



By Regalus

It is a time of great turmoil in the digital world. Not long ago all contact with the Yamato Server, one of the four largest servers in the digital world, was lost; and with it almost the entirety of the Digital Security Guard (or DSG for short) who had left en mass to aid the server. To make matters worse, a mysterious place has risen where the Yamato Server once was. This Doom Server is a foreboding land, filled with abnormally hostile and aggressive Digimon. Captain Leomon was sent along with the expeditionary unit to scout the new server, but they have recently been declared missing in action. His last reports indicating that a strange infection, that has since been designated as The X-Virus, had spread through the server; driving the digimon to lash out against the uninfected.

With Ophanimon forced to remain at the heart of the DSG's HQ to defend Terminal Area, and an even greater threat hiding in the shadows; it seems like all hope is lost for this world... except not every member of the DSG fell that day. There was at least one cadet held in reserve; too inexperienced to be sent with the main force, or to accompany Captain Leomon's unit. They will be the last hope of this world on the brink of disaster.

Looks like you have your work cut out for you Jumper.

Since you'll be spending 10 years in this world, here's a **1000 Choice Points**; you're going to need it.

Location

You'll begin your time here in the DSG's main HQ, and arguably the safest place in the digital world; with a rather relieved digi-elf greeting you. Normally this place would be a testament to digimon innovation and power; however it's a lot emptier these days, and Yamato's crash has damaged several of its systems. Without someone to bring in outside resources who knows how long it'll take to fix everything.

Speaking of which Ophanimon, the head of the DSG and your leader, wants an urgent word with you. Though you would do well to learn about some of the major domains you will be visiting.

1. **Death Valley:** The entry point of Captain Leomon's expeditionary team into the Doom Server, and their last known location before losing contact. This mountainous region is home to many monster and beast-like digimon, though the major faction present is the Goblin Fortress; home to many goburimon and ogermon. Unknown to all, Apokalimon lurks within the depths of this land; slowly recovering his strength after conquering the Yamato server.
2. **Dry Land:** A vast desert region filled with pyramids and ruins; home to many undead and insect digimon. Recently a shift of power has occurred, and Malomyotismon now rises to power among the enslaved digimon.
3. **Venom Jungle:** A sea of trees and wetlands filled to the brim with aquatic and plant-like digimon; an incredibly dangerous zone due to the sheer amount of toxins present in both the water and the local flora. Here Lucemon Satan Mode serves as the X-Virus' attack dog, seeking out threats to his dominance.
4. **Machine Pit:** Here lies the secret base of operations of the Mecha Rogues forces. An industrial zone filled with mines and factories, now turned towards the cause of the Mecha Rogues. Be careful as the damages to the infrastructure has turned it into a death trap, nevermind the roving bands of machine, cyborg and dragon digimon supplementing the Mecha Rogue's main forces. At the heart of this domain rests Mecha Rogue X, leader of the Mecha Rogues and source of the X-Virus.

Background

You are one of the newest recruits of the Digital Security Guard; having endured the training, and passed your lessons with flying colors. With the rest of the DSG deleted, returned to digi-eggs, or under the control of the X-Virus you are the digital world's only hope to stop this plague and unravel the mysteries of the Doom Server before it's too late.

As a digimon, begin your time here as a young Rookie of your chosen species; or import the rookie stage of a digimon form you already possess. As gender is a largely meaningless term for them; you may choose your own for free.

Perks

Now we're getting to the good stuff! You may choose a single **100CP** perk to gain for free, and gain a discount on a single option of your choice at each price tier.

Digital Body (Free): Your digimon body is crafted not of flesh and blood, but energy and code. As such you possess numerous advantages compared to such creatures. Your physical abilities are beyond that of a human; allowing you to run for hours without a break, and chop down trees in only a few strokes. Moreover, injuries will never make you bleed or cripple your limbs; instead slowly destabilizing your body. In this way, you can act at your full competency until your vitality is fully exhausted.

For an additional **200CP** you'll find this benefit crossing over to all your forms, rather than just being part of your digimon form. Moreover, as a digital life form your body will never degrade or have its capabilities limited by its shape. Making aging little more than an aesthetic choice, if you choose to do so at all.

Cyber Mind (Free): As a digital life form you possess an awareness over yourself that humans can only dream of; giving you an accurate tally of both your vital energies (measured in "health points"), and esoteric energies stored inside your body. Moreover, you always possess knowledge of the basic functionalities of your body and abilities; ensuring that no power you possess will be hidden from you, and should you suddenly find your body transformed you'll never have to waste time learning how to use it without looking like a fool.

