Digimon MMO
(Alternative MMO for the Alterworld Universe)

Intro

In a rather terrible version of Earth where the USSR won the Cold War and became the dominant world power, the year is 203X. It is a dystopian world of horrors too long to get into here, but what would be considered X rated content on your original Earth are on basic TV for kids to see. To aid in the escapism of such a world; people invented virtual reality to the point that it started sucking out the souls of players and trapping them in new worlds. This is commonly called the Perma Event. In a few years this event will lead to a demon invasion of Earth and the death of billions due to the greed of governments and a Russian isekai protagonist.

But we aren't sending you to that game. Welcome, Digidestined, to the Digital World, but not like the others you have seen before. This version was created first to test how far the people could push time dilation in games and was retrofitted later to become an MMO RPG. To date it is the only game with such a manipulation of time. At the time of the game's launch it was a 1:4 ratio. As such, there is a high appeal for using the game for schooling and certain businesses. The downside is the game pod used to play such games cost as much as a new car and this limits the uses for the general public. Most of these schools and companies are located in a special city on the moon.

But, the Digiworld is a game about creating a team for exploration and battle. Unlike other versions, Digimon here are much lower in power levels. This is supposed to be a balanced game after all. All of this universe's MMOs tend to be about the same level in strength, but each has their own number values. A dragon can be taken down by a helicopter; an elite demon soldier can be killed by two full clips from an AK47 and so on. So do not expect your Digimon to be city busters.

Have a gift of **_+1000CP_** for character creation.

Starting date and location: You will start on the day you first log into The Digital World. You will appear in the starting zone on the moon. It will also just happen to be the first week of the Perma Event and you cannot log out. If you have an in-universe family, they will find your brain dead body in a game pod. Time in the jump will be based on perception. The end of your decade will be about the time Max, the main character of Alterworld, goes to war with the CIA and unleashes a demon army on Earth. But being trapped in this world means that you do not need to worry about that. You will be leaving just before all that happens or just after, if you wanted to stick around a bit to watch everyone freak out about being trapped in the MMO.

Opening Lore - Since the game's official launch there have been calls for the upcoming doom of the Earth and threat to the Digital World now that the DigiDestined have returned. Legends tell of a prophecy given long ago and still guides many of the top ranking factions. The time when the humans return from Earth, the end times will begin. Most players just assume it is a plot point to have nations and factions war for territory. But in the background the real movers and shakers have been preparing en masse for something. And then, just days ago, every faction went off like a kicked anthill. What they had all been waiting for has started and the great race for final power with an unknown timer has begun. This is when you start the jump.

Rules on partner Digimon/Totems – All players start with a single slot open for a partner Digimon and a single slot for an Appmon for their Digivice. They will unlock more slots for Digimon as they level up, but not for Appmon. Binding a Digimon to your Digivice is a willing partnership, although each person and Digimon will have its own reasons for agreeing to this. As such, Digimon can leave at any time if they feel the partnership is not working. Digimon cannot surpass their human's level and will be stripped of levels if they partner with someone weaker than themselves. Appmon offer overall buffs and support powers, but most just use them to manage their Digivice as a type of personal assistant.

Origin Races

Real Human – You started life as a human from the Earth. With all the friends, family and assorted life outside of the Digital World. Which might be a shame as you are now trapped as your newly made avatar. Welcome to the tutorial zone on the moon. Have fun selecting your class.

NPC – You are a Digi-Human, the local NPC style human that has lived in the Digital World since the beginning. For you, Earth is just a legend. You have a family, friends and an entire life in this world. You may select a class and start anywhere in the DigiWorld.

Digimon - A native species of this strange world and the main interest for many players. They are strange and powerful and follow a life cycle of violence to grow stronger. Once they consume enough fallen foes they can evolve into greater creatures, although this might not always make sense. If you want to start as a Digimon, you can start as a **Child stage for free**. **Adult will cost 100CP, Perfect 200CP and Ultimate 400CP.**

Stages: There are commonly seven stages of a Digimon. Formatted in the Japanese and English translations. This document used the Japanese translations.

Level 0	Level 1	Level 2	Level 3
DigiEgg	Baby1	Baby 2	Child
Digitama	Training 1	Training 2	Rookie

Level 4	Level 5	Level 6	Level 7
Adult	Perfect	Ultimate	
Champion	Ultimate	Mega	Super Ultimate
(Armor)	(Armor)	Burst Mode	
		(Armor)	

Appearance, Age and Gender

Character selection depends on your origin. All Digihumans appear like normal humans and come in the normal appearance. Player based people from Earth have the most freedom. Random colored hair and eyes, large anime eyes, weirdly sized limbs and sexual characteristics and more are at your disposal. Although they grant no special benefits, kemonomimi features can be added. For obvious reasons, there are a lot of players that stick out in a crowd.

Ages of both types of humans can be anything from appearing as 8 years old and up.

Standard gender options for humans are Male or Female options. Digimon have the aforementioned Male and Female, but can also be Neither. Digimon even come in a gendered version that stays with them throughout their entire evolutionary lines, when it makes sense. While you can have male or female V-mon, there is not a male Lilithmon or Angewomon.

Origin classes (Digimon do not get classes)

You start out in one of the many tutorial zones on one of the three moons. Everyone starts here with a special type of proto Digivice. Here you will be walked through each class and gain the chance to test each one out before finalizing your option. You cannot leave the tutorial zone before selecting a class. By the time you have selected, you should be a high enough level to keep a Child staged Digimon as a partner. After that, you may select to visit the human capital on the moon or head straight into the Digital World proper.

Be the Digimon Classes

Merger (Biomerge) A hybrid class of Spirit Warriors and Xros Warriors. Unlike Spirit Warriors, Mergers do have Digimon partners, but instead of fusing several Digimon together, the human will fuse with their partners to form a new creature. This fusion is almost always humanoid in appearance and can sometimes appear to be the human in armor themed around the chosen Digimon or even weird cosplay. Rarely will they appear in other shapes such as quadrupeds. Typically, they only merge with a single Digimon at a time as sharing a single mind can be disconcerting for some players.

