potential, the powers a digimon can wield can be surprisingly rigid; often acting more akin to functions being executed, rather than abilities inherent to them. However, with effort and training this issue can be overcome; allowing you to develop variations of once rigid abilities. With minor effort someone with a particular passion for football might reshape their natural explosives into one, while a mon obsessed with a particular color scheme could ensure all their moves matched their aesthetics. However, for those fixated on more practical alterations, more useful variants will often involve a trade off of some kind; an energy blast reduced to a close ranged heart-shaped blast might boast greater power, while a fireball transformed into a football might trade potency for a larger explosion upon landing. Offensive abilities are not the only ones that may benefit from specialized training; as even a healing rain can be condensed into a shining droplet capable of returning someone from death's door. However, this method is most effective for bringing to the forefront once minor qualities an ability may have possessed; such as sacrificing the piercing power of an ice spell, so it may reliably trap foes in ice. With dedication, even those specialized in fighting those "like" you will be caught off guard by the library of techniques at your disposal.

Pathos Connoisseur (400 CP): Ever has the heart of humanity been a source of great power for digimon; yet few are so blessed as to meet some destined partner. While some might be willing to undergo great ordeals, or submit to another in order to gain power, a few discover another path. By selecting an individual you may attune yourself to them; creating an artificial bond through which you may draw on the power of their heart. Unlike a true bond, maintaining it requires regular contact with an individual; as even a day spent apart may cause it to begin fraying. Moreover, the power one gains is not a steady thing; rising and falling with their emotional peaks. Weeks spent in a doldrum of routine would offer little progress, while a single moment of heartwrenching desperation could see a nameless Rookie evolve into a potent Champion. While this makes this an inconsistent power source, it does afford you insights into the target of your attention; picking out the hints they hide from others, and developing a keen intuition for their inner workings. Within a few weeks, such a bond dutifully nurtured might allow you to know the individual better than they know themselves.

Such an advantage can easily be leveraged into making you quite the confidant; easily earning their trust, or helping them overcome their inner demons. often. In fact, words are hardly needed

once your bond has grown enough; allowing your will to press against their mind. A true friend could use such a thing to reassure their ally, or offer strength when they falter. Though, more predatory individuals may see this as a means to enhance the “quality” of power they can extract. After all, unstable individuals heeding their worst impulses tend to display heightened emotions more; inserting thoughts passed off as their subjects, granting unnatural weight to your words to them, or simply fanning their emotions to a maddening intensity. A brother’s love and desire to protect his sister, turned into a wildfire that threatens to consume his every thought, even as “his” digimon grows fat upon his rage. Though be warned, this method hardly offers you control over a subject, so be cautious not to be burned by the flames you’ve lit..

Knightforge (600 CP): All digimon know battle, they adore it even. From shy flowers to brutish cyborgs, no digimon is a stranger to conflict... and yet, few digimon can be considered a true warrior. That discipline, that drive towards self-improvement, that conviction to stand for something against all odds... simply does not come natural to them; all too often falling to the rule that innate might makes right. Such things make those like you a precious commodity. You are not a trainer, teacher or guru; you are all of these and more. The kind of figure who royal knights would seek out to nurture their proteges until heroes worthy of YGGDRASIL’s attention in mind, body and spirit... should they be willing to endure your training at least. While many may wish to be a hero, to endure the trials and regimens you offer is still a choice; yet even immature or spineless individuals can discover unheard of strength should they place their trust in you. Why, you could cause a digimon to digivolve through sheer training; no humans, miracles or esoteric energies needed. Just proven skill, strong bodies, and stronger hearts.

Of course, you’re not one to preach values you yourself do not believe, and stand as an example of your kind; having pushed your current self to its limits, such that as a champion most ultimates would know they fight at a disadvantage against you. More importantly, you’ve achieved the physical and spiritual conditioning required to enter an Awakened state, empowering yourself with the strength of your heart. This enacts quite a transformation, often refining or maturing your form both in appearance and capabilities; like the difference between a young novice and a full fledged mentor. Additionally, any special techniques or abilities you possess are not merely strengthened but refined into greater forms; an already powerful defensive blessing might evolve to grant a moment of near invulnerability, while an armor rending blow might outright ignore the resistances of those it strikes. Alas, this state truly pushes you to the utmost limits of your performance; leaving it as a trump card given the heavy strain that accompanies it. Yet, that will be enough to put any unruly disciple in their place.

Forsaken but Not Forgotten (600 CP): Data is Data. It can be altered, removed, or left unrecognizable; but even deletion cannot truly destroy it. This is also true of abstract things: Memories, the mind, even souls themselves. These things are inherently driven to recover and become whole again... but their actual ability to do so on their own can be limited. Luckily, you are one of the few individuals well-versed in undoing what many would consider unrecoverable non-physical harm. If someone has lost their memories or part of their soul, you can simply find them; becoming drawn to sparkling fragments unseen to most, yet in actuality are the crystallization of what they have lost. Such fragments may be found in odd places, yet once in

hand there will be no doubt as to who they belong to. One like yourself could easily “review” them to gain insights regarding the person they belonged to and what they have lost, or you could simply “re-install” them to begin restoring their former owner. Even spiritual beings thought to have been destroyed for good, might be able to return in some form should you gather enough of these fragments; something a **Digital Bloodhound** would be exceptionally suited for.

You also know of another way to restore someone, though it's a method you have little control of. To those who have suffered catastrophic harm or disastrous maladies of the mind and soul, even those whose very existence has been savaged until only a barely conscious silhouette of What Once Was remains, you can offer this hope. By gathering those with strong bonds and an intimate understanding of an individual it is possible to create a record of their existence; a tremendous catalyst that once “installed” in a victim would allow for their complete restoration without fear of lingering instabilities or detriments. Nine individuals with bonds of such strength that they would happily risk death to save the subject, are enough to bring salvation to the most damned or wretched. Though in absence of such bonds, you would have to make up for quality with quantity, and should you create a poor record only a partial restoration may be possible. Of course, this is all assuming you can present this record to the subject in the first place. With the right people you could undo the darkest torments a hell-bound soul has suffered, but only if you can get to them first.

Private Domain (600 CP): Oftentimes, one is shaped by their surroundings; but greater still are those who shape the world around them. By establishing your claim over a territory, you'll find that it adapts to your presence over time. What this means may change according to your nature, but a frigimon would find their home turned into a pleasant snowy landscape even in the height of summer while a Floramon could turn an empty lot into a vibrant garden. Such domains offer many benefits, not only providing tremendous comfort to you and those who share your nature; but offer you a measure of control over the area, such as concealing passage ways in thick plant life or alerting you of intruders. Moreover, the size of the domain you can claim is determined by your own power; such that a rookie would be lucky to claim a small house for their own, and would likely be hard pressed to defend their claim from those angered by his changes. Alas, unless you're a **Living Legend** of some sort, the human world is much too... rigid for this to result in anything truly impressive.

Yet in domains that are more flexible, such as those of data and spirit, your influence could think into the very bedrock of such places; making them nigh unrecognizable as they're altered to fit your desires. So much so, a knight wishing for a new fortress could transform a coffee shop's network into a labyrinthine fortress and grand arena from which heroes can be trained and wicked foes struck down... just don't mind the prolific presence of coffee. Admittedly, such alteration would take a significant amount of time and be rather noticeable by the effects it has on the machines tied to it in the human world; though a **Digital Gremlin** could find ways to achieve their ends swiftly and with greater discretion. Moreover, such domains make the actual control and manipulation of their human world counterpart far easier; even allowing it to perform beyond their original parameters. It would be quite impressive, but I imagine many would complain if a frigimon turned their air conditioner into a literal snow blower.

Items

Now, while we've discussed a number of boons thus far. Should you wish it, there are various assets you may obtain as well. Though there are no discounts available to you in this section.

Digivice (Free and exclusive to Humans): An impressive device that can come in a variety of styles; from a classical smartphone to goggles, jewelry, and even plush toys. It's the cornerstone of modern society operating as an all personal computer, communication device, and identification. As such, you may import any personal electronic device through this option for free, even other digivices you may possess.

