By Regalus

This place seems familiar doesn't it Jumper? A digital world filled with strange creatures, inextricably linked to a world so similar to the one you used to call home. Where the bonds of friendship and virtues of your heart can shake the heavens themselves, and the weight of destiny falls upon long-since prophesied children destined to bring about a new age of peace as they fight against ancient evils. An idyllic place for adventure, no? Or at least it used to be.

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

Welcome to the Digimon World Jumper, or at least what's left of it.

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

Locations

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

1. **Village of Beginnings:** The home of Jijimon, and were all reborn digimon go to take their first new steps into the world. It's one of the sanctuaries in this world untouched by both the plague and the violence that followed it as even the infected seem to avoid disturbing the peace here. Humans and Guardians may choose to start here for free.
2. **File City:** Once the greatest metropolis and the jewel of File Islands, nowadays it's little more than a ghost town. Buildings left abandoned and in ruins during the great exodus long ago; though you might come across another traveler if you're lucky. The infected seem to rarely come through here, and a good chunk if the infrastructure is still in tact; if in need of maintenance. Someone with the right set of skills might be able to make something great in this old ruins, but that kind of job might need more than one person to pan out.
3. **Factorial Town:** A massive industrial complex that still runs to this very day. Machines, digimon or otherwise, are assembled and disassembled here every day; with warehouses filled with forgotten materials and projects, making it a treasure trove for any post-apocalyptic traveler! Though treasure hunters beware for rather than becoming feral it's machine digimon inhabitants have become dominated by their programming, giving it a killer security system. The clever might get around with ease if they're willing to navigate its labyrinthine sewers, and both the poo flinging and aquatic ferals that inhabit it.
4. **Ogre Fortress:** Now here's where the party's at! Home to Ogremon himself and his gang, this place has all the conveniences of the old city and is fortified enough to keep most ferals away. If you don't mind a bit of banditry the big green giant will be glad to have you on board, though if you're not part of his gang you might want to start running.
5. **Toy town:** Beyond the misty forest lays a wonderland of toys and play for all ages! With structures reminiscent of giant toys rather than proper architecture, this place would've made a great amusement park before the plague hit. These days it's inhabitants don't seem to know the difference between playing and fighting for your life; but if you manage to get the Tinmon back online they should be able to bring some semblance of order back to this place.
6. **Ice Sanctuary:** A breathtaking temple made of ice; it serves as an excellent sanctuary from the freezing blizzards that surround it. This is a holy where only vaccine digimon are accepted. Though it's silent now; seemingly empty besides the angelic statues carved from ice that stands upon the altar, and the frigid air that seems to emanate from beneath it. If you stay long enough perhaps you'll

feel a pull, a voice asking for help from the secret depths of its temple; though it could just be the wind.

7. **Darklord's Manor:** Oh my, it's been ever so long since the Count's had a guest! He's a bit busy at the moment, but pleased as punch to have you here! Don't mind the ghost and ghouls if they get touchy, they're just the live-in staff; and feel free to explore the grounds. And if you hear any unsettling noises coming from below, that's just the house settling; honest!
8. **Infinity Mountain:** Hard to see if you're unlucky, or really unlucky if you landed here. This place isn't in the best condition right now; large swaths of the structure being stripped from it's texture, leaving nothing but wire frame lines bleeding out binary code. If you're not careful you might even be spotted by *Him.* I can see how this might be a bit much for someone just starting out here; so I'll let you land in any of the other options instead if you like.

Races

Human: Ah yes, good ol' Homo Sapiens. Physically speaking they don't have much to offer in comparison to the natives; but their outsider perspective and alien nature has made them quite the game changers.

Digimon : The natives of the Digital World, data-energy life forms with powers and forms that defy humanity's understanding of conventional physics and biology. They come in every shape and size from winged angels and dragons, to androids and dolphins. Select a Training level digimon to serve as your base form during your time here; pick carefully since unless you have human partner you'll remain in this stage for quite some time. Alternatively you may pay **100**, **200** or **400** additional CP to start as Rookie, Champion or an Ultimate respectively.

Origins

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

All Origins are free, though some are only available to the Race listed next to them.