Spirit Warrior (Season 4: Frontier) Spirit Warriors are those that have chosen to take on this role forsake having a Digimon and instead fight through the use of totems. This allows for the Spirit Warrior to temporarily turn into the selected Digimon. Upon selecting this class the Spirit Warrior is granted a Baby 1, Baby 2 and Child stage totems. Any Digimon can have a totem made for it. Each Spirit Warrior starts with a single evolution line available. They are able to customize their evolution paths as long as they have the required stats to use the totem and it is part of that Digimon's evolutionary path.
- **Totem Crafting (crafting profession):** This class specific crafting profession allows a Spirit Warrior to take several items and data chips from fallen foes to craft a totem for a specific Digimon.

While not required to progress yourself; many totems can be bought in shops, from other players or gotten as quest rewards.

Support Classes

Tamer (Season 3: Tamers) This class is more akin to wizards in many other games. Tamers use cards to empower their and other Digimon. Normally they are limited to a deck of 50 cards at a time with each card having a cooldown. This class normally relies on quick thinking and timing from both the human to select a boost and the Digimon to use it while it lasts.
- **Cardmaker (crafting profession)** This crafting profession grants a Tamer the ability to turn items such as data chips and other things into cards to be used by other Tamers, the more powerful the item the more resources it requires to make. These cards can be anything from attacks of rival Digimon, armors, items, stat boosters and more.

Trainer (World Games) A support focused class that's all about building up, and training their Partner; teaching them techniques they wouldn't normally have access to, in battle enhancements or intervention abilities with low costs and cool downs. A trainer works to build up a Digimon so that it can be as versatile as possible. They are known to have a special class ability to scan a Digimon and see its possible evolution line and all the stats required. Many Trainers will pick the final form of a Digimon and work their way back down to their current partner to help figure out the path needed. Other players and even wild Digimon often seek out a Trainer to see what they need to do to obtain a specific evolution or to buy a Skill/Attack modification.
- **Skill/Attack Data drops (trainer only)** Think of this like a TM from Pokemon, except these items drop from slain enemies. What drops is random every time, but can include things such as attacks or special abilities known to the fallen Digimon, resistances, profession/skill boosters (strength varies), ect.

Xros Warrior (Xros War/DNA Fusion) This class is a bit different than others. They start with two Digimon slots. The Xros Warriors can combine two of their Digimon (their own or that of another Xros Warrior) into a single Digimon. This skill will improve as both the Digimon and player's level increases. Eventually allowing the Xros Warrior to combine all three of their Digimon into a single fighter. This class has a lot of versatility and potential for those that can use it properly. There are common contests to make the cutest Baby staged Digimon through merging.
- If a Digimon has a split evolution line, they will be able to merge the data of both lines to form a new third Digimon line through DNA Fusion. This is a specialty subclass that few focus on as it requires certain upgrades to even start and many do not want to spend the time or money on obtaining it.

Perks - Take two 100cp Perks and two Professions for free and discounts at two per each ranking (200CP, 400CP and 600CP) for the Perk and Profession section.

Intro Cinematic (Free) When entering a jump you will be given a stylized cinematic of what to expect in the setting. It might not be too helpful, but will be nice to watch.

Gamer Interface (Free) Despite what some people might claim, this is a world running on video game logic. It is designed to be as balanced as possible between the classes. You will not see Digimon destroying the world by themselves. While in the jump you also benefit from this. You will gain levels, a skill tree, HUD and so on while enjoying your stay here.

Universal Translator (Free in jump - 100CP to keep) A wonderful thing about these games is their ability to translate all languages. It has to do with getting into the player's head. While you are here and enjoying this game, you will benefit from this, but if you pay an extra 100CP you can keep this wonderful translation tool.

Game Endurance (100CP) A great thing about the virtual world is that people tend not to get tired as much. There is still pain, but people can run or fight all day without worry about getting exhausted. While this is a common thing in the game world, you can keep this power when you leave. Such is the endurance that it cuts the need for sleep in half.

Being Accepted regardless of Race (100CP) A major part of the Digital World is all the different appearances and sometimes that can lead to a bit of racism. Some humans dustrust Digimon and vice versa. And still different Digimon distrust each other for many reasons. With this perk you will be judged on your merit and deeds rather than what you are.

Perfect Memory (100CP) Many perma players claim to have perfect computer-like memory, but it was revealed that was the actual computer systems storing their minds. Once the game worlds became fully real, that memory was lost. But, not for you. You will get to keep your eidetic memory.

Transmog (100CP) This grants you a catalog of clothing, armor and weapon appearance options as you come across them and will allow you to change the outward appearance of one item to that of another of the same type. This is just a physical change to the item and does not affect the stats.

Not everyone wants to see their robotic dinosaur in a crappy looking pink tutu, tattered leather jacket and sombrero. But those stats are just too good to pass up. This is not a normal profession in the game, but you could use it to make some money if you are smart.

Auto Looting (200CP) You have gained the best power of all, not having to dig through the guts of your foes to get their loot. This feature is highly sought after and comes with a customizable menu. The easiest default is it will take everything into your inventory, but you can select certain things, such as only money and items over a certain quality or others. The normal in game version stops working once your inventory is full. This version will see items first be deposited into any inventory power or system you have and any excess items teleported to a property you own; such as a warehouse, shop, treasury, ect.

Item Drops (200CP) It is common to find items on defeated foes. Such is the staple of many digital worlds. For you, it is not only in video games. Monsters and enemies you defeat will now drop items related to them. Money is common, but rare items can be found. For class and profession specific items, this will extend into future jumps. For this purpose, your party members such as your Digimon and other people in your group or raid will help count for the kills of this perk.