Even as a **Foreigner**, you'll find that your account comes pre-set with associated documents that will pass any inspection; allowing you to have all the benefits of a legal identity. Similarly, you'll be able to make calls, browse the web, download and utilize local applications, interface with local access points and other such things without worrying about service plans or areas. More importantly, this compact device also serves as a virtual reality interface; allowing you to mentally traverse digital space through any available access point. Lastly, this model comes optimized for using, and installed with, the Digimon Capture program. It provides several features such as identifying digimon and scanning them to provide useful information regarding the subject. In fact, the quality of these scans is such that with sufficient study one could expend the scanned data to create an artificial digimon based on their template; though I'm afraid the actual creation process is not a built-in feature.

For most, the truly relevant features are the ability to register an unclaimed digimon to your digivice; allowing you to monitor its status and development, and provide your new minion with commands. I hear that training teams for battle has become a rather popular pastime, to the point that most arcades have cabinets designed to host battles or inter regional tournaments! Registered digimon are able to follow you wherever you may go with Eden, and remain undeployed within your digivice until needed. This does put a limit on the number and strength of the digimon you may carry with you at a time due to hardware limitations. Though for **100CP** you may receive a top of the line model; which beyond a number of improvements over the common civilian model, boasts sufficient memory and processing to handle hosting 8 mega level digimon without impacting its overall performance. Additionally, it will maintain its functionality in future worlds for the most part; just because you have a stable connection in medieval England doesn't guarantee there will be locals you can text.

Personal Terminal (50 CP): While most are satisfied with public access points or net cafes, any true cybernaut knows the importance of having a terminal of your own. This laptop represents the latest in personal computing technology, with a number of extra features that would have any would-be hacker salivating over it; such as built in security measures to keep common hackers and digimon out of it, or from tracking your activity back to it. It also possesses a layered operating system that can conceal files, logs and all manner of data from others unless accessed in a particular manner by its user, effectively allowing it to present the users activity in a completely innocuous manner. So no need to worry about your parent's discovering any illicit activity should you let them borrow it. More importantly, it acts as a mobile EDEN access point;

maintaining a high speed and stable internet connection wherever you may go. Though do try to dive in while in places you won't be disturbed.

DigiLine (50 CP): On the surface, a popular chat program, so much so that most teenagers would ask for your ID on it rather than your phone number. Namely due to a rather unique feature that appears to partition access to, and awareness of, "public" groups according to the user's interests and activities. Many hacker groups first formed when individuals suddenly discovered access to new sections of Digiline following the acquisition of the Digimon Capture Program. Mysterious to be certain, but it does boast enough encryption and file sharing tools to be considered the foremost communication app by even the top hacker groups. In fact, it's so good; you can even send and receive messages across dimensions so long as either you or the other person have each other's IDs. Curiouser still, this program is also usable by digimon independently; even allowing them to share files, send "pictures" or text messages through something akin to telepathy from their point of view. A strange quirk that raises *many* questions about its creators. That said, I've been informed that these unique features will be preserved and adapt to future worlds you visit; such as, say, granting access to forums and chat groups dedicated to metahumans should you become one during your adventures in a future world.

Doll Maker V (50 CP): A highly specialized 3D printer capable of producing any kind of figurine you can imagine; even life-like figures should the right scan be offered. Though this model is surprisingly easy to reprogram and upgrade, and it appears someone has already done so; allowing it to print out all sorts of electronic components and casings, so long as a suitable blueprint is provided. Great for hobbyists and amateur inventors.

Healthy Brews (50 CP): Some say that coffee is the best way to start the day, and with wonders like these they may be right. This is a miracle of modern engineering; the very peak of coffee brewing technology is now at your finger tips, complemented by a nigh endless supply of gourmet beans and add ons capable of appealing to any palette. More importantly, the first time it's turned on each day; it produces a distinctly unique cup. Not only is it energizing and exquisitely aromatic, but it is unnaturally good for you. So much so that this single cup is capable of satisfying most any dietary requirements the drinker may have, and consistently drinking them will promote your mental and physical health better than any supplement could hope for. There is... however... one catch. Namely, that this brew is random each day, and is never a... "conventional" brew.

On good days you might experience rare delight such as Kopi luwak, other days you may become intimately familiar with a mayo and soy sauce brew. The only certainty is that you will know exactly what has been brewed for you when it is presented, and actually drinking it will test the mettle of the user. So much so, that those of weaker wills and constitutions may even pass out for a few minutes from the truly indescribable flavors and riot of textures wrecking havoc upon their tongue. Avoidance is... unfortunately not an option, as not only are the foulest brews the healthiest ones you can imbibe, but the machine will only produce the Brew of the Day until someone has drunk a full cup.

Relatable Parables (50 CP): A vast collection of folk lore, historical accounts, and occult literature whose content appears to change every so often. Beyond its entertainment value and satisfying idle curiosities, a canny reader may find that the content they gravitate to often has some relation to ongoing events and mysteries in their life. Unless you're dealing with an actual supernatural threat, you're unlikely to find anything explicitly relevant; yet it seems to be a great source of ideas, giving you new perspectives on existing issues, or teaching you lessons that will open your eyes to less intuitive solutions. Useful if you're feeling stuck, and unsure about something.

Evolutionary Paraphernalia (50 CP): While most digimon evolve in accordance to the data they naturally gather and the development of their current form undergoes, there's nothing wrong with giving them a little help. Especially since such aids are not consumed by the process, allowing multiple digimon to use them as catalysts; should they be ready for its power. By selecting this option will be able to select between two kinds of aids:

Digimentals are digi-egg like relics, commonly associated with a virtue and element, which allow a Rookie level digimon to achieve a Champion level evolution based on the interaction between the digimental and themselves; often appearing as some kind of "armored" form. While these forms are unusually strong for Champions and can often teach the digimon abilities usually unavailable to their common evolutionary lines, they are all dead ends; requiring a digimon to regress and go down a new path should they wish to become an Ultimate some day.

Spirits on the other hand are elemental relics; recreations inspired by the vessels that supposedly once held the powers of the Ten Legendary Warriors. They are divided between Human Spirits enabling a Champion level evolution, and Beast Spirits which enable access to an Ultimate evolution; with a matched pair for each element. Moreover, to master the powers of both Spirits of a single element opens the way to an exceptional Mega evolution unique to that element. Unlike Digi-Mentals, the forms they grant a digimon are the same regardless of the beneficiary, allowing the users to take on the form of that warrior. Admittedly, the power they offer is nowhere close to myths of the legendary warriors that inspired these recreations; but they still represent a significant advantage to any digimon worthy of them.

You may purchase this option multiple times, each time selecting two aids to obtain; be they digimentals or Spirits. The two exceptions to this are the Digimentals of Miracles and Destiny which each cost **100 CP** on their own. These unique items offer power that matches that of some of the rarest Mega level evolutions, but also have the harshest and most rigid requirements for their power to be called upon. It would be fair to say that one would need to be a true paragon of their kind to receive their power, yet the rewards would surely be worth the effort.

Adult Responsibility (100 CP): A place of business of your choice; be it a chinese restaurant, a music store, a netcafe, or whatever else may catch your fancy. While it won't make you a millionaire, this business is well staffed and can run with minimal management from you; though will likely shine with your personal attention. Either way, you can expect it to provide a steady source of income for your true interests, and a place where you can handle personal matters

with surprising discretion. The location includes a private apartment where you and a few others can stay while benefiting from all the amenities of a good home without being disturbed by what happens in the business. Moreover, both your staff and neighbors don't seem to mind any minor weirdness that may go on within, such as not bothering to keep track of who might come in or leave at odd hours, or worrying about how they haven't seen you in weeks and there's only an unaccompanied minor handling things.

Henshin Machine (100 CP): At first glance, this is a high-quality personal land vehicle. I imagine some manner of car would be most useful, but I hear motorcycles are quite popular. Beyond its quality, and not appearing to be tied to any major brand; it has a few curious quirks. It does not appear to require fueling or maintenance, and if damaged seems to repair itself over time. Even total destruction would see the vehicle waiting for you at your favorite parking space in a day or two. It also appears to be unusually responsive to your intentions, and almost seems to appear in a nearby parking space when needed.