For an additional **200CP** you'll find this benefit crossing over to all your forms, rather than just being part of your digimon form. Moreover, your awareness of your talents will reach such heights that you'll never have to fear growing rusty, or forgetting your options at a crucial moment.

X-Factor (Free): The X-Virus is a terrible blight upon this land; spreading like wildfire, and evolving to overcome the defenses of Mega Level digimon. Even legendary species such as Lucemon and the Royal Knights cannot defend themselves from its control. You, then, are an anomaly, whether by fluke of your DDNA or Prophecy's guidance, you are immune to the X-Virus in all its forms. Moreover, your anti-virus protocols strong enough to completely neutralize its presence within you, effectively preventing it from using you as a carrier.

- **X-Vaccine (400CP):** However you could be so much more. Rather than eliminating the virus outright, your body has developed powerful X-Antibodies after being exposed to the terrible virus. In addition to giving you an immune system powerful enough to overcome even the deadliest of supernatural diseases and corruptive forces with nary a sniffle, your body has learned how to cultivate the X-Virus to grow stronger; allowing you to absorb traces of the virus in others to improve your attributes and capabilities without the need of any special machines to process preserved viral cores.

This could even be used to purge an infected digimon if you could subdue them; though you could absorb the virus from their remains just as well. In future worlds you'll find these abilities may apply to other forms of disease and corruption.

- **X-Predator (200CP):** Your X-Antibodies have evolved even further, unlocking a greater power within you. With an exertion of will you can initiate an X-Evolution, in this mode you take on a sleeker and more predatory form that greatly enhances your capabilities;

such as a cyborg-dragon finding it's missiles and firearms upgraded to spaceage beam weaponry. However, it's taxing to maintain; leaving it best used as a trump card. Given time your X-Antibodies may evolve further, incorporating traits from other diseases and corruptions you've overcome to grant you access to new forms. Should you also possess **X-Vaccine** then you will find that your tolerance for these forms will slowly increase over time; perhaps one day allowing you to access these forms indefinitely.

Combat Role (Free): What kind of a Guard would you be if you didn't know how to fight? You possess combat training comparable to a soldier, and are well versed in how to use your more exotic talents in combat. Moreover, you've mastered the art of charging your attacks to increase their power; allowing even an average rookie to shatter boulders with a well placed strike. Of course, this training has made you familiar with live combat situations; ensuring you'll keep your cool in the field.

- **Attribute Paragon (400CP):** Ah, but you're more than just another trainee, aren't you? In some way, you excel far beyond your peers, in ways that seem to surpass the lines drawn by evolutionary stages. In fact, as you grow and evolve you'll find your chosen Attribute will rise alongside you; such that it will help you stand apart from your peers..

Choose One of Strength, Stamina, Dexterity or Wisdom.

- **Strength:** Where your fellow guardsmen might be able to break a large stone by martialing their full strength; you surpass them, not merely shattering stone half again your size, but being able to swing Champions as viable weapons. Of course, your body has been honed to allow you to use this strength without harming yourself, and your training has taught you how to use it without fear of accidentally breaking your weapons or foes.
- **Stamina:** Your physical endurance has more in common with small land vehicles than people; being able to take blows that would leave your peers in critical condition, and keep coming back for more. Moreover, most poisons and diseases are at best annoyances to you; assuming they can even overwhelm your monstrous vitality. As a matter of fact, your vitality seems to restore itself over time; allowing you to recover from even the most brutal beatings after a good rest.
- **Dexterity:** Thought and action blended as one, you move like lightning and dance like the wind; never needing to waste time thinking to move or react efficiently, and finding footing on even the narrowest or most unstable of terrains. Striding into the heart of an enemy formation, and flowing between their frenzied blows or striking them all down with sudden spin attack are all valid tactics for you. In fact, all your actions seem to take far less time than normal; allowing you to use even ponderous charge attacks in during hectic exchanges.
- **Wisdom:** Wise beyond your years, a veritable sage in this land of 1s and 0s. Riddles, puzzles and relics left behind by ancients have their secrets unraveled by your great intellect in short order. You need never fear your emotions dulling your keen mind, or acting with undue haste. Moreover, this enlightenment benefits you beyond simple scholarly and rationale affairs; greatly enhancing your potential for spell work. At whim turning a humble fire bolt into a mighty conflagration, or a rain of blazing arrows; something you can make great use of thanks to your immense reserves, and the swiftness with which they recover.

Weapon Specialization (Free): Of course, honored guardsmen like yourself can protect themselves with more than just tooth and claw. You possess basic proficiency in all manner of basic weaponry from swords and hammers, to firearms and pikes. However, in one category of weapons (such as Slashing weapons, bashing weapons, piercing weapons, or guns) is where you truly shine; easily putting your fellow cadets to shame.