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

Summoned Kid[Human]: You've been a big fan of digimon ever since it the first toys came out, and have whiled away many afternoons ingesting everything related to it. You were completely over the moon the day you managed to scrounge together enough of your allowance to buy your own digital monster toy, and devoted yourself to raising your precious virtual pet into a true champion! However one day you came home to a surprise; your virtual pet acting rather strangely, and it's screen looking like a window instead of the usual dot-graphics.

Next thing you knew you were swept up in a beam of light as your body broke down to wireframes before being sucked inside. You awaken at your starting location sprawled on the floor and with a bit of a headache, while a familiar face you'd never thought you'd meet in person eagerly greets you.

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

Opportunist [Digimon]: There's no hiding it, everything's going straight down the toilet, and nothings going to stop it; but that doesn't mean you're going to mope around. If the end is coming you're damn sure going to make the most of your time left here; screw the rules, you're just looking out for you and yours from now one.

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

Perks

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

Antivirus [Free]: There's a real nasty bug going around this place that can make even the strongest of digimon little more than beasts driven by pure instinct and the drive to test their themselves against anyone they come across. While most folks in this world fear the risk of infection, you and your Companions won't have to worry about that during your stay.

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

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

Upon evolution each Digimon possess an intuitive understanding of both their bodies and abilities; allowing them to immediately employ even during emergency situations, and never having to fear that their new form might seem alien to them. That said, while all digimon know how to call upon their capabilities, actual mastering them will take dedicated time and training.

Adaptation Differences (Free/200CP Human): The translation from Material to Virtual world had a myriad of interesting effects on humans. Their flesh bodies inuring them to digital infections, and making them surprisingly resilient able to take far more punishment than they would have in the human world. Though perhaps the greatest

oddity is the affect the digital world has on their bodily processes. An entire day of running and hiking being equivalent to barely a minute of exercise as far as their endurance is concern; in fact a human could very well go on for whole seasons without once needing to sleep or eat, though they certainly still could when they wished. A feat impressive even to digimon whose only physical needs become the limiting factor in a partnership's mobility. Finally even their aging finds itself slowed by a similar factor; allowing an adult to live on for almost a century in the digital world, and remain in their prime!

These advantages are Free to all Humans so long as they remain in the digital world, but may be carried with you into future worlds for a small price.

Drop In

- **Timekeeper (100CP)**: Don't you hate it when you lose track of time? Well, now you won't ever have to worry about getting somewhere late again. In addition to a vastly improved sense of timing, you now have a perfect sense of time; being able to accurately tell the hour across timezones, temporal disturbances and even dimensions!. As an added bonus, this allow you to easily keep track of all of your appointments.

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

- **Trailblazing (200CP):** When walking around a new place, it's not uncommon for you to be one of the very few folks from home the locals have seen. Sadly, this usually means that those fews leave rather strong impressions, and that you're the one left to suffer the consequences of their aggressions. You seem to be the exception to this typical annoyance. So long as you avoid following your predecessor's footsteps, people seem to put aside their prejudices and judge you by your own merit. Keep it up long enough, and you might even manage to change their minds for the better.

- **Pathfinding (200CP)**: File island's a pretty big and confusing place; between the unstable landscape, and the sudden changes in climate, taking a wrong turn can lead to a pretty bad time. That's before taking into account the dangers of the local wildlife. Thankfully you've had a pretty great sense of direction since you arrive; not only do you always know which way each cardinal direction or landmark is in relation to you and each other, but your spatial awareness has increased immensely. With a little concentration you could practically call up a mental map of where you've been, making the navigation of countrysides and urban labyrinths a breeze for you.

- **Just Read the Label (400CP)**: When you're in a strange new world diving head first into things is a fast way to get yourself hurt; sometimes it's best to just take a step back, and give things a good look before you fiddle with them. Given how weird this place can be, you've gotten very good at studying your surroundings; allows you to pick up details in your surroundings with a passing glance. Hidden pathways, unstable ground, recently moved objects, unlockable chests, and objects that might be relevant to your interests just seem to pop out to you.

  Moreover, if you focus your attention on a single person or object you could quickly pick up numerous details about them as if you'd had a chance to thoroughly appraise them; allowing you to intuit the basic function and value of objects, information in a book or details about an enemies build. If you're really good you might eventually be able to guess the names of people you've just met! Just try not to be too creepy while you're staring at them like that…

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

- **Localization Glitch (600CP)**: Dimensional travel is a funny little thing; even two worlds which seem so much alike on the surface can be vastly different in little ways that end up having huge consequences. Moreover when dealing with lifeforms adapted to a specific reality, there's no telling what surprises will come

up if they're made to play by a new set of rules; and despite this strange land of digital monster's one should never forget that *you* are the true alien here.