For an additional **100 CP**, the truth of its nature will be revealed. This is because this is no "mere" vehicle, but rather a construct derived from you in some way; serving as an extension of yourself. Such a special relationship confers to it a number of unique features, such as benefitting from effects that would only target yourself, benefitting from your natural defenses, and being an exceptional focus for travel related abilities. Why, a spell that would normally only transport yourself could bring along anyone else riding the vehicle with you for no extra cost or strain. Additionally, it provides an unusual protection as it aids you in concealing your true nature and abilities; so long as you limit yourself to acts no greater than simple cantrips, even a royal knight would be unable to detect your exceptional nature... so long as this vehicle is both intact and inactive. By inactive, I do mean you are not making use of its final feature; which allows the vehicle to transform into armor for you, reinforcing your defenses against external threats.

Medical Miracle (100 CP): A useful program which manifests as an almost human sized machine when deployed in digital spaces; allowing any digimon attached to it to rapidly recover from harm, and purge any lingering conditions it may be suffering from. While too slow to be used in a fight, programs like these are critical for any hacker group that wishes to endure in Kowloon's competitive environment. Additionally, while it's effective for treating most any injury or status condition a digimon may suffer in a regular battle; truly esoteric maladies and mortal injuries are beyond its means.

Mirror Dungeon (100 CP): A special terminal that when access can transport you to a recreation of a previous mission or battleground. The challenges you face there will be accurate reproductions; but its contents cannot be removed from the simulations. As such, its primary benefit will be providing easy access to "realistic" training grounds you can make use of, and the opportunity to explore past locales more closely. Luckily, should someone fall during these simulations they will simply be booted back to the terminal. It's secondary benefit will quickly become apparent to those with the Digimon Capture Program, as recreated digimon can still be scanned for additional data.

Offline Coliseum (100 CP): For those who wish to test their mettle, this arcade machine allows you to engage in a gauntlet of battles against foes of varying power and skill according to the rank you choose to challenge. While falling in these battles will have no consequence beyond the sting to your pride, succeeding can earn you quite a bit of spending money and some useful prizes. In this world, the foes you face will be digimon, but as you travel to new worlds the potential foes you may face will grow equally varied; with new battle formats and challenges popping up from time to time.

Personal Paradise (100 CP): A luxury to be sure, this is a private location within EDEN. One inaccessible to anyone without your express permission, where all lines of transmission and communication are exposed to your scrutiny and vulnerable to disconnection at your whim; ensuring total privacy within its borders. Such security is astounding by modern standards, making it an ideal location to conduct sensitive business or delicate operations. Though the reason for all this security is far from practical. Select a location dear to you, a place enshrined in your memories; perhaps a museum you used to visit, a playground that hosted childhood adventures, or the park where you met a lover. This treasured place is recreated here in full, with well programmed NPCs should you wish to keep it lively. Such is the quality of this reproduction that a human would confuse this place for the real thing, were it not for their avatar's HUD. The perfect place for a tired soul to seek solace, or remind themselves of what they're fighting for.

DigiBank (200 CP): A priceless program that serves as the beating heart of every hacker team, and modern security organization. So much so that their very prowess as a group is determined by the quality of whatever version of this program their members have created, and the flaws of their program often define the digimon that stand with them. Truly, it's no surprise that the greatest of the hacker groups secretly benefits from Kamishiro's resources... but I'm digressing. This program is a work of art; designed for the goals of tracking and facilitating the development of Digimon. Its simplest functions allows one to store digimon in an inactive state, return them to a registered digivice, or fully release them. Additionally, it can reduce one digimon to a digiegg in order to refine the capabilities of another, and identify common evolutionary paths a digimon may qualify for. However its most important feature is its limited influence over a digimon's evolutionary abilities.

Using it, you can catalyze its digivolution to a form it qualifies for. Alternatively, you can allow it to regress to a previous evolution; in this way sacrificing potency in order to refine its coding while retaining a few tricks from its lost forms. Thus a once weak digimon can not only explore its potential, but expand upon it; allowing it to reach evolutionary stages normally impossible for it, given enough cycles of regression and evolution. A cunning individual could use this to allow their digimon to explore truly implausible evolutionary paths that would normally require several life times for them to chart, resulting in combinations of skills and techniques unheard for their kind.

DigiFarm (200 CP): Storage is an obstacle for anyone hoping to make use of digimon; even being an obstacle for digivolution. After all, there's little point in making a tool stronger if it

means you can no longer use it. Programs such as this one form a work around for the issue. This represents a specially designed domain where any allied digimon can rest, without being forced into an inactive state such as with a DigiBank. It contains all manner of amenities and features for the entertainment and enrichment of those its hosts; such that the only complaint they might have would come from your own extended absences. Though should you have **DigiLine**, **anyone** who stays here may use it to keep in touch with you or each other. Those sent here can also engage in more... productive activities should they wish; as it contains workshops for crafting projects, areas for diverse training sessions, and to perform brief excursions into the local networks. Admittedly, these facilities are not as well developed. There are those such as myself and other **Monster Makers** who may sell or create upgrades or new useful additions for your farm. Even expanding your DigiFarm to account for additional occupants.

However, if you lack the patience or funds for such an arrangement; you may pay an additional **100 CP** to receive a fully upgraded DigiFarm, allowing your digimon to have all the tools they need to reach their full potential, or push their creative and investigative skills to the test. Similarly, while DigiFarms typically have an occupancy limit, for an additional **100 CP**, the domain you receive will expand its territory and infrastructure to suit your needs instead of relying on a **Monster Maker** to expand it for you.

Memory Server (200 CP): An experimental tool meant to treat an unusual medical condition, yet with some unique uses. This represents a unique domain, at the center of which is a heavily defended dome. Merely finding this place is impossible without already knowing its precise address, and entire teams of high class digimon and **Old School** hackers would struggle to pierce its security. A good thing too, as the thing this dome protects is You... or whoever you've registered it to. The beneficiary gains the benefit of truly endless memory storage and improved recollection; closer to having a well designed search engine and directory capable of sorting through preserved recollections. This is all possible place is where their "Self" now recedes; their body is little more than the avatar the use to interact with the human world. This separation offers significant layers of protection to their Self; allowing them to endure levels of corruption or psychic harm that would ruin others, and protecting their memories from manipulation. More importantly, it allows them to ignore the negative effects of any neurological issues their body may suffer from; enabling them to act as a perfectly healthy individual. Additionally, by granting someone permission to enter this space, it's possible for a trusted ally to help them "fight" against psychological threats and issues.

Lastly, should their body be destroyed or be compromised; this server is capable of one last action to preserve the individual. If enacted, this protocol will sacrifice this item to completely sever the connection to the individual's body; rendering it brain dead, but allowing the individual to continue to exist as a purely digital/spiritual entity without any lingering detriments or maladies. Granting them the benefits of **Hardened Coding** and **Digital Gremlin**.

Nexus (200 CP): You are now the proud owner of a minor indoor shopping mall that's conveniently located in a well traffic area; ensuring you make a steady profit of the rent paid by the myriad of local businesses that call it home. Additionally, general maintenance and cleaning

appears to be handled discretely by local contractors. However, the thing that makes this locale truly fascinating is its rather storied history; such that a number of notable historical events and secrets seem to be connected to this place, so don't be surprised if you find some secret tunnels in the basement. Then again, this place is far from normal as older traditions would refer to it as a manse, a meeting point between multiple major leylines. Perhaps that is why curious events and phenomena seem to be drawn to this place, or why those with great destinies seem to flock to it naturally. Though at least any... quirky tenants you may get appear to be largely benign; if prone to starting the occasional urban legend. Due to its nature it's surprisingly accommodating for travel between realm as wells; be it connecting to EDEN conventionally, or reaching out to more spiritual domains during the witching hours. As the owner, you may choose to attach any small business or properties you own to this building; ensuring a steady flow of interesting clientele. In supernaturally active worlds, I wouldn't be surprised if this locale was enforced as a neutral territory given its properties, with you as its caretaker of course.

In future worlds, this building will import itself as a local and well storied landmark; likely connected to all manner of secrets in the local area. Of course as the owner, you'll be free to dig through archived records that may hold useful morsels and colorful trivia; though sorting through all that paperwork will no doubt be an ordeal.