- **Warrior's Soul (200CP):** What you have can't be called mere "talent". Where most digimon are content with their natural gifts; you've reached beyond yourself, dedicating yourself to a tool and made its power your own. Through countless hours of practice, you've forged a bond with a category of weapons that goes beyond simple mastery; etching your experiences into your code, and unlocking the power of "Fighter Mode".

This transformation modifies your form; such that it may express both your nigh mythical martial skill and it's own advantages in true harmony. In this way, granting you far greater control and precision over your form's capabilities; allowing you to develop techniques blending both your martial skill and exotic abilities, and serving as a focus for powers that may have been too destructive or wild to use normally. Through this a monstrous insect may become a chitinous knight skilled in electrifying swordplay; while a metal wolf might become a heavily armored werewolf who excels in cryogenic gunkata.

Basic Spellwork (Free): Every member of the guard is trained in the magical arts of Witchelny, and possessing an affinity to an element such as Fire, Lightning, or Ice. You'll find that effects aligned with that element are stronger when used by you, and harm you far less than others. Moreover, you will begin your time here with knowledge of a low rank spell that will allow you to attack your foes with your element, and a basic healing spell. In addition, as your skill and power grow you'll find yourself discovering new spells that fit well with your combat style; such as spells to slow and immobilize enemies if you focus on hit and run tactics, or ones to wear down your enemies and enhance yourself if you're an endurance fighter. For more information on this world's magic, refer to the Notes.

- **Element Mastery (200CP):** You don't just have a knack for your element; no, you possess a true bond to it. As such forces that call upon it heal you rather than harm you, and it answers your call with far greater ease and control; allowing you to cast spells involving it at half the cost, and exhibit the skill of an artisan when wielding it.
- **Precocious Acolyte (600CP):** A talent like yours hasn't been seen outside of the lands of Witchelny. Not only does spellwork come naturally to you, allowing you to learn and improve spells in half the time, but unlike your fellow guardsmen, the spells you gain are not limited solely to your nature and elemental affinity. With suitable experimentation, or a skilled expert to teach you, there is no spell you cannot find a way to cast.

Personal Storage (Free): Given their tendency to change size, species, and body configuration it's no surprise that things like "backpacks" and "pockets" aren't too popular here; which is why the DSG came up with an alternative. Each member has access to a personalized digital space capable of storing currency, equipment, mission critical items, and approximately a large backpack's worth of miscellaneous items they might decide to bring with them. Accessing these stored objects is as simplicity itself, simply willing them to materialize in your waiting hands.

- **Efficient Inventory (100CP):** Looks like the guys up-top managed to splurge for the deluxe version for you. Not only has your inventory's capacity tripled, but you can even activate items and consumables without having to extract them first. Make phone calls

without having to manually dial a phone, activate healing items while grappling, or just have a snack without letting your friends see the wrapper.

Group Up (100CP): It's dangerous to go alone out there; between hazards and rogue digimon, it's far too easy to find yourself in a tight spot. Good thing you're not alone. You're skilled at handling inter-team dynamics; helping to smooth over conflicts and allowing groups to work together like a well-oiled machine. With a bit of time, you could train a gaggle of kids into your own elite swat team.

Pathfinder (100CP): The digital world is a strange place. If one walks for enough they're just as likely to stumble into a highly toxic swamp, as they are an abandoned super-factory. It's no surprise that those of the DSG are highly trained scouts and dungeoneers; being able to navigate both industrial and natural hazards, while carefully mapping out the domain. In fact, you might find that your own mental maps are far more accurate than handmade ones; making it so you'll never get lost again... assuming no one sabotages you of course.

Survivor's Secret (100CP): There's a reason why they say that the better part of valor is discretion. You may be well trained, but your not unbeatable. From that point of view, it's not really cowardice if you avoid confrontation or flee from them; better to retreat and come back prepared, than stand your ground and die. This pragmatic truth has helped you prevent things such as pride or intense emotions from negatively impacting your tactical decisions; allowing you to realize that maybe it would be wise to run away from the dragon that suddenly appeared, even if your blood is singing with joy after killing its cultists. Moreover, you're great at applying this wisdom in the field. Whether it's tiptoeing around a pack of sleeping tyranomon, tricking tired guards, or fleeing like the wind after an ultimate decides to crash a fight; if there's a way to avoid a fight, you're sure to find it. Just the thing to make sure you're ready to stand your ground when it counts.