Much like the humans who first visited this world, you may find your alien nature will reveal similar advantages when you travel into strange new realms. There's no telling what they might be before you arrive, and may not even be obvious when you first arrive; but they'll always be beneficial in their own way, ensuring you can not only survive in this strange alien realm, but also have a few unexpected advantages when compared to its natives.

Stumbling into a crazed dream-like realm might allow your more 'rigid' nature to impose that same stability unto your surroundings; even helping you resist attempts to erode or warp you by it's inhabitants. Alternatively, you might find that while in a spiritual realm your living body acts as a potent armor against the spiritual hazards of this place, and prevent its inhabitants from simply phasing through you and your possessions.

Needless to say, these benefits only last as long as you're in a realm alien to your current form; and will fade the moment you return to more familiar worlds, or change into a form more suitable to your new surroundings.

Summoned Child

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

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

- **Tender Love and Discipline (100CP):** Nurturing a young life is never easy; made even harder when you must prepare them for the future and whatever duties may await them. When that young life also happens to belong to completely different species things can get out of hand very quickly, and mistakes can often end catastrophically. Typically this means having to choose between them being happy, healthy, and disciplined.

  However despite all that, you seem to be the exception to the norm; always finding a way to figure out the best way to satisfy the needs of your young

wards (be they biological, intellectual or emotional), and what is needed of them. You could easily raise a baby dragon into a fierce war machine to defend a kingdom without having to sacrifice it's playful heart or having it nurse a grudge against those it's destined to defend, coach a group of talentless kids into all-star athletes without making them hurt themselves and lose their love for the sport, or even raise a young heir such that he not only looks forward to succeeding his parent but will actually be a competent king once he sits on the throne.

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

- **Digimaniac (200CP)**: When digimon came out as an IP in the human world it was *everywhere*. Comic books, toys, card games and even cartoons! That much material might be a bit intimidating to delve into for some, but you've been a fan since day one.

  In fact, people would be hard pressed to find anyone who knows as much about them as you! You know the difference between a palmon and an aruraumon, can list every possible digivolution of a digimon and it's requirements by memory, easily remember facts about them only mentioned as an afterthought in movie specials, and actually know what stuff like like "Jungle Troopers" and "Data attribute" means.

  In future jumps you'll find you'll have a similar knowledge regarding unique types of entities common to that jump; though it will be far more complete if there are any types of popular media about them in the world itself such as Super Heroes in a Marvel, or the creatures of Grimm in the world of RWBY.

- **I'm Okay With This (200CP):** People say that kids have pretty flexible minds. Give them a chance and they can adapt to just about anything life throws their way, and you exemplify this. Find out the internet is an alternate dimension? Sure. Wake up in a strange place surrounded by monsters asking you to be their messiah? Just take a minute to dust yourself off, and you'll get right to it. Need to negotiate with the king of a race of sentient poop piles?

  Your biggest concern is what to wear for the meeting. Stumble through a trap door into a realm made of twisted flesh and weeping blood where a necromantically animated dracolich wants to murder you? It'll take a few hours to get the smell off of you, but it's nothing you'll lose sleep over afterwards.

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

- **Battlefield Commander (400CP):** You know, for a kid you have good head on your shoulders. While in a stressful situation you never seem to panic, and can pick up the details in your surrounding at an astounding speed; no matter how chaotic that scuffle gets you can keep track of all of the combatants with ease, almost as if you could view the whole battle area from above. This makes it very easy for you to come up with all sorts of strategies to take on an enemy, and reduces the effectiveness of ambushes against you.

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

- **Eventful Travels (400CP)**: Humans have always been a big deal around here. Even if they might seem comparatively weaker than this world's inhabitants, wise digimon pay close attention to even the youngest members of this race. Whether they intend to or not, their arrival is always auspicious or inauspicious in some form, and change seems to closely follow in their wake like a comfortable cloak.