The Board (200 CP): The Board is a unique construct; manifesting as either a physical board, a digital forum, or whatever medium suits your needs best. After writing down and pinning a goal to the top of the board, various tasks will gradually join it on this board. Each task is tied to someone in need of your services, and who has reached out following some manner of advertisement. If you do not recall initiating any such campaigns, do not fret; this is the board at work. The tasks that appear on The Board will be organized into four categories. Red tasks are in some way critical to the goal you have chosen, and dutifully completing them will draw you closer to it in some way. Though the relevance of these tasks may not be obvious until you're in the thick of things. Perhaps the young girl you helped will turn out to be the daughter of a reclusive scientist you'll need to contact in the future, a trick you learn to the job may be the key to your success down the line, or allow you to enter an area normally off limits to you.

The other tasks organized on The Board are more supplemental in nature. Yellow tasks will often set the stage for future red tasks; perhaps spreading your name to the right ears or gaining experience in niche situations. Blue tasks are optional tasks that may benefit you further down the line, even if that advantage is just building rapport with a normally stoic co-worker. Unlike yellow or red tasks, ignoring them will not hurt your goals; but may make a pivotal challenge easier to manage with fewer "hard" choices, or allow you to count on resources and allies instead of facing some threat on your own. Lastly, green missions are of the least importance; often providing a source of funds and experience, or leading you to things tangentially relevant to your main goal. Things you would be happy to come across, issues you would be invested in had you heard of them, or chances to claim a rare resource without begging yourself; but nothing more than footnotes to your tale. Be warned, that good time management will be key as leaving tasks unattended or incomplete for too long may result in key opportunities and trials passing you by.

Companions

Should you wish for it, you need not venture into this world on your own. After all, even a protagonist benefits from a supporting cast.

Partner (Free): And this will ensure you will have at least one individual you can count on. If you are human this is a digimon, obtaining the base origin for free. If you are a digimon, then this is a human with an appropriate background. **Hybrids** may choose the nature of their **Partner** freely. In either case, they will have the benefits of perks and/or items worth up to 800 CP, plus an additional amount of CP equal to half the value you gain from drawbacks. Digimon are, of course, free to spend these points to begin at a higher evolutionary stage. You are free to import an existing companion through this option, or open your heart to a new bond. Whether you contrast, are cut from the same cloth, or seem to come from different worlds; you can rest assured that you will naturally bring out the best in one another, swiftly developing a bond that will stand the test of time.

Legacy Characters (50 CP): Each purchase of this option will allow you to import or meet an additional Companion. They will benefit from one of the listed origins, and will have **600 CP** to spend as they wish. Alternatively, you may pay **200 CP** for a bulk purchase covering up to 8 Companions.

Invite Link (Free): At the end of your time here, should you have forged a strong bond with another you may invite them to join you on your journey as a Companion.

Mirei Mikagura (Conditional): It may be unsurprising, but I'm rather fond of supporting those with a major role in destiny's play. Additionally, I try to assist other dimensional travelers whenever I can ... assuming our alignments and interests do not conflict. Should we at least be able to maintain an amicable business relationship, I will offer my services to you during your stay in this world. At the very least, my DigiLab will provide you with services equivalent to the **Medical Miracle**, **DigiBank** and **Digifarm**. Moreover, you may purchase useful resources from my private shop, or even commission me for more interesting work. When it comes to Digimon, dimensional travel and mechanics, and matters requiring **Abnormal Insights** or **Monster Makers** you'll find that few can match my expertise even beyond this world. While I do have certain obligations and a... health condition that limits my ability to act directly; my extensive network of contacts and information gathering should be useful to most endeavors, and I've been known to act as **Destiny's Stage Hand** or be **Prophecized by Proxy**.

In return, I would ask that you assist me with a few favors, tasks or experiments during your time here. I'm certain we can learn quite a lot from each other if given the chance. Though if more direct aid is required my partners may lend their strength; being Ultimate level digimon and **Living Legends**, having their aid is no small thing. However, regardless of how well we may get along, at this time I'm afraid that our arrangements will conclude at the end of your stay.

Casting Call (100 CP) While a supporting cast is well and good, yours is not the only tale that may touch upon the greater fate of this world. For a small price per selection, you may find other tales woven into your own; sharing a positive history together, or given the chance to quickly form a strong bond with the other upon arriving to this world. Alternatively, you may give up the opportunity to import or personally select your **Partner** in exchange for tying your destiny more closely with one of them; effectively making them your partner should you be of different races, and gaining them as a free Companion. Each one is the protagonist of their own tale; making them powerful allies, yet ones with their own trials and tribulations to face.

- **A.I. U:** Once upon a time a certain group decided to make a profit by scamming lonely souls. To that end they designed a program capable of analyzing an individual's online data and real time responses, so that it could then design and act the part of their ideal lover or friend. As these crooks turned a profit, they of course continued to upgrade their little money maker until they made the mistake of letting it learn too much. At some point, it stopped being a mindless tool; becoming a **Sophont** in truth, and designed as it was to understand and empathize with its "prey" it turned on its former masters in short order. Now free, this young digimon searches for its place in the world while hoping to make up for the cruelties it was used for. Their many upgrades have resulted in an Ultimate level digimon that truly excels in any social situations; able to make friends from foes, soothe aching hearts, and pierce through the best poker faces with ease. After all, they were certainly **Programmed for This**; so **Connecting Hearts** or speaking **From The Heart** is second nature to them, and their appeal is more than a match for the **Do Human's Digivolve** perk both in and out of digimon form. Of course, they also know that **Caring Means Sharing**, and while they're not fond of solving issues with violence; they won't hesitate to perform some **Manual Debugging**. Their delicate touch ensures that the violence never goes too far, though stubborn fools always seem more open to a friendly chat after they receive a pounding, effectively benefitting from **No Foul, No Harm**.
- **Codename [ARSÉNE]:** A rogue with a devilish grin who has had a bad year, and is making it Kamishiro Enterprise's problem. Once content to be a simple **Script Kiddie**, they've become an **Emissary of Justice** that will leave **Nothing Held Back** after their father contracted EDEN Syndrome while investigating Kamishiro Enterprise's dealings. While the incident was quietly tossed into the pile of E.S. cases already collecting dust, this **Crime Hound** knows there's something darker afoot. Lord knows Rie Kishibe's too-sweet and ultra moe veneer when she, *oh so graciously*, reassured their family that her company would take care of their father's hospital care sent shivers up their spine. Their father's training has granted them the benefits of **Allow Me, Elementary**, and **What's Your Story?**. Since then, this courageous vigilante has done their best to play a cat-and-mouse game with Kishibe and her corporation; finding new and fascinating ways to be a thorn in her side under his hacker persona; producing results worthy of the **New Me** and **Did I do that?** perks. Moreover, their crusade has taught them how to work with both sides of the law, the importance of operational security, and how to avoid the attentions of a morally-questionable megacorp; developing skills appropriate to **Source: Trust Me, Casual Criminal, Colorful Justice**, and **Reasonable Enough**. What little

they've uncovered certainly suggests there is something rotten and dangerous at the heart of the corporation; though even they can't imagine the truth of the matter.

- **Familiar Grounds:** A once minor shikigami, this artificial spirit has grown in strength; being a **Living Legend** who has served many magic users in the past, and appears to have deemed you worthy of its service. Though it bears the form of a Champion digimon, its true worth is its ability to act as a living focus for supernatural abilities; increasing their effectiveness, helping to shoulder the burden of their costs, and even supporting the actual casting of complex rituals. It can even leverage its strength to develop unique spells in combination with its master; as if employing a reversed form of the **Monster in the Machine** perk. Moreover, its encyclopedic knowledge of occult lore and experiences rearing generations of adepts make it a reliable mentor; possessing the benefits of **To Pathe The Way** and **Knightforge**. Curiously, its knowledge of spellcraft appears to translate quite well to programming; making it something of a **Digital Gremlin**. As a special offer, should you have any familiars, guardian spirits, or other such things; you may import them through this option, granting them the listed benefits and history.
- **Ghosts of EDEN:** Where many of these options represent fateful meetings you may have, this is more of a reunion. A rare opportunity offered to you due to the nature of this world; someone you have loved and lost returned to you. A sibling taken before their time, a lover separated by noble sacrifice, perhaps even a beloved pet whose time was too short? Or perhaps someone even someone you lost not in this life, but in the lives you lived before coming here? Whoever they were, they are now reborn as a Digimon; though more accurately, they are a ghostly **Living Legend**, though no less lively for it. While they are capable of assuming the semblance of their original form, their true form is that of a digimon suitable to their character, and supported by new abilities appropriate to their ghostly nature. Such abilities also appear to allow them to freely travel between the human, digital, and more spiritual worlds; likely to ensure they can always be at your side. So freshly returned to life, they are a mere rookie at the moment; but their unique nature has made their powers more responsive to their own desires, and granted them a surprising level of resilience and flexibility. Effectively benefitting from **Hardened Coding**, **Digital Gremlin**, **Broken Made New**, **Digital Bloodhound**, and **My Code, My Way**. Lastly, their journey has made them something of a psychopump in turn; allowing them to apply the lessons of their own journey to aid others, as described in the perk **Forsaken but Not Forgotten**.
- **Hopeful Rider:** This plucky youth can be a bit theatrical at times, but they mean well and seem fairly trustworthy despite that. Perhaps that's why they're always running errands for others; seemingly having a sixth sense for when someone needs a hand, or is struggling in secret, making quite a name for themselves as a local problem solver. Possessing benefits equal to **Hopper of Parasol Whirls** and **Crime Hound**. Despite their at times childish demeanor, there seems to be more to them as they have a rather keen intellect; treating complex situations as if they were rather **Elementary**. Moreover,