Kookie Komrades (100CP): When you're the last able-bodied member of your organization, you can't be too picky about who helps you. Oh, sure they might be a little *too* into Elvis, or have an ego the size of an eldoramond; but isn't the important thing that they want to help? To this end you've gotten very good at socializing with and befriending eccentric individuals; easily picking up on their quirks, understanding the meaning behind even their strangest expressions, and knowing when to flow with their oddities or keep them on track. Never again will you have to worry about losing your main supplier by accidentally insulting their keychain collection. You've even developed enough patience to avoid throttling them, no matter how frustrating they might be to deal with.

Domain Whisperer (200CP): Knowledge is power, and when you're trying to fight a force that erased an entire server you'll need every ounce of power you can get! Whenever you find yourself in a new place or in unfamiliar circumstances critical information seems to fall into your lap; especially when it comes to the dangers or special rules of an area. If you venture into a swamp some victim or scrap from a forgotten journal will warn you of its poisonous waters; while whispered gossip from a friendly maid might keep you abreast of the latest happenings in the manor. Regardless of how this intelligence reaches you, rest assured that you'll never go into a situation completely blind.

Jumper's Log (200CP): Did you dream of being a journalist or researcher before joining the DSG? No one would be surprised to hear it given the surprising proficiency you've demonstrated for documenting your experiences, and knowledge. Somehow finding ways to summarize your experiences in a manner that is both concise and easy to understand, yet also makes those reading them feel as if they experienced the events themselves. Perfect for debriefing even the most hard-assed superior, creating manuals even the most airheaded cadet can follow, or simply sharing vivid stories about your favorite vacation spot.

Fetch Questant (200CP): Your extensive experiences as both an investigator and a gopher have helped you develop a sixth sense for tracking down people, locations and objects. Targets concealed through exceptional means or a dearth of information may force you to take longer to find them; but no matter how well hidden you *will* find some trace of them, and regardless of how vague your information you will always recognize what you're looking for the moment you spot it. If you have **Pathfinder** these traces can appear within your mental maps of an area; allowing you to track down your targets without having to carefully inspect every square inch for their tracks, or having important subjects 'marked' on it for easy reference..

Civil Servant (200CP): As a member of the DSG you swore to protect and serve, and you do the latter with a smile. You've got an aura about you that makes you seem much more approachable than your fellows; allowing civilians to interact with you without your rank and talents intimidating them. This means that if anyone needs help with something they're likely to talk to you about it; even if they're the sort of person who'd normally keep quiet about their troubles. Of course, you're too nice of a Mon for people to let you help them without repaying the favor. Whether it's with an offered meal, a generous tip, or an unexpected gift; your labors will never be thankless, or go unrewarded.

Lucrative Advancement (400CP): Everyone knows you need to spend money to make money, but in your case, this is more than a simple saying. Whenever you invest or donate resources to someone they seem to become better at the services they provide. Businesses become more profitable and begin trading in higher quality or exotic stock, laborers and craftsmen seem to grow in talent by leaps and bounds, and forlorn inventors may one day bring their wildest dreams to life. Even a child running a humble lemonade stand could one day be the head of an international chain of gourmet fruit drinks with the proper investment.

Of course, no one starts up a megacorp on pocket change. So if you plan to raise a business up you better be prepared to pay the price, as the amount of resources needed to improve them increase with the quality and rarity of the services they provide; requiring that you increase your investments in proportion to their meteoric development, lest it slow back down to a crawl.

All-Terrain Digimon (400CP): The DSG is in charge of the protection of the Digital World; from snowy peaks and seas of trees, to scorching deserts and poisonous swamps. To these ends you've undergone unique training that has modified your code; allowing you to travel through even the harshest of domains without danger and with the same ease as a grassy meadow. Better yet, you've learned how to replicate these benefits in others using particularly grueling training regimens. At the end of the day there will be no place evil may hide, that justice cannot follow.

You Are Not Alone (400CP): Despite their mighty bodies and credulity straining powers; even the greatest of digimon is not impervious to the tribulations they face. The weight of a life of inconceivable length, the loss of loved ones, or being driven half-mad after being connected to a hivemind; there are many things that can scar them forever. It's a blessing then, that so long as you're around; they won't have to go through it alone.

Your presence is like a balm to those around you; easing their pains, both physical and not, and giving them the chance to truly recover from what they've faced no matter how crippling or devastating. Such kindness can never be forgotten, and should you ever find yourself in their shoes you'll find that your dearest friends and companions will bestow the same blessing on you through their love and support. Never forget Jumper, you are not alone.