  You might visit an old manor just in time to find it's owner on the verge of death, visit a stadium and overhear how the local team is one player short to compete, or find a lost kitten which just happens to be the local ruler's missing pet. Whatever the case you'll always be able to recognize when these opportunities present themselves, and will always find them rewarding in the end.

  Filling the missing slot in the time might earn you some happy memories and lifelong friends, returning the king's pet might earn you a small cash reward and a guest room at the palace for the duration of your stay; while saving the lord might allow you to make a friend out of a man who would have been heavily prejudiced towards you before hand, and help spread your good deed among his fellows. Moreover, if you follow these chains of events diligently enough they may spiral outwards into grand experiences and rare opportunities you might have never had or missed had you ignored them!

  Curiously these coincidences seem to arise much more often when you have a specific long term goal in mind, with their rewards somehow aiding your efforts in ways you might find surprising in the long run. This effect can be

toggled on and off post-jump if you ever want a bit of quiet; but where's the fun in that?

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

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

  And when you stand for what you believe this inner radiance will shine through, allowing that same hope to blossom in others; sparking a wildfire of Hope through the despairing masses, and motivating them to push beyond their limits. In time you could even become a symbol of hope and a rallying force for the people of a doomed world. Lastly, so long as there is even the slightest desire to be better, even the most selfish or nihilistic of individuals might find a second chance through you.

Guardian

- **Actual Training (100CP):** What's this now? It seems that unlike most schmucks around here, you actually now how to fight! Whether its with tooth and claw, blades and missiles, or just your fists; you know both how to kick ass without relying on your special moves, and how to tactically employ your unique capabilities to make the most of them in combat.

  Not to mention possessing the rather rare talent of knowing when and how you should dodge, instead of turning every fight into an all-out slobber knocker. If you play it smart, you might even be able to take on digimon stronger than you without getting curbstomped!

- **Know Your Limits (100CP):** In the heat of the moment, when the world narrows down to you and your foe; it's very easy to lose track of the little things, but experience has taught you to avoid such common mistakes in combat. You'll never charge blindly into unstable terrain, recklessly push yourself past your

limits, or underestimate how badly you're hurt. Lastly, your training has steeled your nerves; ensuring you'll be able to follow through without having to worry about panicking or freezing up.

- **Built Like a Firewall (200CP):** They can whale on you all they want, but you'll stay standing 'till the very end. It's almost like you have an HP bar of some sort, allowing you to take damage without suffering any injuries so long as your endurance can hold out. Consequently, this means you can fight at your peak right up to the point this field is finally overwhelmed; at which point you'll be knocked out for a short while. Thankfully, this field is easy to recharge; a good meal will always give it a boost, while a nice long rest is guaranteed to bring you back up to full. Just don't get to crazy now; you can't get hurt, but you still need to worry about things like pain and knock-back.

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

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

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

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

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

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

- **Lifelong Learning (600CP):** Being the best ain't easy; it's not something you can just wake up as one day. It is a difficult path filled with many missteps and milestones across a long life; learning lessons you carry with you for the rest of your life. You, dear jumper, exemplify this mindset. You'll never get tired of learning new things, and you will never flounder in your efforts simply due to how harsh the road to your goal maybe. In fact if you so desired you grit will always outlast your body. In addition you'll never have to worry about the fruits of your efforts rusting from disuse; your skills will remain just as sharp as the last moment you used it.

  Finally, your progress and age will never cost your aptitude or talent; if you could train it as a child, you can keep pushing yourself as an adult. This applies to even more exotic tricks you've picked up: if you learned how to punch-splode enemies as a rookie, you'll still be able to as a Champion; and if you don't have fists anymore, I'm sure you can figure something out with those wings of yours.

  As a matter a fact, if you've truly reached the limit of your growth you may utilize your power as a catalyst for a grand transformation; reverting to a younger form, unbound by whatever limitations you faced as an adult, and with greatly enhanced potential beyond what you had before. Moreover, each time you do this a greater sliver of your power will remain; continue this cycle of growth and rebirth long enough, and there will be no limit you cannot overcome.

Opportunist

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

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

- **Curve their Enthusiasm (200CP):** Maybe it's your undeniable glory, your brilliant mind, or just how irritating they find you; but those who would have cause to antagonize you prefer to leave you to your own devices. It doesn't matter whether you raid a town once a week; so long as you don't do anything unforgivable they'll leave you and your minions alone once you make your getaway. Really, only those with a personal grudge against you or with abnormally high determination will even try to seek you out.