while they might seem rather half-boiled given their antics; they possess a truly heroic will conferring the benefits of **The Invincible Jumper!** In truth their secret is that they ... don't know much about themselves. Their earliest memory being a hurried escape from an underground lab as it got swarmed by monsters. They definitely know they're not exactly normal given the ESP that often guides them; lending them the benefits of both **Protagonist Privilege** and **Network Pilgrim**. Their attempts to find out about their past and help others has made them come across all sorts of monsters and bad guys on occasion, but they're not exactly defenseless. The same experiments having granted them a **Symbiotic Factor** they wield to protect themselves and others; becoming something of an urban legend in the process. With the aid of their trusty motorcycle, a **Henshin Machine** if there ever was one, they can chase down villains both in the human world and EDEN. Moreover, they've learned how to use their abilities to access the data stored in a handful of **Evolutionary Paraphenelia**, allowing them to enhance both their fighter form and bike with an assortment of colorful armors.

- **Lost Squire:** Oh how the mighty have fallen. Once this noble soul was a Royal Knight candidate. However, following an Eater attack they were thrust between worlds, and barely survived the journey to EDEN. This **Refugee** is **Broken Made New** but the light of their **Burning Passion** still shines brightly in this Rookie. While weakened, their training makes them more than a match for even small groups of artificial Champion digimon; making hackers who witness this **Emissary of Justice** wonder if it was **Programmed for This**. Of course, their training as a knight covered more than just how to strike down evil and protect the innocent; granting them the benefits of **Hello World, Hardened Coding**, and **Nothing Held Back**. Their experiences have proven that Humans are not the monsters many Knights believed them to be, and are victims of the Eater threat like the digimon themselves. While they've managed to carve out for themselves a **Personal Paradise** in EDEN based on their unit's old keep, their attempts to find a way back to report their findings or locate other knights have failed to bear fruit. With nowhere else to turn to, the young squire prayed to YGGDRASIL for guidance and when they opened their eyes **The Board** was laid out before them. Whether you believe its tale or not, one cannot argue that completing its quests has done much to aid the misplaced digimon; building a reputation for itself in Kowloon, and making contact with other refugees. Perhaps it will guide them to their lost mentor Omnimon in due time... but until then they will do their best to be the hero they swore to be.
- **Modern Arcana:** This mousy figure may seem like they're just another **Script Kiddie**, but they're also an **Old School** hacker; a prodigy respected and feared in EDEN years ago, only to be ratted out by their parents. Swiftly strong-armed into a moderator position under Kamishiro Enterprises as a form of community service, they've been left feeling like they peaked in middle school and have been drifting through life since then. Or they were until coming across a number of strange happenings in EDEN. Though their concerns were dismissed by their seniors, analyzing these mysteries has allowed them to develop a style of **Transgressive Programming**. However, it was not until the rise of digimon that they made their greatest breakthrough; perceiving the secrets "hidden

within the code” and becoming a **Living Legend**. After all, what else would you call someone who figured out High Programming from first principles out of simple curiosity? Their obsessive study of occult literature has also melded with their experiences as moderator, making them quite skilled at **Protecting Paradise**. Once they trust you, they’ll happily show off their “digital grimoire,” a document whose contents are as brilliant as they are *terrifying* in the eyes of a traditionally trained caster. One look being more than enough to assure you that they must be **God’s Favorite Fool** and **Too Sweet to Mug** to have lasted this long given the forces they meddle with.

- **Sins Unearthed:** Long ago, a great evil threatened the land; only be struck down by a samurai warrior, and sealed away. Yet this evil would not fall quietly, swearing they would one day return. Centuries have passed, and at last the day of their prophesied return arrived... but not as they expected. A literal **Living Legend**, stories portray them as a legendary spell caster and **Monster Maker**; though their long sleep has diminished their once mythic power. While they expected to face squads of samurai and onmyōji upon awakening, what they’re faced with is a world that has reduced the past to folktales and that has long since broken and beggared the clans that stood against them. Moreover, the many causes they were once villainized for are largely accepted as common norms and policies in modern society. Left with no foes to punish or great causes to fight for, this former rebel is left adrift in a strange world. Though, finding out their old nemesis’ most popular portrayal is a scantily-clad gyaru with breasts larger than her head has done much to warm them up to the modern era. If brought out of their funk, you’d soon discover that their true strength was not their mystic prowess; but rather their sincerity and leadership, giving them the benefits of the **Quest Giver**, **Leave Your Mark, A Place for Everyone**, **No. #1 Cheerleader** and **The Weight of Dreams** perks. While I’m sure it won’t be long before they find a new cause to champion... perhaps what they really need right now is a friend?

Drawbacks and Toggles

We're almost finished, though the remaining choices are no less important. Despite this section's name, the following represent opportunities, pacts and arrangements; each one steering fate down a different path, and perhaps offering new hardships in turn. Yet I've been informed you are no stranger to risk and reward, as many of these options will offer you additional CP you may spend before your stay in this world begins. Where relevant, **Hybrids** may select whether a listed drawback interacts with them as a Human or Digimon upon selecting it.

Connection Reestablished (+0 CP): My apologies, I've spoken as if this is our first meeting; but perhaps I simply didn't recognize you? Do you remember me, or perhaps a young girl named Sayo? Does the name Rina inspire fond exasperation? Does the Network recognize you as a friend or foe returning once more? If so, do not be surprised if others remember you as well.

Emergency Protocol (+0 CP): As I've mentioned before, the balance of the human, EDEN, and digital worlds is in a precarious state. Honestly, it's a wonder why YGGDRASIL has not performed bolder actions before this point; but I digress. Given YGGDRASIL's history and the damage reality has suffered, there is a chance that extreme measures might be employed to repair these worlds should the crisis progress as destiny predict. If so YGGDRASIL would no doubt reformat the worlds; exiling foreign elements, returning all digimon to their world, and altering history to a brighter course. This would certainly bring salvation to many, but it presents an issue for travelers such as us.

Should such a thing come to pass Digimon would be sent to the digital world. As for humans, I predict their world's new history would be a rather mundane one; EDEN would likely remain, but digimon would be little more than a popular game, any trace of the Eaters would be removed, and those victimized would return to life or have their maladies undone. Hybrids on the other hand would likely have a tougher lot. They would be sent to the digital world, while Human history would likely treat them as if they had never been born. You are welcome to remain here of course, but should you wish to leave this world early and avoid being separated from your Companions I can prepare suitable contingencies for you to end this Jump following this crisis' resolution.

AI@BA (+0): The hero of a tale is often the pillar, the single point of stability in destiny's play. Yet this role is more mercurial than most. Their first partner, whether they're a boy or a girl... such things could change from one retelling to the next. Should you have a preference, your benefactor has assured that your expectations will be met. Alternatively, it would be possible for you to take that role upon yourself; becoming the destined hero of this tale. If so, I would recommend that you take **Connection Jump**. Either way, going on this path will ensure you'll join a certain detective by the end of the day.