Team Building (200CP) With so many types and combinations of Digimon it takes a keen mind to make things work. It is easy and common to see some Digidestined struggle with keeping their teams working together. You have become a master of training and managing team dynamics. Little things such as elemental types, personality differences, faction loyalty and more are just things you can use to help build stronger trust and cooperation. With your help, even once bitter enemies can learn to work side by side.

Title: Champion of <Insert Faction> (200CP) You have gained a powerful bond with a specific faction in the game. This comes with setting all hostility to neutral, although they will still fight you if you attack or provoke them. This will also allow safe travel through their territories and increased reputation gains with them. Post jump you will be able to select a major faction at the start of a jump to gain their favor.

 Auction House (400CP) Auction houses are a great place to buy and sell goods and services. They are typically limited based on the size of the town or city they are in. With smaller towns only reaching nearby and capital cities being able to reach all other Auction Houses around the world. With this you do not need to be in a capital to enjoy the pleasure of auctions. You can now open up a capital tier (world spanning) auction house menu at will and start the fun. Everything from setting up, to auto selling items straight from your inventory, to auto buying specific items when they appear in the auction and more. In future worlds the auction menu will be taken care of by a third party and will see things bought and sold as normal. There is no fear that you will lose access to this world's items. They will continue to appear in the Auction House while in other worlds and it will update to offer items from worlds you visit.

Why Do I Like You So Much? (400CP) A great thing about quests is they help improve reputation with a faction. Some view this as an annoyance and others see it as a challenge to max out all of their reputations. From now on, helping people will increase your reputation in their eyes. It can't just be petty things. It must really help them or be something they asked of you. The bigger the request the larger the increase. But with all things it becomes complicated. The higher the person's ranking the more reputation they can grant you. A peasant farmer might offer larger fame in their hometown, but not much in the kingdom as a whole. But helping the local ruler would help kingdom wide. With the right effort you might be able to befriend your most hated of enemies.

Not Dead Until The Last HP (400CP) A great part of being in a game is that you can keep fighting until the bitter end. Missing limbs, spilled guts or spikes through your torso. As long as you have at least 1HP and the required limbs you can keep going at full force. After this jump you can toggle a health bar to activate this ability. It will factor in how strong and durable you really are at the time.

True Names And True Souls (400CP) The spark of the Creator God is within humans from this Earth. By signaling out a soulless and granting them a unique name, you can share your spark with them and grant them a special celestial mark. You have selected them out of millions of identical copies to be reborn and enter the cycle of reincarnation. No more will they need to fear oblivion upon their deaths.

Another Class (600CP - can be bought multiple times) Almost all people are limited to a single class for a reason, but as a jumper you can cheat the system and pick up another class gimmick. On paper you will be your primary class, but still have access to the other class's features. Expect a lot of attention from everyone if you take this and make it obvious; although, some of the early game testers are rumored to have a second class though unknown means. Examples could be taking Trainer/Spirit Warrior to fight beside your Digimon. Xros Warrior/Merger to merge with all of your Digimon at once. Spirit Warrior/Tamer to boost yourself with cards and so on.

Respawn (Free while in the Digital World - 600CP) Due to being a game people tend to die a lot. And with death comes the inevitable respawn. While in this jump and within the Digital World you can respawn upon death. Due to the different mechanics of other games and even Earth, death is more permanent unless someone actively revives you. You must select a respawn location (can be anywhere) and when you die that is where you will appear.
- **Free and default for everyone -** Upon death you will drop a gravestone (customizable) that will hold your gear, inventory and any bagged items you happen to be carrying. Items in special folders of the Digivice will not be dropped. Such as a Tamer's deck Box, items in the Totem Archive, Armor Digi-Egg Directory, Card Binder and anything in the transportation section. You have a day to reclaim your dropped things. If not, the gravestone will be teleported to the nearest city for a week before all of your items are destroyed. If you are caught player killing (PvP) a percentage of your items (chosen randomly) will be lootable. The percentage is based on how many players you have killed outside of designated zones.
- **For 600CP** you will not have to worry about losing any items while in this jump. Not even a need to worry about PvP penalties. Upon death, you will just respawn as your designated location with all of your gear. If you die outside of the Digital World, you will just reappear at your last respawn location in the game. After this jump you will get to reincarnate similar to a Digimon. You will respawn at your marked location in an egg. During this time you can select any sapient race in the setting and hatch as a baby for that species. The downside is that you will be a baby So factor that into your plans when you set your spawn point.

Russian Isekai Protagonist (600CP) Okay, hear me out. You might think you understand what it means to be an isekai protagonist, but the Russians are on a whole nother level. You will not have the luck of Alterworld's Max, but it will be high. Fate will seem to cause random encounters and comments to guide your path to greatness. Before long you might find yourself going from a nobody to the high priest of a god with a legion of loyal followers through a series of seemingly random and impossible encounters. But be warned, fate is fickle and swings both ways. To raise you up might cost the lives of many innocent people.

The Perma Event (600CP) The perma event was started because the collective minds of humanity started forgetting that games were just games. Their belief in the world and people breathed life into these new worlds. This had the unfortunate effect of causing many new worlds to be created that would never be stable. It also caused worlds to greedily take the souls of humans to try and fill themselves out. ONly leaving a brain dead husk behind.

You can now create a stable perma event. Worlds will only begin to absorb willing souls once enough people desire that world to be real. If 200,000 people all want to be in that world or make it real they can join together to become their avatars. These people will instinctively know what is happening and that they have the choice to stay or go to the new world. Worlds start to fully mature over the course of years or around a million souls.

**Digimon only perks** - The following are perks only for Digimon and will become innate abilities to them. Humans can gain these features as upgrades to their Digivice in the Item section.

Digimon Disguise (50CP) (rare) – Grants a Digimon of Adult or higher stage a non combat human appearance. Only support abilities can be used in this form before switching back. This modification is sought after to help with size management, help sneak Digimon into human only areas and for those seeking more carnal relations, but the parts no longer match up.