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

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

- **Finder's Keep (400CP):** Ever since the apocalypse there's been a good deal of free real estate just lying around; so it's not surprising you decided to claim a chunk of it as your own. Whenever you claim something as your territory everyone just seems to accept it; wild animals keep away or act on their best behavior, the locals will give you a wide berth, and you'll never have to deal with tourists unless they're looking for you in particular. In fact, you could even kick out it's previous inhabitants without too much trouble.Moreover, you seem particularly gifted at figuring out all the best ways to make the most of your new turf; from identifying the best spots to place fortifications, to easily identifying the best ways to use the resources in it, and never getting lost.

    Indeed, any construction project you set out to do in this area seems to be all but blessed; why you could build a foretress with a matching underground fortress and never worry about building in the wrong places, usign the wrong materials, or landscape accidents. Needless to say, this also makes you very good at repelling invaders and spotting spies; after all, no one knows your turf better than your crew.

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

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

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

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

Survivor

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

  In future jumps, you'll find you'll have little difficulties plying your trade; your knowledge updating to ensure you can perform in this new world at the same level of skill, and that any minutia needed to practice it professionally seem to practically take care of themselves.

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

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

- **Back in My Day (200CP)**: You've lived an awful long time, and seen a lot of things in your long life; in fact with the loss of civilization it'd be a shame if some tid bit were lost forever, but thankfully you don't need to worry about that. Your

mind is like a steel trap, allowing you to easily and quickly recall anything you've experienced; from a comedic encounter you had with a local veggiemon while visiting Toytown 60 years ago, to what you had for breakfast five weeks ago.

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

- **Conveniently Useful Wisdom (400CP)**: Maybe you have a long network of acquaintances that has held up despite the fall of civilization, a veritable library of teachings passed down by your ancestors, or hear whispers from the heavens. Whatever the case you don't live this long without keeping an eye on the world around you and an ear to the ground; so it's not surprising that whenever someone needs a bit of direction they come straight to you for help.

  You always seem to know some rumor or piece of interesting trivia that might be useful to the task at hand; often vague, just enough to provide direction when someone doesn't know what to do, but it will always prove itself useful in their endeavors. As consequence of providing constant advice, you've also gotten very good at counseling others; especially children and the elderly.

- **Licensed Wares (400CP):** A lot of things were lost during the fall of File City, but you've managed to retain (or rediscover) the secret to crafting executables! These deceptively simple items take the form of CDs and Floppy's disk; which when applied can alter the user in a myriad simple, and temporary, ways depending on how they were designed. Healing, purging ailments, restoring their energy, and enhancing the user's capabilities are quite common; while more esoteric things such as teleporting to a preset locations are also possible.

  That said this only represents the knowledge to create simple executables, and care should be taken when designing new ones as they may have unexpected side effects such as shortening the user's lifespan, confusing them, loss of energy and health over time, or causing other assorted glitches. Of course, you wouldn't try to cause such errors on purpose right?

  While you could try to learn this during your stay if you befriend the right people, this ensures that executables you create will work on nondigimon and outside of cyberspace in future jumps.

- **Send out the Call (600CP)**: No matter how wise or strong you maybe, there will come a time where your efforts are not enough. A time where there is no right choice, or when there seems to be no alternative to a terrible situation. When the time comes that you must admit to yourself that there is nothing you can do, you may Send Out a Call; a prayer for salvation from certain doom, and this prayer will be answered. You will come across someone who will be able to help you; who without a shadow of a doubt can resolve the situation in your favor.

  However, this being and their solution may not always be what you expect: If you seek to overthrow a tyrant on the verge of godhood you might come across their long lost child who might rekindle their humanity, a farm boy with the will to do what's right, or a veteran of many battles.

  Whatever form they take you can be certain that they can succeed where you failed, but they won't be able to do so without your aid in some way. The girl might be hounded by her stepmother's forces who seek to prevent her from finding her father before it's too late, the boy might have great potential but no actual skill or equipment worth speaking of, and the veteran might have had their spirit broken by many tragedies. However should you stick by them until the very end, nurturing their growth or shielding them from those threats beyond them, they will bring about a miracle.