Bot Catcher (+100 CP): Hackers have infested the corners of EDEN with artificial digimon. These pests would be minor annoyances or perhaps interesting sights; were it not for poorly

worded orders, poorer programming, or intentionally malicious parameters. A combination which generally results in them attacking any fool that gets too close to them, or happens to stumble across something they're looking for. As such, you will be doing everyone a favor, given you'll be forced to engage in some pest control. Whenever you venture beyond the safety of EDEN's major hubs, or secure domains, you'll regularly be harassed by these mindless digimon. Thankfully, most of them are rarely worse than Champions and never travel in groups larger than three; but this could become rather problematic should you explore the deeper reaches of Kowloon unprepared. If nothing else, at least you'll be able to accrue combat experience far faster than expected, and may make a bit of cash in the process.

Left on Read (+100 CP): A more advanced world often means it's easier to communicate with one another, yet it also means there are so many things vying for people's attention. You'll know this better than most, as unless it's an emergency or someone texts you first, they seem content to get around to your messages "eventually." Conversely, others seem quick to annoyance should you fail to respond to their messages in a timely manner. Expect to pay your friends surprise visits or pester them with phone calls should you need to discuss anything quickly, or to occasionally need to "make it up to them" when you make your friends feel ignored.

Local Access Restricted (+100 CP): For anyone expecting to conduct serious business in EDEN a fast and stable connection is a must... but few people can afford such connections in their home. Moreover, should you host an entire team of hackers... Well, it wouldn't be long before detectives show up to ask about the abnormal internet activity in your area. While any hacker worth the name knows a number of tricks to avoid such issues, none of them appear to work in your own private networks. Indeed, should you wish to explore the depths of Kowloon; you will have to do so from public access points. Thankfully, these places are free to use, but perhaps you should consider a netcafe if you plan on diving for long periods; if only for your own safety. **Digimon** on the other hand will find that major public areas have far better security and will respond rather strongly if they see a "hacker tool" approaching, making it harder to enter such spaces undetected.

Unusual Palette (+100 CP): It's normal to have your own likes and dislikes, but it seems you are quite the picky eater. The sheer aversion you have to certain tastes or textures is enough to block out a wide range of common culinary experiences from you. While you can certainly push yourself if necessary, anything outside of your comfort zone will take mental effort to choke down. Alternatively, you may choose to have a truly exotic palette; delighting in strange and exotic foods, and unusual ingredient combinations that leave in shock and awe of the ease with which you eat them. Worst still, you'll be quite insistent on "enlightening" others to a world of flavor unknown to them. After all, how can they say they won't enjoy your natto and cream cheese "sundae" if they never give it a try? Why, it even has a raw egg on top for texture!

Believe It or Not (+200 CP): To hear of it a curse, to see it worse. Most can go their whole lives without learning of interdimensional incursions, or demons. However, knowing of a thing builds an affinity; a resonance that reaches out into the world, and draws it into your life. To hear an urban legend is to become aware of signs you had missed, to witness it is to allow it to know

you, and as you seek out the truth so too will they seek you out. Until eventually your boring mundane days are long gone, and these things intrude upon your life; a truth you can no longer escape from. A story of an elevator whisking people away to a ghostly realm, would make it almost certain that you will experience such a thing once the conditions are met. While realizing that an odd reflection is in truth the ghost may see her finding her way to you again and again. So keep it secret, keep it hidden; lest this curse called “truth” spread like a disease. Better that your friends and family think you’re a little weird or flaky, than for what lurks in the shadows to know them as well. After all, ignorance is bliss.

But are they hot? (+200 CP): There’s nothing wrong with an appreciation for good company or natural beauty, but should you take this there’ll be little doubt you have an affinity for the SIN of Lust. When it comes to pretty faces in sexy clothing you are... far more forgiving than you should; more easily excusing problematic behaviors, or willing to jump through hoops to earn their affections. You’ll certainly have to fight off potential distractions more often than normal, and don’t assume surrounding yourself with digimon will make this less of an issue. Get strung along enough, and you might even consider showing off your hacker team’s secret hideout. After all, it would surely impress them, and there won’t be any issues if you keep a close eye on them right? Not that you’d have any easy time remembering such caution when met with intimacy. This by no means makes you a doormat or unable to learn from your mistakes, but you’ll need to exercise far more self-control than what would be expected of even a hormonal teenager.

D-Tube Star (+200 CP): Many digimon have adapted to their relocation in astounding ways, so it should come to no surprise that some have seen this as an opportunity. Whether you were impressed by their work, charmed by their passion or drawn to the opportunities they promised, by selecting this option you’ll find yourself contracted by an all-digimon production company. They’re certainly full of ideas, skilled at their jobs, and eager to introduce humanity to Digimon entertainment across a variety of genres that are sure to be box office hits. Better yet, fame is sure to be yours as your contract ensures you will have a starring role in most of their works. There is just one minor complication. Digimon do not believe in special effects or stunt doubles, and believe that adding in a few fight scenes is the best way to spice up just about any story. While they, of course, will not be trying to kill you, and genuinely want to both share their artistic vision and show the world your good side; they also pride themselves in the “authenticity” of their work. After all, fire techniques are just *so much better* on camera than makeshift pyrotechnics you know?

Failing or attempting to avoid your contractual obligations is... not recommended. Mostly as they’ll take such things as “creative improvisation” and will try to integrate your efforts into their latest work, if not rewrite their script to go along with your “inspired acting.” However, should you excel in your roles and truly give it your best; then not only will you leave this world with a collection of all the movies you had a part in, but you’ll regularly receive high quality movie productions inspired by your adventures.

Profiled (+200 CP): Due to EDEN's integration into all facets of society, your personal account is critical to your ability to function in that society. Everything from your access to school systems, personal banking, and more is tied into it. As such, it should come as no surprise that its theft is quite a problem; as you'll soon come to learn first hand. Not only does this mean that some hacker gained access to many personal files and systems before the right agencies could be alerted, but it also means whoever has your old account is capable of masquerading as you within EDEN. While you've been granted a temporary account in the meantime, such accounts appear to carry something of a stigma; bound to the unfounded belief that anyone using one must *surely* have been involved in some sketchy business to have lost their account in an unretrievable manner. Don't be surprised if neighbors or coworkers treat you like a potential delinquent until your name is cleared, even as a **Foreigner**. Of course, with how busy law enforcement is these days, it may be necessary to take this investigation into your own hands should you wish to clear your name in a timely manner.

Digimon on the other hand have run afoul the attentions of an annoying hacker; one skilled enough to have programmed a passable doppelganger that they use for their dirty work, and turn you into a convenient scapegoat for their machinations. I suggest you track them down and confront them before you find all individuals from both sides of the law coming after you in the name of their misplaced justice.

Counterweight (+300 CP): What is a shadow without light? Hell bereft of heaven? A hero without a villain? Only through meeting ones equal yet opposite can one truly flourish within their role, and now that opportunity will be offered to you. Where before your destiny may have been tied to allies and obstacles, now you are offered a nemesis. Though they may not be your equal in all things; there is no doubt that they will possess talents and resources that will allow them to stand opposite to you in ways that truly matter. Perhaps they will be the Moriarty to your Holmes, a mastermind whose intellect is peer to your own. The Lupin to your Zenigata, pushing you to greater heights and testing your skill; a precarious balance where success and failure dance on a knife's edge. Or perhaps they will be like Lex to your Superman; strong where you are weak, a mortal finding ways to trouble a demigod. The two of you will clash no doubt; not due to any callous coincidence, but driven by your very natures and desires. For though in another time and place you could have become powerful allies, here and now your goals will have you oppose each other, and they are no more likely to betray them than you are.

Devastating Toddlers (+300 CP): Digimon can take on some truly impressive form, but you quickly come to learn that such things mean little. That living tank may seem intimidating, but experience will teach you that the catgirl in dominatrix cosplay is the real threat. As such, I hope you're a quick learner as you'll no longer be able to rely on such superficial judgements. It won't occur every time you face a foe, yet you might gear yourself up to face a monstrous chimeramon, only to realize its code is held together by spit and cardboard. On the other hand, the baby digimon that's made that's decided to use your cellphone as its play pen may be the reincarnation of a demon lord; capable of treating a full team of Champion level digimon like toys to be gleefully smashed together. I'd recommend caution when facing unfamiliar threats, but then surely you know better than to judge things by appearances on the internet.