Slide Evolution (200CP) (very rare loot) - This allows for one Digimon to have a second evolution branch starting at the first stage, Baby 1. The item granting this is destroyed to unlock this potential and a new one is required for each Digimon. A downside to this is that each line needs to be trained and leveled as the total experience points of the target Digimon is taken and divided among the two new lines. This can de-evolve the Digimon into a weaker form. It can effectively double a Digimon's potential power, but also slows its growth as a cost. Your version can be toggles to allow experience points to be divided up into either line as you wish.

- A digimon with this can DNA Fusion or Jogress with itself if it has the power to or provided by their human. Both sides will count towards the total data required for such a transformation. This can create a subclass of the Xros Warrior which allows for their Digimon to gain a third evolution line by merging with itself.
- Each branch of evolution counts as a separate alt form
- A Digimon with this can willingly regress to a previous evolutionary stage if they wish.

Expanded Inventory (200CP) Your inventory has gotten an upgrade to a full 1,000 slots. This will also come with a 5,000 slot bank account that can be accessed in your warehouse, treasury, bank or any other place where valuables are normally stored.

Homeward Bound (600CP) One thing that is common in many Digimon series is the power of a Digivice to move between the worlds. This is not something that you can find in the game. It is a privilege granted to a select few. While in this universe, you can now use a computer with an internet connection to open

a portal between the Digital World and Earth as default. While on Earth and while the perma event is ongoing, you can use this connection to travel to any other active worlds. While the portal is open you can move people between these worlds. This could allow you to start saving people from crappy and doomed games or jump start an invasion, such as Tetris Online.

This is a highly sought after ability and will make you a target of everyone if word gets out. Not only other players, but every faction and god in every game you visit and every government on Earth. In future jumps you can use this to scan for and detect weak points in the fabric of reality to open stable portals between two connecting realms.

In game Professions (2 Free - 200CP for the third, 100CP for the fourth and 50CP each after that)

There are a number of jobs a person can pick up during their stay. Although there is technically no limit on the number of professions you can take, many people will never reach grand master due to difficulty in some. Each profession levels at different speeds and has different requirements. Some are even considered worthless due to the amount of money that has to go into them. Others are often ignored by players because they must be completed in real time.

Professions can be obtained from a proper profession trainer for a fee or quest and come in ranks that must be mastered before moving on to the next. Each rank above Apprentice grants a single selectable bonus from each tier to items crafted or harvested by the player. These bonuses can be stacked if you select the same bonus for each rank to increase the effect.
- Apprentice - No bonus
- Journeyman - 3% - crafting speed reduced, material costs reduced, base stats increase, random new stats/attributes on item, chance of item rarity upgrade
- Expert - 6% - crafting speed reduced, material costs reduced, base stats increase, random new stats/attributes on item, chance of item rarity upgrade
- Master - 9% - crafting speed reduced, material costs reduced, base stats increase, random new stats/attributes on item, chance of item rarity upgrade
- Grand Master - 15% - crafting speed reduced, material costs reduced, base stats increase, random new stats/attributes on item, chance of item rarity upgrade

Buying a profession will start you in the Journeyman ranking with attached subcategories. Not the best, but you won't need to grind out the early levels. Listed below are some of the common professions and a few of their subcategories. Learning one subcategory will not lock a person out of learning the others.

Class Specific
- **Card Crafting (Tamers only)** Tamers can take data, items and more to craft cards used by them. These give their Digimon temporary attacks, abilities, weapons, armors and vehicles. Card crafting can rely on other professions to help make items. The cards can also be used to play the Digimon TCG.

- **Totem Crafting (Spirit Warriors only)** Totem crafting takes so much prep work that many just find it easier to buy them from the auction house or other markets. The Spirit Warrior will need data chips of the Attribute: Field/Family, Elemental type, evolution stage and most importantly special chips of the Digimon in question to finish the blueprint. Most of these can easily be bought from auction, but that last chip is much rarer and enough are needed to craft that Digimon. Without it you can attempt a totem, but it would be a random totem that follows the criteria of the other items presented.

Region Specific Professions - Witchelny

- **Magic (First purchase grants two schools at journeyman, additional purchases only grant a single school) -** Taught in the schools of Witchelny, it is a strange and difficult thing to master. Magic is considered a combat profession and is commonly learned so that humans can fight alongside their Digimon friends. This profession even changes a bit from the rest. Each school offers different types of offensive, defensive spells and at least one healing spell. Light has the most healing abilities. Magic can use elemental blasts, barriers, fly, teleportation, healing and more depending on the school they focus on.
    - Elemental schools: Dark, Earth, Electric, Fire, Light, Neutral, Plant, Water, Wind
    - Unlike other professions the rank up bonuses are different, but still the same percentages
        - Casting speed reduced, offensive increase, defensive spells protect more, healing spells heal more, and spells cost less resources.
    - Ranking and damage output depends on evolutionary level or capability; Apprentice (Child), Journeyman (Adult), Master (Perfect), Grand Master (Ultimate), Super Ultimate (Sage)
        - Magic users can gain one Elemental School per rank, but must return to Witchelny to train and gain new spells.
- **Enchanting (Production)** - Depending on someone with skills in magic, this is the art of using that magic to grant increased abilities to items and goods.
    - <u>Runes</u> are an ancient art of inscribing simple lines and glyphs into weapons and armor to grant them increased damage, defensive properties,or elemental affinities. Each profession rank allows for an additional rune to be inscribed and chained together.
    - <u>Talismans</u> are simple single use enchantments. Typically a small piece of paper with a spell written on it.
    - <u>Item Enchantments</u> Many other items gave different types of enchantment. Such as a magical broom that Witchmon rides, crystals that give light or magical tomes that can read themselves out loud. This is a broad category of non battle related items.

General Professions for all
- **Alchemy (Production)** - Alchemy is the art of taking herbs and a few other items and crafting them into useful potions.