Items

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

Drop In

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

- **Amazing Rod (200CP):** A brilliant fishing rod in your favorite color. Not only does it have an unlimited fishing line; but both it and the rod itself are unbreakable, and will dramatically increase your chances of successfully drawing your desired

target to it's hook. With this rod you could easily become a star fisherman capable of feeding yourself and others with ease, or even pull a dragon out of the water if you had the skills to match.

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

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

- **A Simple Laptop (400CP):** This here is the best computer you will ever find. With specs that would make a modern supercomputer look like a calculator, an unlimited battery, and perfect wifi wherever you go. Moreover, it will upgrade itself in future jumps; ensuring it will remain competitive even after you visit more advanced worlds. Of course, this alone would hardly warrant its cost; however this computer has a special little quirk. You see it's capable of working even in places where technology would not normally work; such that you may even take it with you when traveling into digital worlds. In theory, this could allow you to use it to perform feats that would be considered sorcery by the locals.

  Of course. figuring out how the code on screen related to the world around you, and using that knowledge in any practical way, would take inhuman talent in programming to even attempt; let alone to use safely and in a timely manner.

Summoned Child

- **Fan Credentials (100CP):** What kind of fan would you be without the swag to prove it. This is a veritable treasure trove of digimon paraphernalia; from cards and toys, to movies, comforters and school equipment. It's anything and everything a child could want from the digimon franchise.

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

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

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

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

  Though the real gift is it's ability to act as an all purpose training room for whoever is inside; allowing the user to custom design the perfect routines and equipment to make their partner's into true champions!

Guardian

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

- **Colorful Melodies (200CP):** You're now the proud owner of several instruments of the highest quality; guaranteed never to wear down no matter how often you

use them. However, their greatest feature is that each one may be attuned to an individual (such as yourself); this changes them to match your favorite color, and ensures you'll be able to hear it whenever it's played. Better yet, you'll always know the fastest way to get to whoever is playing; making it an excellent way for allies to signal you when they need a helping hand.

- **Sacred Tablets (300CP):** A set of stone tablets passed down through the generations, holding a wealth of knowledge in coded language that has an astounding degree of information density. It may take some time to decipher, but the wisdom held within will help you accelerate your training and mastery over your evolutionary forms by leaps and bounds, practically acting as a walkthrough for it.

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

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

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

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

  Lastly, as the owner you may declare a particular category of individuals to ensure that either they may never enter or that someone may only enter with someone of that category; this could be as broad as "Virus Attribute Digimon" or as narrow as "Blood Relatives" for example.

Opportunist

- **Funky Grooves (100CP):** A magnificent juke box with neon lights; it can play any song you've ever come across, even ones you've made yourself. Of course, any songs you play lack any exotic qualities they might've had; but the song quality will always be superb.

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

- **Mean Green Machine (300CP):** Not necessarily green, but definitely a beast of a machine. Pick land, sea or air. You gain a vehicle that can give even the best commercially available vehicle of that type a run for it's money; cars that can run down roads and wilds like greased lightning, compact submarines that avoid feeling claustrophobic and is just as fast on the surface or diving under the sea, or a helicopter that can take to the skies as easily and agile as any flying digimon. Regardless of which you pick, it will never need refueling or maintenance, and if ever damaged will be made good as new the next day. Alternatively, you may pick a Import an existing vehicle to gain these protections.

  For an extra **100CP** you can either pick a second vehicle, or give the first the ability to serve as a second type; from Amphibious vehicles to flying submarines. You may take this option a third and final time to pick the remaining option; though this last purchase is not discounted.

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

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

Survivor

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

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

- **Workshop (300CP):** A tool bag might be good for most tasks; but sometimes you need a place of your own. A space perfectly designed to optimize your performance, and make it easy for any potential clients to find you; whether it's a store, a restaurant, a pawnshop, or a clinic this is everything you could hope to have. In addition you'll never need to worry about having to pay for any leases or utilities; and people interested in your services will seem to be drawn to your locale no matter how discrete or out of the way it may be.

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

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

  That said, this protection isn't perfect as it's powered by its inhabitant's own desire for peace and tranquility; causing it to falter if the majority of it's inhabitants begin harboring hostile intent towards the outside world. Post-Jump

you may have your inactive companions spend their time in this village; allowing it to act as a warehouse attachment or dropping it into an out of the way corner of the world.