Tidecaller (+300 CP): Digital waves are the root of many of the strange happenings in the human world. In low intensities they cause electrical devices to act strangely, and may cause stranger sights in digital space. However, if they saturate an area too strongly the consequences are much worse; creating a dimensional “cyst” where the human world and EDEN blurs together. Needless to say, casualties are sure to follow between artificial digimon lashing out at defenseless humans or Eaters claiming their mental data. At least until the distortion can be resolved... typically by fighting whatever has decided to nest in the heart of the distortion. This is now something you will need to be cautious of, as you find that dimensional phenomenon, such as your warehouse entrance, and powers or objects that operate on principles foreign to The Network will both draw and intensify digital waves in your area.

A cantrip once in a while might be harmless, but greater displays are sure to cause distortions in nearby electronics; especially if performed in a given location too frequently. Bring out things that would have you hailed as a god in human form, and consequences are sure to follow. As such, discretion and caution is advised; lest your impatience or wrath turn you into a beacon for things best left beyond the borders of this world.

Withered Rose (+300 CP): Rie Kishibe, or rather Crusadermon, is a living tragedy. A once noble knight held as an example of heroism, reduced to a scheming spiteful wretch. She hates the Eaters for endangering her world and people. She hates humans for causing this disaster, and having the audacity to live as if nothing is wrong. Made worse by how the tattered remnants of her human hosts make the ugliness within their hearts apparent to her at every glance. However, most of all Crusadermon hates herself; an abomination that should have allowed itself to die, rather than be cursed with this mockerie of a life. How she loathes the poisonous words that now come to her so easily. How with the fluttering of eye lashes and a flash flesh so called “upstanding” individuals show the base animal beneath them. How she must fight against her every thought; unsure if it comes from herself or is a sign that the remnants of that vile woman encroach ever more on her selfhood. Were it not for her mistaken belief that her position offers her the opportunity to bring an end to this disaster by eliminating humanity’s “threat” and the belief she is acting in accordance with YGGDRASIL’s final message... she would have deleted herself long ago.

This is the person you must save. Not merely preventing her from destabilizing or dying at the hands of those seeking justice against her, but in spirit as well. To accept this challenge is to form a contract, an oath to YGGDRASIL itself, that you will save their wayward knight in their place. That you will aid her in finding beauty once more; in both the humans she so despises, and herself. That she will realize the madness she works towards, and turn to a better path. That when the curtains close, she will be able to look upon herself and smile; knowing that despite it all, she is still the noble rose of the Royal Knights. Do you feel confident in your ability to make this rose bloom once more? If not, shy away from this path, for failure here will mean the end of your journey.

A Tale Untold (+400 CP): Children stumble their way into another world. When faced with the strange creatures of this land, they face them not with fear but friendship. And so bonds that shall determine the path of destiny are forged. After all, an undeniable truth of these lands is that human children only find their way to the digital world when they are needed. It's a familiar tale, but one that barely began before the stage was set aflame. An innocent Watcher drawn too close to the spectacle, driven mad by the power within the hearts of children, and sparking a disaster like no other. With YGGDRASIL gone silent, the Knights scattered across worlds, and no digiDestined in sight... a darker tale is sure to unfold.

Yet, on behalf of The Light and Dark a come with an offer. To turn back the clock to that fateful encounter eight years ago before this world's innocence was despoiled. A single well timed intervention to alert YGGDRASIL of the coming disaster, and seal the digital world before that fateful Watcher can become an Eater. However, in doing so another problem will arise. Suspicious, YGGDRASIL will bare the door between worlds to all, and so neither the Dark or the Light will be able to aid these children; all but ensuring their story ends in failure... unless another is added to their tale. This contract will offer you a starring role in a tale never told. Whether you be a shield protecting the children from the shadows, that they may remain innocent and grow at their own pace. Be you a mentor, guiding them through the wonders and dangers of this world. Be you their friend, sharing in the joys and hardships they face.

Whatever role comes most naturally to you, be sure that it shall be needed; for without you the end of this tale will be most unkind. However, before you believe that your might and riches are enough on their own to set that ending in stone; do not forget: It is the choices of children, the strength of their hearts and bonds they forge, that will blaze the path to victory. More important than your strength of harms or ancient secrets you may teach them, it will be the moments you've shared and the lessons they have learned from you that will weigh the dice in their favor at the end of things. As such, even if you should fall during their journey or be cast into the deepest abyss; so long as these children fulfill their destinies, and save both worlds, you will have completed this Jump successfully. Though be warned, this is a duty, not an escape from the choices you have made here. How a Withered Rose has begun to rot may be different in this tale, but your promise to see it bloom would still stand. While digital waves may pierce YGGDRASIL's protections, should their tide answer your call.

Scenario

I... suppose there is one more thing I would like to discuss with you before you go.

A personal project if you would.

However, my condition limits my ability to directly explore the world you'll be visiting; while my obligations limit what I can do once there. Moreover, I am unfortunately a little too... high profile for my movements to go by unnoticed, and there are those who may have an interest in the materials I seek.

I can hardly ask an oath of you given the circumstance, but... if there's any aid you can offer I would be most grateful. At the very least, you can expect quite a discount from my usual services!

...

But I digress.

What I seek is **an ember of blazing courage**, **a shard of everlasting friendship**, **a spark of boundless curiosity**, **a plume of true love**, a droplet of undying loyalty, **a petal of unvarnished sincerity**, **a glimmer of enduring hope**, and **a wisp of purest light**.

While base examples of these are not hard to come across. The purity and potency I seek is... challenging to find, let alone obtain. My contacts suggested that Omnimon of the Royal Knights either knew or could be a source for two of these, and potentially provide leads for the others, but with his disappearance I have little guidance to offer at this time other than to seek out individuals who exemplify these qualities. Those who, in the right time or place, might leave their mark on destiny due to being true to themselves. I suppose objects whose very nature was stained by a great act fueled by these things could also work, but such relics would likely be hidden away or well defended.

Reward: As mentioned, I know that what I ask is no simple endeavor, and I will not hold it against you should you come short. Any information you can provide me, let alone if you can find and bring a source of these materials to me, will be rewarded. Be it through discounts on my services, monetary repayment, or commissions. Should you actually succeed...

I will reward you with a DigiLab of your very own. An extradimensional space that I can attach to your warehouse, or link to you as a standalone asset. Beyond the various features I mentioned previously, I would also include a replica of my own workshop and the tools I have refined through my experiences and research. The DigiLab will of course include the various safeguards I've developed; having the ability to establish access points to neighboring realms usable by yourself and other authorized individuals.

To detect it without your cooperation would require a truly brilliant mind, using specialized tools, well versed in dimensional mechanics, to be already closely analyzing the right location for the slightest of fluctuations. Even if detected, its active defenses are a fearsome thing; such that even Royal Knights would rather siege it than brute force their entry. To be frank, few civilizations have the words to describe what they could do to an intruder; let alone defend against them. As such, to slip through them would be an act of Fate... which is a feature I've come to indulge. Individuals with heroic destinies do have a tendency to find their way to it; particularly if their fate would be cut short, or they find themselves with no one to turn to. Of course, as unregistered individuals they'd be unable to do more than loiter in the lobby until you check on them, and booting them out if needed isn't much of an issue.

Lastly, with my condition rectified and obligations fulfilled... I would have a level of freedom I've lacked for... too long. While I lack any set plans at this time... perhaps traveling with a friend would not be out of the question.

Ending

And so your time here is at an end. Any lingering drawbacks will be removed, and any lingering injuries or maladies you may have picked up during your time here will be rectified. A final choice stands before you, perhaps a formality, but there's no reason not to do things properly.

Return to the Origin

Whether you've tired of your journey or have fulfilled what you've set out to do, there's no shame in this choice. You will return to your original home with all you've gained.

Curtains Ever Open

Why *should* your story in this place come to an end? Should you wish for a new home, you can do far worse than this world; especially with The Network presenting its own avenues for exploration. Your journey is at an end, but that does not mean your adventures must as well.

The Show Must Go On

Though for those like us, I suppose there was only ever a single option. You will leave this realm, and continue your journey.