- ○ Potion Making focuses on making healing and buffing potions. These can be anything from simple health potions to oils that can be applied to weapons to add new types of damage.
  - ○ Poisons focuses on making poisons and antidotes for use in and out of battle. They can range from powerful single use items to large scale gas bombs crafted to take out an entire area.
  - ○ Powders and bombs are the art of making all the other alchemical things people want. A common money maker is making dynamite and grenades, but there are a number of powders and concoctions needed in other crafts, such as blacksmiths.
- **Blacksmithing (Production)** - The art of making weapons and armor. This can be considered a thankless job by many as they believe they will just outlevel their gear or change forms and not need it. But a good blacksmith is always someone you want to know.
  - ○ Weapon Making can be difficult to master as Digimon keep changing and needing new types of gear. They make everything from standard weapons that can be used by humans and humanoid types, to fang and claw caps.
  - ○ Armors can get weird. By default some Digimon come with basic armor already, but many humans will opt to trade that out for better gear with higher stats. Beast type Digimon do look better clad in armor.
  - ○ General goods comprise so many lesser metal workings. Things such as gates, items for mechanics, chains, commonly used everyday things such as tools for other crafts or even fancy art for the rich.
- **Cartography (Gathering)** - A passive skill that helps clear the fog of war. The higher your Cartography the greater the render distance of your map and the more it will fill in. Where once you would walk right past a hidden location, now it can pop up and give you a location.
  - ○ Dungeon Divers are those that specialize in finding the hidden secrets of dungeons. They gain a sixth sense of hidden doors, treasure and traps.
  - ○ City Slickers spend most of their time in cities. No surprise, but the longer they walk their city paths the more they tend to find. Their maps will fill out with more details about the local businesses and include hidden secrets and historical facts about where they go.
  - ○ Hikers are those that specialize in mapping the spaces between towns and cities. Their maps will fill out with natural wonders such as hidden hot springs, wonderful views and resource nodes.
- **Cooking (Production)** - The ancient art of mixing foods together to create something better. The cooking skill is one of those considered important thanks to the buffs that well made meals provide.
  - ○ Does not have a subcategory, just different regional variants of dishes
- **Digi-Armor creation (Production)** - This is a highly sought after profession, but one that rarely gets far. Making armors is a difficult thing and the recipes are numerous. It is one of the most expensive to level up and master
  - ○ Does not have a subcategory
- **Farmer (Gathering) -** Different from a Herbalist. Farmers specialize in the growing of the strange and weird plants of the DigiWorld. Such as the meat plants and Steak Tree. It is a slow profession

to level up as you must grow the plants in real time. But without farmers what would we eat? As they grow in their profession growing times, quality, breeding and more increase as pests and illness are decreased.

- ○ Fruits
- ○ Vegetables
- ○ Herders are those that tend to flocks of non Digimon and some dumb animals to be raised for meat, hide or labor.

- **First Aid** - One of the most common skills for any Digidestiened. The power to heal themselves and others is a must have. It uses a mixture of bandages, potions and herbs.
  - ○ Does not have a subcategory
- **Fishing** - Fishing is a dangerous profession to level. Not only do you need to contend with Digimon on land, but the water is also full of them. Fish are a well loved commodity.
  - ○ Does not have a subcategory
- **Herbalist (Gathering)** - The art of growing and collecting small plants to be used in other professions such as alchemy and cooking.
- **Jewelcrafting (Production)** - Miners will often find gems and the jewelcrafter turns them into useful trinkets and adornments. Thes can be anything from rings, necklaces, bracelets and so on that all give different buffs. They can also turn raw gems into finished products that can be used by them or other crafters to increase the stats of items.
- **Leatherworking (Production)** - Leatherworkers make many trade goods. Without them several other crafts cannot proceed.
  - ○ <u>Armor</u> includes bracers, cloaks, shields, and armors
  - ○ <u>Clothing</u> includes belts, shoes, boots, gloves, hats, pants, aprons
  - ○ <u>General items</u> include riding saddles, bags, waterskins, balls, baldrics, whips, pouches and more
- **Mechanic (Production)** - The Digiworld is full of technology and there is always a need for people who can make and fix them. From crafting of Digi-Beetles to basic mech suits.
  - ○ <u>Vehicles</u> are a common thing in the world and need people to work on them. These can be simple motorcycles, cars, boats and even the semi-sapient Digi-Beetles once the person is skilled enough.
  - ○ <u>Weaponsmiths</u> are those that focus on making ranged weapons such as guns (both classic gunpowder and laser) and laser based swords.
  - ○ <u>Mechs</u> are a small group of people that like to build mechanical armor to help fight. Common "mechas"are more like Mechanorimon and Guardromon in form; a mechanical construct to keep the human or small Digimon safe and able to hit above their grade. These can be highly customizable, but expensive to make.
- **Mining (Gathering) -** The world is full of minerals and gems just waiting for someone to dig them up. Higher levels in mining help you not only locate minerals, but also extract them in higher quantities.
- **Tailoring (Production)** - Making clothing is a time honored tradition in the Digital world. Many Digi-humans love to wear clothing and some Digimon love to dress up from time to time.

- ○ <u>Clothing</u> is a basic idea of cloth armor. What it lacks in defense it can make up in other stats.
  - ○ <u>Decorations</u> such as rugs, curtains, tapestries and more.
- **Woodworkers (Production)** - The art of woodworking. From toys, to furniture to cabins. While not a combat oriented profession, people still need furniture in a steady supply.
  - ○ <u>Carpenters</u> build and install structures such as fences, walls, floors, and doorframes. They also prepare timber for construction and install it on roofs, walls, and floors.
  - ○ <u>Furniture</u> designers construct furniture to fill out and improve homes and bases. Good furniture can even give buffs towards concentration while sitting for long periods of time.
  - ○ <u>Weapons</u> might not be the first thing people think of when they think of woodcraft, but there is a high demand for properly treated handles, clubs, staves and bows. Fletching falls under this category.

Items

- Gain a stipend of +400CP for the item section.
- Gain 2 discounts per rank. (Gain two 50CP and two 100CP options for free, then 200, 300, 400 and 600CP) Items can be imported where it makes sense. Stipend and discounts count for all items, Digivice upgrades, properties and transportation.