Companions

- **A Friend to the End (Free):** It's dangerous to go alone, but here you'll find someone willing to brave even the fires of hell with you. From the moment you meant, both of you immediately clicked; bouncing off each other in a way that made their company a constant joy for you, and complementing each other's personalities. They'll always look out for you, and help curb your negative traits; in time you'll both help one another grow as people, and fostering a bond that will never fade. Needless to say, when your time in this world comes to an end you went even have to ask if they want to come with you; they'd be insulted if you doubted it for a moment.

  If you are a Human than this is a digimon of the Guardian, Survivor or Opportunist Origin. Moreover, if you're a Summoned Child this is actually the digimon you had been raising in your Virtual Pet before being summoned here. If you're a digimon you may freely choose a human of the Summoned Child or Drop In Origin, or a digimon of a Origin of your choice. Either way they have **800CP** to spend on Perks or items, and an extra **200CP** to spend on personal gear. Alternatively, you may select two weaker allies; splitting the pool of points between them evenly. Of course, if you don't want to make a new friend you may import a Companion into this position instead.

- **LAN Party (50CP):** Of course, you might already have a crew that you want to bring along for the ride. If you select this option you can import a previous companion as a Digimon in the Origin of your choice, and a **200CP** stipend. They do not get the extra **200CP** to spend on items however. You may purchase this option multiple times.

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

not only are you assured to have a great first meeting; but you'll be able to take them with you once it's time for you to go.

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

Drawbacks

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

- **Card Revolution (+0CP):** With this the events of Digimon Card Battle are guaranteed to occur at some point during your stay here, and you're guaranteed to get involved somehow.

    - **It's Time to Duel (+300CP):**... Why would you pick this? Where once the rules of Digimon Card Battle would've been a simple tournament for fun with a dark twist at the end, now you seem to have entered a world completely obsessed with this card game! Everyone from military generals to feral digimon have decided that the only way to settle any and all forms of conflict is through highly spirited children's card games; for going even the use of their powers to do so.

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

- **Monster Bait (+100CP):** It seems there's something about you that just drives feral digimon wild; drawing them to you immediately in packs. You'll be hardpressed to go exploring without having to sneak, run or fight your way through several of them each time you're outside of a major town. It doesn't help

that they have this habit of pretending to be mundane objects, waiting for you to get near before they jump out at you.

- **Harsh Scheduling (+100CP):** It seems everyone is in a bit of a rush these days, and only has so much time to spare for you; and a little less patience to boot. Moreover, it seems like you're constantly ending up with appointments one after another; often forcing you to run from one end of an area to another just to make the cut. Don't think being a hero is going to give you any consideration though; if someone says they'll only ferry you from one island to another between the hours of 6:47pm and 7:17pm, then no excuse about "Rampaging monsters" or "the fate of the world" is going to change their mind.

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

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

- **The Tree of Life (+200CP):** Digivolution is a miracle, and astounding magical act where a simple creature can become something infinitely more complex and power. So miraculous in fact that no one seems to know how it works, and now not even how to predict it. No matter who you ask or what you try it seems to be impossible to guide digivolution in any meaningful way, and even the smallest mistakes you commit without knowing will result in a wildly different evolution to the one you want it. It's going to take *a lot* of trial and error for you to even begin mapping this out.

- **The Circle of Life (+200CP):** Digimon by their nature didn't even have a concept of death before Humans came along. They are hatched from their eggs, and then live ageless lives; spending decades or centuries living and growing as they try to reach the next stage of their evolution, before sufficient injury forces them to revert to previous stage or back to an egg. However, something about your entry has changed this in your digimon allies; as they go from babes to elders in a matter of months, before being reborn and starting the cycle all over again.

  Healthy habits such as nutritious diets, regular exercise and even the a few rare executables can extend their lifespan; but in the end it will only delay the inevitable, and unhealthy habits will actively shorten it. On the bright side, this will make exploring their evolutionary paths much quicker and easier; though any Out of Jump abilities will be proportionally weakened until they reach their previous stage of Evolution. If you are a digimon, this will also affect you.