Adaptive Learning (600CP): Many digimon live out their lives waiting for the day they digivolve. Others seek out strange items of power, or form contracts with even stranger beings to cheat their limitations. You've always thought they were foolish; true growth comes one hard earned step at a time. Perhaps it's something special in your DDNA, faith, or your incredible work ethic, but you can prove it. Each time you make use of a skill you find yourself improving little by little; regardless of whether you're training in a simulation room, researching in a dusty library, or fighting for your life. As if by instinct you'll discover new techniques and insights, improve old ones, correct flaws, and otherwise improve on your own comparably to those receiving dedicated mentorship. With enough time you could find your skills transcend your limitations; allowing even a Rookie to face a Mega on even footing.

Even the Odds (600CP): Faced with the might of the DSG evil will resort to the lowest of means to win. However, the DSG did not rise to prominence by allowing such cheats to get the best of them. Your training has made you an expert at evening the playing field when things have been rigged against you. If a mook would be no threat to you, then a swarm of them would be little more than a distraction as their numbers simply provide a target rich environment. Traps will be swiftly identified, and your spatial awareness will ensure you never forget their locations even while partaking in a fast paced battle. Meanwhile gargantuan foes will inevitably have weak spots exposed, if not created, or otherwise find their immense bulk turned against them rather than render your efforts ineffectual. In the end they might make you sweat, but the only way they'll beat you is by proving themselves your better.

From on High (600CP): Curious... in this world only a handful of people can hear the voice of Prophecy; the High Seraphs, leaders of the DSG, and now you. It's thanks to Prophecy's guidance that the DSG has managed to defend the digital world despite the many individual servers that compose it. As the benevolent administrator of this world Prophecy is a source of information rivaling that of even the greatest libraries and intelligence networks to those who request answers from him. It will even provide you sudden insights to aid you in desperate situations, or warnings of otherwise unknowable threats. However as recent events have shown it is far from perfect. His sight cannot easily observe forces that are truly alien to the world, and the truly powerful can hide from it for a time with the proper skills.

Taking this perk will ensure that Prophecy will be able to continue to advise you in future worlds; though as an outside observer his insights will not be as all-encompassing as they are here. So long as act in good faith Prophecy shall be a priceless comrade throughout your journey.

Items

Now before I send you off here are some toys you might find useful. As an extra bonus you may choose **2** items to gain a discount on. If you choose to apply your discount to an item worth **100CP or less** may get it for free instead.

Basic Gear (Free): Everything a proper guard needs to get the job done. You receive a beam pistol, a melee weapon of your choice, and a basic Armor Core that will provide a significant defense against Rookies and some Champions. Armor Core's are a peculiar piece of equipment; in so far as rather than being worn it's assimilated into your code to provide its benefits. Contrary to what you may expect, it's as easy to remove and put on as a shirt. The beam-pistols on the other hand, are lightweight, and don't do that much damage compared to your melee weapon; but they never run out of shots.

- **Elite Gear (100CP):** Somehow you managed to earn Princemamemon's favor, enough so that he was willing to gift you with a few toys from his personal collection. You'll begin your time here with a masterwork quality weapon and armor core; allowing you to take hits and dish'em out even to foes one evolutionary stage above you. Moreover, your improved armor core may enhance a single attribute of your choice, or grant you immunity to a common status ailment such as poison, confusion, paralysis, or stat reduction. If you already have weapons (single or paired) you're fond of, or an armor you're attached to you may import them through this option; improving their quality and gaining the traits listed here.
- **Evolving Gear (400CP):** Curious. When you hatched from your Digi-Egg you came out with something extra. This set of Armor Core and weapons feel completely natural to you; more of an extension of yourself than something you use. They will never dull, or break, and their weight will never be a burden to you. While at first, they may be no better than the basic gear given to all starting guards; you'll find that they will evolve alongside you no matter the heights you may reach, or how you may change. In your journeys you may come across equipment more powerful than them, but you will never find ones more suited to you.

Alternatively, should you feel attached to an existing set of equipment, you may import them through this option, and granting them the aforementioned boons.

DDNA Sample (Variable): A preserved sample of the DDNA of a single species of digimon, which when utilized will grant you access to that Digimon species as an Alt-Form. You may purchase a Rookie sample for **50CP**, a Champion sample for **100CP**, an Ultimate sample for **200CP**, and a Mega sample for **300CP**. Of course, for such a low price you've certainly guessed that there's a few downsides to this. For one you can't access forms of a lower rank; meaning that if you gain a Metalgreymon sample you will be unable to become a greymon or agumon. Secondly, while this gives you access the form... it doesn't grant you the raw power or exotic traits associated with that stage; such that even a Mega level sample will still be comparable to an exceptional rookie or a weak champion.

That said, their rate of growth and natural limits are far larger than those of a rookie. As such, the true power of that form will only be accessible to individuals willing to put in the time and effort to reach their full potential; and don't doubt that it *will* take hard work to even scratch the surface when it comes to more powerful species. This option may be elected multiple times, granting you a different sample; however, each purchase requires separate discounts to benefit from them.