Starting Gear (Free for all) A full set of basic starting gear for your class. Gear will appear different for humans and Digimon.

Goggles (Free for all humans) These goggles are not only stylish and protect your eyes, they can also sync with your Digivice to provide a HUD and display several features. Such as the map, DigiDex and others. Can come in sunglasses if you like.

Complete Collection of Digimon Media (50CP) This is a collection of every manga, anime and game from the Digimon franchise. With the games come all of the Vital Bracelets, keychain V Battle Pets and a collection of toys and action figures of every Digimon.

DigiSeeds (50CP) You gain a regenerating bag of the best seeds that can be found in the Digital World. The bag is assorted, but comes with 50 seeds of 5 types of edible or medicinal plants chosen at random. Each seed pack has a small picture and description of what the plant is. The bag will refill with a new set of random seed packs a week after being emptied. These include strange fruits, berries and vegetables, but most would be happy for the meat plants. Meat plants come in a variety of types of meat depending on the plant. There is even a bush that just grows a hunch of meat on a bone. Meat plants do need to be cooked.

Cards and Deck Box (First Free for Tamers - 50CP for everyone else) A deck box of 50 Digimon trading cards. These are used by Tamers to boost their Digimon, but can also be used to play the card game. This

is a somewhat good starting deck and made to be well balanced. It comes with a handy deck box that is normally clipped to the belt for easy access.

Digi Armor (50CP per / 200CP for bundle pack of 6) *Bought Armors are all of Epic quality and have a stat boost up to 50% towards the next evolutionary stage.* Ancient is the art of digi armors. Originally there were only about thirteen, but in the modern age there are thousands**.** There are currently 540 armor combination types per evolution stage above Child, though not all recipes currently are publicly known. Some consider it a fun, time consuming, and expansive hobby to collect them all. Others consider it a waste of time and money to even attempt to get more than a few. Each Child ranked Digimon can use digi armor. Armors can be any combination of Attribute, Field/Family and Elemental Typing combined with evolution stage.

- **Attribute:** Vaccine, Data, Virus, Free, Variable and Unknown**.**
- **Field/Family Type:** Nature Spirits, Deep Savers, Nightmare Soldiers, Wind Guardians, Metal Empire, Unknown, Dark Area, Virus Busters, Dragon's Roar, Jungle Troopers
- **Elemental Typing:** Dark, Earth, Electric, Fire, Light, Neutral, Plant, Water, Wind
- **Evolution stage:** Adult, Perfect, Ultimate, Super Ultimate
- **Rank of Armor:** Common (no stats), Uncommon (+10% stats), Rare (25% stats), Epic (50% stats), Legendary (75%)

Spirit Totems (50CP per or 200CP for a bundle pack of an entire line from stages 1-7) (First baby 1, Baby 2 and Child stage totems are free for Spirit Warriors) Totems are the prime bread and butter of the Spirit Warrior. While nothing is stopping other players from picking these up, they cannot use them or even store them without a special slot on their Digivice. While totems can be crafted by Spirit Warriors, many do not want to waste the time hunting down all of the specific ingredients. For many it is just easier to buy them from others. That is what this option is. You can just outright buy any evolution at the start. You will still need to be at the appropriate level to use them.

Crafting Supplies (200CP) A weekly refilling collection of crafting supplies that also comes with a menu option. The default state is that it will grant random crafting supplies for all professions, but comes with a customizable option to select specific professions or even specific item blueprints that you wish to craft. Can be defaulted into depositing into your inventory, bank account or a property of your choosing. Post jump this is updated to include materials of future worlds and crafting systems you come across or keep access to materials from this world.

World Map (300CP) The fog of war covers the maps of everyone. Only revealing where one has been. There is even a market for selling maps of areas, zones, dungeons, cities and more. What you have here is a complete map of everything the Digiworld touches. Including, but not limited to the main continents, net oceans, dark world, heaven and more. In future jumps this map will update to cover any world you travel to. This item can be a physical map or added to a Digivice if you are human.

X-Antibody (300CP) Rarely found outside of the X Continent, these upgrades will protect the user from the X Program. If added to a Digivice, it would protect the active Digimon or it can be added directly into

a Digimon's core for a permanent upgrade. X-Digimon all appear similar, but very different from their baseline counterparts. Not only that, the X-Antibody can unlock hidden potential in a Digimon and make them far stronger than a normal variant. This can have many effects such as changing the appearance, temperament, enhancing existing personality traits, new/upgraded weapons, changed anatomy, restoring corrupted data or adapting the Digimon to live in new environments. As such, X-Antibodies are in high demand for the power to increase Digimon's fighting potential. While it varies from species to species, some can hold their own against Digimon of a higher evolutionary stage. This counts as an equipment item and can be toggled off when desired.

Chrome Digizoid Supply (400CP) Chrome Digizoid is a super-metal that is this world's equivalent of adamant. It is very rare and saved for the best and strongest weapons. It is possible to refine Chrome Digizoid into several variation types which can also be hybridized to form even stronger compounds. This is a replenishing supply of Chrome Digizoid and all required other metals to make each type of alloy that will refill once a week. See Notes for examples.

Upgraded FIVR Pod With Blueprints (400CP) Not only do you gain a fully functional FIVR pod for this world's MMOs, but this special one has the ability to be used in all future games you wish to play. Just attach the game console and get a deep dive version of the game world. You will also gain the blueprints for how to make the standard pod, minus the soul sucking aspect. These pods will not grant permanent stat or game interfaces unless the games are perma event games.

Digivice (**Common and free for all humans**) - All Digidestined get a free Digivice. They come in a variety and can be customizable. Anything from each of the television seasons to fancy looking phones. One popular version is to wear as part of an armband, similar to a Pipboy from Fallout. Digivices will teleport back to the Digidestined if lost or stolen. Some Digivice functions can be bought as perks by Digimon and made as part of their basic makeup.