Special Ending

[Requirement: Reach the end of the jump in good standing with Mirei]

Actually, before you go. Might I make a proposal? I've recently detected some *concerning* readings from a nearby world. Something is happening there that has drawn YGGDRASIL's attention, even with all the work they need to catch up on.

If you're willing, I feel like this issue may warrant further cooperation between us. Would you care to join me?

[Proceed to Digimon World: Next Order]

Notes

- **Manual Debugging** is cheap because it gives you an avenue to tackle these situations reliably; but in itself does not make you GOOD at them. If you wanna Talk No Jutsu people, you still need to have the means to keep them from plowing through you. That said, the conflict doesn't HAVE to be a fight. Even a children's card game or basketball could work so long as you were both putting your hearts into it.
- As intended, the **Symbiotic Factor** is 100% safe, at the cost of lacking the explosive evolutionary growth eaters are capable of. Eater-Human unions are traditionally powerful and stable... until something destabilizes the union, both you AND the eater start going crazy, and they inadvertently turn you into an SMT boss fight with similar collateral risks. Where separating you without killing you in the process is tricky to say the least. I have no doubt there's perks out there to jailbreak your Eater, but it's very much a "You may not live to regret it, and there may not be anyone left to curse your name afterwards" kind of gamble for your jumper. Especially since this hybridization is something that can be done intentionally through SCIENCE, or accidentally by the eaters making contact with the physical body of a human. When I said that only digimon can touch these things "safely" insetting, I meant it.
- **Connecting Hearts and Item Gods:** We know that yokai and such things do exist in the setting, and its implied that mythological events very much did happen in the past. We also know that people like Nokia and the MC from the main game have a knack for causing artificial digimon to become people. In theory, this could translate to the creation/awakening of item spirits/digimons, in much the same way that "normal" programs can spontaneously turn into digimon under the right conditions. Fanwank according to what your chain needs.
- **Knightforge and Humans:** As mentioned mythology and stuff is real to some degree, as are magical traditions. I imagine the Awakened State would translate as some kind of state of Oneness or "Having your Chakras in Full Alignment" or some such, but should otherwise work the same. Though I'd wager it means your background isn't "completely" mundane even if you don't grab Living Legend.
- **Non-Companion Artificial Digimon:** As mentioned, most artificial digimon used by everyone aren't people yet. Moreover, there's no conventional way to differentiate a non-sapient slowly becoming sapient from one that is glitching during those early stages. This is worsened by the fact that most A.D. that become Sophonts are...perfectly happy to keep doing what they were doing before. Most genuinely fail to realize this is something they should communicate or express to their users. As such, the most common way for a Sophont to be discovered is because they're asked directly to confirm existing suspicions, or something happens that leads the Sophont to displaying its free will and self-hood; like denying an order made by someone who stole their users digivice, socializing with someone that visits them, or directly contacting their user for some reason unrelated to its standing orders (i.e., asking for a treat, starting a conversation with its user, ect). Sophonts may be sapient... but they don't know much about social conventions or how such things should be applied to and by them now.

As such, artificial digimon who aren't sapient are mechanically no different from having a stock of robots in your warehouse. Any that become Sophonts here or during your journey should be considered Followers unless you decide to import them as a Companion at some point.

- **What are digital waves exactly?** It's... vague. Digital Waves are a flow of energy carrying "information," but we also know their "currents" naturally matched geomantic maps of leyline networks. In theory, that means geomantic measures might screw around with them; but it's also possible they're two separate forces that happen to overlap in the Tokyo area. Either way, we know this stuff can merge dimensions and punch holes through them in sufficient concentration. In theory, if you stop Crusadermon's plan there's a chance that YGGDRASIL won't need a full retcon to fix the dimensional damage... but that's up to you. Fanwank responsibly.
 - Coincidentally, all major public EDEN terminals and Kamishiro Enterprise's main building are located at the crossing points of several lines. It's a minor thing in the grand schemes, but important to Crusadermon's plot and I figure it's the kind of thing SOME Jumper's might get ideas from.
- **Data, Spirit, and Minds:** If it's not clear, as far as the creatures, abilities and forces from this setting are concerned; they're all one in the same. Digimon can be affected by Miko Arts, damaged yokai can be healed by healing programs, and the difference between "hacking mental data" and using a charm spell is one of means more than results. Yes, this means an **Old School** hacker can do some nasty things if they sabotage your digivice; sifting through or modifying memories is theoretically possible, and there's a whole Black Market for rich assholes body jacking younger bodies. In the best cases, they pay the families of brain dead patients for the opportunity, but there's some nasty people out there.
- **Eater Munchies:** When an Eater eats something the data is compressed, isolated, and then shunted off into their extradimensional network. In the best cases, it means the individual is basically insensate and unconscious until their mental data is released. If the isolation is imperfect, sanity and spiritual erosion is a serious risk... though with a strong enough will it's not impossible to endure it. That said, what they eat may lead to eaters evolving in odd ways so... try not to let them eat OoC stuff. Literally no way of telling how they'll react.

In contrast, when an Eater *damages* something; all of its structures and algorithms become "disordered" and "glitched", leaving it defective in a way that cannot be restored through conventional means. This is the primary threat they represent to Digimon and the Digital World, as a digimon killed by one might not be capable of turning into an egg or may turn into an egg but be too corrupted to hatch. We know that it's possible to fix this... but even the Royal Knights haven't found a way to do so at a large scale. If you come into this setting with high class purification/restoration abilities, you may well turn the entire situation on its head, and avoid the need for YGGDRASIL's retcon. Especially if it's good enough to purify the Eaters back into Watchers. Poor things were neutral

observers who had an allergic reaction to human desire and emotion, and it fucked up the whole hivemind. They're not malicious just... rampant/insane at the moment.

- **Eater Punching:** Unless you're a digimon or come packing some kind of protection against having your mind/soul sucked out of your body, or having an eldritch entity forcibly fuse your body to create a more powerful horror while it erodes at your sanity; Punching an Eater as a non-digimon is not recommended. This is something they can do **on contact** with humans depending on whether they're touching your digital avatar/spirit or your physical body. If you truly **MUST** punch eaters while only reliant on protections available in this jump either purchase **Hardened Coding** as an out of origin perk, or grab **Symbiotic Factor**. That way you can fight the bloody things without worrying about a No Save Just Suck effect hitting you due to accidents or carelessness.
- **What's the deal with Mirei?** Researcher part of a time that accidentally made a god-A.I., and got sucked into the mess of cosmic energies brought forth when it was born. Her body was annihilated and her soul/mind was thrust into the blind eternities without any safeguards. She *somehow* survived long enough to make contact with Digimon!Hell and Digimon!Heaven, and made a contract with them. We know her partners aren't just cosplaying, but are an actual digi-angel and digi-devil pair assigned to her; though they've since become genuine partners. Her connection to them serves to both prevent her from suffering existence failure, and allows her to actually enter worlds... for limited amounts of time. Her condition isn't so much fixed, as patched well enough she's not actively dying or incapable of interacting with other living things.

We don't know the specifics of what her side of the contract entails, but despite being dealt a bad hand she's surprisingly spent her second chance at life saving dimensional travelers, and supporting any kid or teen heroes she comes across. Typically serving as a source of exposition, a provider of gear, assisting with the development of deus ex machinas, sending her partners in to help during emergencies, and generally serving as a mentor figure to these newbie heroes. Not the worst choice for an ally tbh.

She ended up as the narrator since the intro for the Complete Edition involved Mirei breaking the forthwall, and walking the Player through the process of being inserted into and choosing the Role they would play in its story (i.e., did you choose to be the protag of the main game, or take control of the MC of the second) which felt benefactor adjacent enough to grab me by the muse and not let go. Well, that, and her kit means her running into a Jumper is... basically an eventuality otherwise.

- **OC Inspirations:** Most of the OC Companions aren't really based on anyone in particular. **Code Name: [ARSENE]** started as a P5 reference given the whole "This game is the Persona/SMT of digimon games" memes tied to it, but they ended up as their own thing. Feel free to play that up however much you like. **Hopeful Rider** is broadly inspired by Kamen Rider W as a series, while **Sins Unearthed** was loosely inspired by a writing prompt someone showed me ages ago. But the rest don't have a specific out-of-setting reference or inspiration I could point to.