Safe Zone (100CP): This metal plate can be deployed at any time by pressing it against a flat surface; after several minutes charging up it will produce a powerful forcefield large enough to fit up to nine individuals safely, and stand up against most things a digimon might dish out. Moreover, it doubles as a teleport beacon, allowing you to teleport back to base mid-mission and back, or call in reinforcements. In future worlds, you may even use this as a secure way to access your warehouse; though once you exit the warehouse you will return to the Safe Zone. De-activating it is a breeze as well, however doing so will render it inoperable for twice as long as it remained active.

Master ID (200CP): A gift from Prophecy itself; this code key acts as a skeleton key for just about any lock you may come across in the digital world. In meatspace it will instead allow you to bypass any kind of electronic lock, as if you had the correct password or ID on hand.

Helper Elves (200CP): This gaggle of digi-elves have been transferred under your command. While child-like and poor combatants these elvish creatures are experts when it comes to both logistics, homecare, and keeping up morale. They'll do everything they can to support you from the sidelines, so you can focus on more important work, and will always be there if you need someone to talk too or play with.

Heal Circle (200CP): Reminiscent of a Sci-Fi teleporter, this station can house up to 4 people at once and can fix whatever ails you. Those who stand upon the platform will be engulfed in a beam of energy; healing any harm or physical ailment they're suffering from, and restoring their internal energy pools to full.

For an additional **200CP** this station can be upgraded; restoring individuals rather than 'merely' repairing harm so long as you have a sample of an individual in their 'proper' state. Being more than capable of purging parasites, cleansing corruption, and even allowing partially mechanized individuals to become whole and hale again. Just remember, while this may restore them in body and spirit they may still need help to recover from the experience.

Companions

Brothers in Arm: No guard works alone. Each is part of a squad, a brotherhood, that stands by them through thick and thin, and often know each other better than they know themselves. You are no different. You may freely import or create up to 3 Companions to join you during your stay. If you select to have 3 they each gain **600CP** to spend on themselves, **800CP** if you elect only two, or **1000 CP** if you decide to have only one partner during your stay.

Platoon Leader (Varies): Here's a special offer for any extra friends you have waiting in the wings; allowing them to join you on your quest. **100CP** per friend you bring in, or **300CP** for 5. Each has one gaining **300CP** to spend as they see fit.

Drawbacks

Oh? Desperate for more points? Well, nothing in this world is for free. However, should you be willing to pay the price in otherwise we might be able to work something out.

A History of Service (+0CP): File Island, GAIA, MAGAMI... do these words mean something to you? Countless lives touched, countless enemies faced, and a legacy etched into the digital world. As a member of the DSG you might never come across them, but with this the Worlds will be connected and your story in this World will enter its next chapter.

Swarmed (+100CP): Was it what you had for lunch, or maybe they just hate your guts? Whatever the case Mecha Rogue 01, a bat-like mechanized lifeform, seem to harass you wherever you go. Be careful when you spot one flying by, as a swarm is no doubt nearby. That said, while unlikely to be a credible threat they'll certainly be annoying and never drop any good loot. For an extra **+100CP** it seems like all your foes find your face especially punchable, and will prioritize you over most other targets if given the choice.

A Surprise in Every Step! (+100CP): Not literally, but it will certainly feel that way with how you keep stumbling into traps. From shock panels to pit traps, and so much more; you'll certainly have an encyclopedias worth of first hand knowledge when it comes to them by the time your adventure comes to a close.

Royal Engagement (+100CP): Among the digimon of this world there are special ones known as "Royal" digimon. These rare variants are greater foes than the rest of their kin, but are usually so rare that you're unlikely to come across them. Now though it seems like you're guaranteed to face off against several of them whenever you venture to the outside world.

Password Please (+100CP): It's understandable that after such a disaster everyone would try to up their security, but isn't this a bit much? It seems like you'll have to jump through several hoops to get anything done here. Try to requisition a weapon at HQ? You need to pass a certification test to get licensed in it first. Go to explore a dungeon? You'll need to search for a key, or complete a puzzle every other chamber. Attempt to follow a lead to the source of the local X-Virus infestation? The last free digimon will decide to uphold their duty to guard the route; preventing you from passing until you receive their lord's blessing. Either way, expect your travels in this world to run into plenty of speed bumps.

No Messages (+200CP): Looks like the Mecha Rogues were far more thorough with the expeditionary party; ensuring that none of their messages survived their capture. Without their foreknowledge you and your squad will have to go in blind against the forces that took out the rest of the DSG; best of luck Jumper.