Digimon/Appmon Storage – Can hold up to 3 Digimon at a time. Each gets their own separate rooms and a common room.
- **Room for 1 Appmon**
- **Starting room for 1 Digimon/Totem line. Other slots unlocked as you level up**

Basic Digidex – Unlocks information on Digimon fought or scanned

Basic Map – Unlocks more as you travel or updates when buying maps from others. Maps appear as a hologram above the Digivice

Basic Scanner – Can be used to scan places, people, Digimon or things to gather more information. The better the scanner the better the results.

Communication - The Digivice can be used to communicate at a distance in verbal or visual methods.

Basic Calculator

DigiWorld Internet access - There is a local version of the internet inside of the Digital World. It is a more primitive version than the one you might be used to and more akin to the early days of the internet. In jump you have access to this, but post jump you can access the local internet.

Item Storage – The Digivice comes as the user's basic inventory of 100 slots. Upgrades can be found to enlarge this space up to a thousand slots. Digimon and Appmon get their own inventory in your Digivice. Slots hold 1 unique item (weapons, armor, ect) or 999 of non unique items (food stuffs, common items, cups, ect. **(Digimon gain a base inventory)**

Uncommon to epic rarity upgrades. Some can be found in world

Complete DigiDex (50CP) Normally, people will slowly learn more about Digimon as they travel and fight them. A Digidex is a common way for people to catalog those they encounter. Trainers gain more information to aid in their pursuits. You now have a complete listing of every Digimon in this setting and extra information about them. Included are the minimum stat requirements for each and every evolution and a handy tool to track progression from a current evolution to a desired final form, even if you are not a Trainer class. You could sell this information for all to benefit from or keep it to yourself. Many would consider this highly valuable if they learn of it.

Digimon Disguise (50CP) (rare) – Grants a Digimon of Adult or higher stage a non combat human appearance. Only support abilities can be used in this form before switching back. This modification is sought after to help with size management, help sneak Digimon into human only areas and for those seeking more carnal relations, but the parts no longer match up.

Card Binder (50CP - Free Tamers) A common and free part of the Tamer class, but can be bought or looted in the game for other classes. The standard option has slots for 500 cards, but this special version has unlimited storage. Cards can only be switched out when not in battle and transferred to the active deck box. This can also save many premade decks for quick switches. Post jump you can store playing cards from other games as well.

Totem Archive (50CP - Free Spirit Warriors) All Spirit Warriors have an active section to hold their current totems, analogous to where other Digidestined store their Digimon. The Archive is a different space set aside to keep extra totems not in active use. Most archives only hold a few spares, but this one has unlimited storage.

Armor Digi-Egg Directory – (100CP) (uncommon-epic loot) – This allows you to keep all of your Armor Digi-Eggs inside of your Digivice for easy storage and retrieval. In game, you cannot store armors without a special upgrade. The most basic type holds one per Digimon, but is easy and cheap enough to get. Higher tier versions can hold more and more. It was intended to make the use of armors more strategic

as to which you feel the need for most. This version has unlimited storage and can hold thousands if needed.

EXP Share (100CP) A problem some people have is that only the Digidestined and the Digimon participating in the fights gain experience points. While rare, these items come in many types that limit how much expertise gets shared and to whom. With this purchase you can select any of your team and just how much expertise goes to each. In future worlds this can work with all party members.

Profession Share (100CP) A rare upgrade for those that do not like to grind out their skills. Normally, these items are limited to only benefit related skills. Such as Blacksmithing and Mining. For this to work the skills have to be improved. No trying to craft starting items to boost your end game smithing. With this, you may select any two professions that you know and can split the experience between them. A common use is to attach this to a passive skill to improve a harder to level one.

Sustained Evolution – (100CP) (uncommon to epic loot) – This allows your Digimon to make digivolution their new default. They will no longer degenerate into a child stage after a fight. These items come in ranks for each evolutionary stage above child; (Adult, Adult (Armor), Perfect, Perfect (Armor), Ultimate, Ultimate (Armor), Burst and Burst (Armor). These are often found in dungeons and raids near the level cap of the next form and rise in rarity the higher up the evolutionary stage. The low end ranges are common enough that most players can keep at least an adult Digimon. Sought after by many players and Digimon partners, you have gained all of them with one simple purchase. As an added bonus, this special version will even allow your Digimon to willingly move between their evolutionary line if they prefer staying in a lower ranking form.
- This will allow Spirit Warriors to stay in their Digimon forms indefinitely.
- Fusion evolutions (Biomerge, DNA Fusion and Xros Warriors) cannot be sustained as they are multiple Digimon in a temporary fusion. A permanent fusion that could be sustained would be a Jogress as the two become a new whole.

Slide Evolution (200CP) (very rare loot) - This allows for one Digimon to have a second evolution branch starting at the first stage, Baby 1. The item granting this is destroyed to unlock this potential and a new one is required for each Digimon. A downside to this is that each line needs to be trained and leveled as the total experience points of the target Digimon is taken and divided among the two new lines. This can de-evolve the Digimon into a weaker form. It can effectively double a Digimon's potential power, but also slows its growth as a cost. Your version can be toggles to allow experience points to be divided up into either line as you wish.

- A digimon with this can DNA Fusion or Jogress with itself if it has the power to or provided by their human. Both sides will count towards the total data required for such a transformation. This can create a subclass of the Xros Warrior which allows for their Digimon to gain a third evolution line by merging with itself.
- Each branch of evolution counts as a separate alt form

Expanded Inventory (200CP) Your inventory has gotten an upgrade to a full 1,000 slots. This will also come with a 5,000 slot bank account that can be accessed in your warehouse, treasury, bank or any other place where valuables are normally stored.

Removed Combat Limits (300CP) This is not something that can be found in the game and is technically a hack. The normal limit is only one Digimon can be active and out at a time, unless in certain areas such as towns, bases and certain dungeons. For you, that is no longer a problem. Each of your Digimon are free to roam and fight beside you. This will greatly enhance combat abilities, but get a lot of attention from everyone if seen. This is useless for Spirit Warriors as they can only be one Digimon at a time.