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

- **Brown Eyes See All (+200CP):** Oh bother… it seems you've earned the ire of the king of all Sukamon due to your poor treatment of poo, and he has placed a dreadful curse on you. Should you ever take care of your bodily waste improperly (such as taking care of business behind a bush instead of using a portable toilet) you will be instantly be turned into a feeble, smelly numamon for the remainder of your stay.

  Moreover, even if you didn't leave waste before for some reason; this same curse ensures that you will need to use the lil' Jumper's room regularly. For an extra **+200CP** King Sukamon will be keeping an eye on all of your Companions as well.

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

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

  If you could reach the digital world again, all that you lost could be restored; but that's going to be very difficult without a way to contact people on the other side. That said, somewhere in Tokyo there is a Boy who might just be able to help you find your way back.

- **Jumped at the Call! (+400CP):** You find yourself in Primary Village just as The Boy arrives to the Digital World; if you're a Human than the two of you are childhood friends who were together when his Virtual Pet sucked both of you into this world. If you are a digimon then you are a native of Primary Village along with Jijimon and all the remaining baby digimon. In either case the Fate of your chain is inextricably tied to the Fate of this Island, and you will have to solve the threat of the blight if you want any hope of leaving this world. There's just one catch…

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

- **Three Strikes (+400CP):** And you're out. Seems like your data is particularly unstable, and combat puts this integrity at risk. Be crushed once, and your body will be wracked with pain until you recover. Face true defeat a second time, and the pain will be so immense you'll be knocked out for hours; and remain weakened for at least a day. Lose a third time, and your world vision will vanish from the white hot pain; when you reawaken you will be in primary village, trapped in the form of a powerless young child for the remainder of the Jump.

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

End Choice

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

Log Out: You've had your fill of traveling it seems, or perhaps your time here wasn't as pleasant as you hoped? Whatever the case you will wake up in your own home universe the very moment after you left. As a parting gift you may keep all your powers as a parting gift..

Post-Game Content: Oh? Have you fallen in love with this realm, or found something worth staying for? Either way I wish you the best of luck. You may stay in this world, living a long peaceful life as your journey has finally come to an end.

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

Hmm… what's this?

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

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

And yes, every world you go through that has a an abundance of electronics will have a Digital World of it's own you can visit; assuming it doesn't have it's own kind of Cyber World. Lastly, all digital life forms will be able to recognize you for the hero that you are;, and will be more than happy to befriend you or give you special consideration in future worlds; assuming your goals don't conflict of course.

Notes

- Digimon are naturally ageless, and even if 'killed' will simply respawn in primary village as a digiegg; though it might take a while for all for their memories to come back
- This jump takes place in a fairly "young" digital world, as such the Mega level doesn't exist yet; making Ultimate the current dead end. While it's certainly possible a jumper might find a way around this, such tasks are beyond the means of this Jump.
- This Jump only covers Digimon World 1, all subsequent games (including Digimon World 2 and Next Order) should be covered in future Jumps.
- 100 years ago a crew of humans arrived to the digital world, and things didn't go well for anyone involved. It's unclear who started it but a war broke out between both factions, leaving Analogman as the sole human remaining on the island. The rest either died or fled to parts unknown.
- No, Killing King Sukamon will not remove his curse if you took the **Brown Eyes See All** drawback; and will just result in you suffering from violent, fiery poops for the rest of your stay.
- Analogman is hacker of ridiculous ability who has had 100 years to study digimon and the nature of the digital world. He created the original contagion that

shattered life on File Island 80 years ago, and has been experimenting on the Code inside Infinity Mountain since then to further his knowledge. He has dozens of demon and machine type digimon as his mindless slave, and shortly after your arrival will have unlocked the secret to create fully fledged Ultimate Level digimon from scratch.

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

That said, he has numerous back up plans in case of his demise; such as digimon implanted with copies of his data, in the hopes of fueling his resurrection. Lastly, if canon goes accordingly he'll spend some time as a digital "ghost" capable of possessing digimon temporarily; with the goal of gaining a permanent human body… by beating its host in card game. Don't think about it too much.

- If you leave things alone, the Boy and his Partner will sort everything out on his own; yes even the dueling ghost. He might be a kid, but he's surprisingly competent for his age.
- The Boy doesn't have a canon name, but he does have the canon *nickname* of Mameo. If you choose that may be his name, or you may choose another for him.