Vendor Trash (+200CP): Given the current state of affairs you'd normally need to rely just as much, if not more, on assets acquired in the field as those from HQ given how long it will take them to get their operations back up. However, you've been stuck with a nasty streak of bad luck as you rarely find equipment suitable for your use, and what you do find is often worth little and far worse than what you already have. Oh sure, you might be able to get a quick buck by selling them off but you'll be relying mostly on your skill during your time here.

Catastrophe Conga (+200CP): Now normally after completing an assignment you'd have quite some time to rest and train while HQ sorts through the information you've recovered, and locates the next priority area or simply waits for the next crisis starts up. However, those days are long gone; from the moment you arrive here you'll have to hit the ground running, often taking multiple assignments in quick succession with few days of rest between them. Not too surprising when you remember that you're one of the last remaining able-bodied members of the DSG; but at least you have your friends to shoulder the burden.

Fresh off the Grid (+200CP): There was a bit of a glitch when you were called up, and you've forgotten all of your knowledge regarding not only this setting but digimon as a whole. Hope your quick learner, because you'll have to learn the ropes as you go.

However, for an additional **+200CP** "bit" may not have been the right word as you've all memory related to your many travels. While your powers are still intact, it seems like your skills have suffered greatly by the loss of your memories; but I'm sure you're squadmates will cover for you will you find your way again.

Solo Run (+300CP): ... Or at least you did. Now you're truly the last Guard remaining. With Ophanimon stuck defending HQ and captain Leomon MIA it'll be up to you, and you alone, to unravel this mystery and save the day before it's too late. Not only does this mean that you will not arrive with any squadmates, but any other Companions, Pets and Followers will be unavailable during your stay.

We Can Do It (+300CP): ... Or maybe you'll wish you were on your own, as this world is hellbent on teaching you the value of teamwork. Important paths will be locked unless multiple individuals work on opposite ends of a room, foes may require precision coordination to outmaneuver, and any noteworthy obstacle will require everyone to chip in if you wish to overcome it an efficient manner. On the brightside, it'll give you plenty of time to get to know your squadmates and refine your teamwork.

Digivania (+300CP): The digital world is a big place jumper; even with teleporters you aren't going to root out a server-wide threat by just visiting a handful of random spots once. Prepare to become very familiar with the geography of the digital world jumper as it's gotten for more in-depth; with several additional dungeons per domain, and a whole host of puzzles which will require you to travel between them repeatedly to get anything done. Hope you weren't planning to resolve things quickly.

Tyrant Beast (+400CP) [Cannot be taken with Leomon Must Die Mode]: Unsurprisingly, when Captain Leomon is found he won't be his old self. After enduring horrifying experiences and narrowly avoiding the dark fate of being converted into a Mecha Rogue, it'd be stranger if he came out unphased. Normally the trauma of this experience would simply render him unfit for duty as he wrestles with his inner demons, and the left over traces of the failed conversion. However, in the end he would have provided key intelligence for the operation... now things are different. Leomon is not merely a victim, but the Mecha Rogue's ace in the hole; having been fully converted long before he could be rescued.

At first he will discreetly sabotage the DSG's efforts using all the trust and knowledge he's accumulated as a Captain of the DSG; biding his time carefully until he can cause as much damage as possible. Should he be caught, or a suitable opportunity present itself he will reveal his true nature; a twisted beast more machine than digimon, and the newest general of the Mecha Rogue army. On his own he is a match for even true Mega level digimon such as Ophanimon and Seraphimon, but when coupled with the Mecha Rogues numbers and his own military acumen he will become one of the greatest threats this world will have seen. His goal? The conversion of all digimon into Mecha Rogues, and the conquest of the digital world and beyond. Perhaps you can save him Jumper, free the proud lion buried within, or you can put him out of his misery; either way if you cannot stop him then the future of the digital world will be dark indeed.

Leomon Must Die Mode (+400CP) [Cannot be taken with Tyrant Beast]: Across the many worlds of Digimon there are many constants. The battle between good and evil, the strength of bonds, the power of miracles, and Leomon's suffering. In fact, most every iteration of him across the many worlds seems cursed to suffer terrible fates at his own hand or those of others; and while the good Captain managed to avoid death, and a fate far worse than it, he was left a hollow shell of the digimon he once was. But perhaps you can change that jumper? With your determination anything is possible, even defying Fate itself.

Should you accept this task your arrival will be quite different; rather than being the last surviving Guard, you will arrive in time to join Leomon and his expeditionary team to the Dark Continent. There it will be your task to ensure that he survives the expedition both able bodied and with an unbroken spirit. However, Leomon's doom will hang like an ever-present cloud over your efforts, ensuring that you will face great trials and dangers along the way. Many of which might claim the mighty lion's life without your intervention, and their threat increasing as the time of Leomon's original capture draws close.

However, should you succeed in this mission you will be awarded with more than the satisfaction of having saved a noble soul. Should you accept, Captain Leomon and the Expeditionary Unit (a squad of elite digi-elves) will be happy to join you on your adventures, taking up a single Companion slot as the digi-elves serve as Leomon's followers.

End Choice

Well done Jumper. Whether you succeeded or failed in your endeavors, you've managed to survive another 10 years in this world. As all ways, all drawbacks and maladies you've suffered have been wiped away; and as an extra bonus any nasty viruses or corruption you've picked up will be purged.

Now it's time to make your choice.

Honorable Discharge:. You've completed your duties here, and now it's time to go home and may keep everything you've gained along your journey. Make us Proud.

Career Guard: Once a guard, always a guard I suppose. You may remain in this world for the rest of your days Jumper. It's been an honor Jumper, take care.

Transfer Request: It's been fun, but with your duties fulfilled it's time to move on to the next world.

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Notes

- Prophecy is the Administrator in charge of the Network, a collection of Servers which form the Digital World. Much like GAIA and King Drasil, it oversees the servers and makes sure everything runs properly, with the DSG serving as his equivalent to King Drasil's Royal Knights. Not much is known about it as we only know what it says through its intermediaries. However, it has shown itself to be a benevolent figure with a keen sense of justice; often frustrated by its inability to act directly to aid others, and having to rely on the very beings he wants to protect.
- Canon never establishes what exactly happened with the Yamato Server before it was converted into the Doom Server; beyond the fact that a large chunk of the DSG tried to stop it, Apokalimon curbed them, and the X-Virus arose at some point during that mess.
- The Mecha Rogues are digital lifeforms, but not Digimon. We don't know anything about their origins, or motive behind their borg-esque takeover plot; just that they took advantage of Apokalimon's actions to put their own plan into motion. So if it becomes relevant to your jump, feel free to come up with whatever makes for a good story in your narrative.
- Mecha Rogue X is the source of the X-Virus. Take him out, and the X-Virus will die with him; freeing the surviving digimon.
- Magic in this setting is derived from the Witchelny system popularized by digimon such as Wizardmon, Witchmon and MedievalDukemon. Magic is a highly personalized affair, and usually Digimon don't learn new spells; so much as suddenly discover them in a moment of realization. These spells are usually in theme to the digimon's play style, with elemental spells being the first ones developed. Unlike most magic systems spells grow in power as your mastery of them increases, causing them to evolve through 5 stages of power; making them comparable to attacks performed by digimon of equivalent rank. These are Petty, Mega, Giga, Terra and Infinity rank spells. Overall, the spells you can learn to use fall into one of three main categories:
 - o Burst which deals with the sudden manifestation of some kind of phenomenon. This is where attack spells can be found, and is the home of both classical elemental spells, and things such as blasts of venomous substances, bolts of force, and even remote explosions.
 - o Force deals with the modification of existing targets. This is where you'll find most buffing and debuffing spells, as well as status conditions such as sleep or binding effects.
 - o Heal is rather self-explanatory; focusing on the restoration of targets. Doing everything from repairing damage to large groups, neutralizing ailments, and even raising the recently defeated.
- Witchelny system itself essentially treats spells as programs that execute a function in the world, the act of casting relies on the programming language you use. Some languages are more suited for certain tasks, others may be easier to decipher, but in the end you can eventually achieve the same goal. If with more or less effort depending on your approach.

Following this, should it be relevant to your narrative, **Precocious Acolyte** allows you to cast spells you normally couldn't access by reverse engineering spell effects rather than learning the original spell. By gaining an understanding of what a spell does, how it does it, and what it is; it allows the digimon to devise a way to generate the effect using their own "programming language", even if the 'common' form of the spell requires factors you don't have access to. In effect you develop a way to replicate the end result, rather than acquire the spell in question.

Change Log V2

- Typos have been handed, and a few options have had their wordign tweak for improved reading. If it's not mentioned here, it still functions the same mechanically or otherwise lacks noteworthy alterations.
- People can now import the rookie form of a Digimon form they already possess, instead of having to pick a new one.
- Attribute Paragon (Dexterity) clarified it buffs a balance and coordination too, not just speed and reflexes. (Wisdom) clarified that it boosts MP pool size and recovery like in the game
- Several perks had their names changed: Squad Tactics>Group Up, Exploration>Pathfinder, Greater Valor>Survivor's Secret
- Pathfinder + Fetch Questent synergize to give you a more effective minimap
- Purification rolled into Heal Circle
- Factory Reset rolled into Fresh off the Grid