Homeward Bound (600CP) One thing that is common in many Digimon series is the power of a Digivice to move between the worlds. This is not something that you can find in the game. It is a privilege granted to a select few. While in this universe, you can now use a computer with an internet connection to open a portal between the Digital World and Earth as default. While on Earth and while the perma event is ongoing, you can use this connection to travel to any other active worlds. While the portal is open you can move people between these worlds. This could allow you to start saving people from crappy and doomed games or jump start an invasion.

This is a highly sought after ability and will make you a target of everyone if word gets out. Not only other players, but every faction and god in every game you visit and every government on Earth. In future jumps you can use this to scan for and detect weak points in the fabric of reality to open stable portals between two connecting realms.

Property and Transportation – All building and transportation options can have previously owned properties and such imported to gain these new abilities. All except the Digi-Beetle and Trailmon Ball gain a hireling menu to staff them if desired. Each is given a point value based on size, rarity, type and so on. You may hire NPCs (digi humans, digi elves and Digimon) in the world to work for you or custom make your own new ones (costs extra). They will appear once hired and get paid weekly. In future worlds you may still hire from races of any worlds you have visited before.

Property – All property bought here are exempt from the Digital Land Tax of 203X (Yes, people in this universe have to pay taxes on income and property in video games)

Personal house (100CP/200CP) Everyone needs a place to call home and not everyone wants to join a guild. You may buy a house or large condo in a city of your choice. The house is a standard 3 bedroom/2 bath in a style of your choosing. For an extra 100CP you can get a lavish mansion in the good side of town or just someplace in the frontier.

Business (100CP) You become the proud owner of a small business. Anything from an inn, tavern, shop, brothel, hot spring or the like are available. It will have all proper paperwork and licenses to operate. While you can man this yourself, you can also allow it to run with some NPCs and earn a passive income.

Dungeon (300CP) As with many MMOs, dungeons are scattered around the world. Here, dungeons are a zone that anyone can enter. Many found dungeons are highly prized resources and guarded by factions, because the longer they sit undisturbed the stronger the inhabitants and more valuable the loot inside become. You are the proud owner of your own dungeon. Feel free to customize what type and how it looks; such as ancient ruins, caves, mines, temples and more can count. And no need to worry about the moral quandary of the dungeon inhabitants being killed in a constant cycle of life and death. Those from this dungeon are soulless and little more than machines to be slaughtered for experience.

Coliseum (400CP) You are the proud owner of your very own well renowned coliseum, styled in a way of your choosing. The default is the old Roman Coliseum. It comes with a number of safety features to protect the audience from the action and large screens for those sitting up in the tops. As the owner you get a cut of all bets placed here. You may declare tournaments and people will come to watch and participate. In off seasons when you are not putting on different shows, people will come to train or just test their skills in friendly bouts.

__Town/guild base__ - How this normally works is that the larger a structure the more refined the assistant AI becomes. This is normally done to help with placing structures, managing the NPCs and dealing with money. As the leader/owner you are free to set taxes and fees in your territory.

In the top tier of the Digital World such towns and guild bases can be part of a Digimon and fully sapient. These are rare. But these Ultimate level Digimon can attack and defend themselves, granting that much more security to your people. Player and guild owned towns and cities of these kinds can have several typings depending on how much was put into them and where they are located. Some people find it a fun sport to watch the guild bases war with one another while the guild properly tries to board the opponent.

For an **extra 100CP** you can upgrade your town or base to be on the back of such a mighty Digimon. Doing so will negate active Trailmon lines in towns. Such an example could be having your city or build base on the back of a mighty El Doradimon

Village/Town/City (200CP/400CP/600CP) You have come into ownership of a village, town or city. They come in several sizes based on cost. Unlike other properties, you cannot just hire someone to fill in the entire place. As the mayor, lord or whatever, you can only use the hireling system to fill in civic rolls. Such as scribes, clerks, guards, maintenance and so on. Civilians will move in and out on their own based on how well the city functions. What sort of citizens you have depend on the kingdom and environment you are located in. Icy tundras will attract more ice type Digimon. Beaches will bring in more water and tourists. Bottom of the Net Ocean will greatly limit anything other than water types.
- **Small Village (200CP)** Small villages have less than five hundred people living in them. They tend to be more off the beaten path and on the fringes of a territory. If you have a Trailmon line, it will more than likely be the end of the line or a single line passing through.

- **Medium Town (400CP)** This is a good sized town that holds a population between 1,000-10,000 people in it. It gets a moderate amount of traffic and has several Trailmon lines bringing people in daily. There might be a sprinkling of max evolution Digimon in this town.
- **Large City (600CP)** This isn't a capital city, but it is one of the larger cities in the given kingdom. It holds on average around 50,000-100,000 people in it. Expect to have a thriving economy, a major auction house, several Trailmon stations, at least one colosseum and more sites to draw in people. Due to your population and connection to the local capital, you can expect a good number of max form Digimon in the city.

Guild Base (200CP/400CP/600CP) Guild bases are either repurposed old ruins, forts and the like or newer structures that players will buy or rent from the local kingdoms. The kingdoms and local factions Have expectations. Such as keeping the territory around the bases safe and also keeping the player violence aimed at one another. Each guild base has a number of options that expand and upgrade with each higher tier. See your guild leader for all of the options.
- **Small (200CP)** A small fort for smaller guilds. These can easily hold around 50 players, their entire teams and many NPC hirelings. These come with the basics of jails, a small graveyard, kitchens, dining halls, and a central tower.
- **Medium (400CP)** The second size up. These fortresses have a wall length of about 5 miles. It has upgraded barracks, jails, storage and more as defaults. Other custom builds can be decided on by the guild leader.
- **Large (600CP)** The largest of the guild bases and basically a small city on its own. It has an outward wall size of 10 miles (Area is 7.544 square miles).

__Transportation –__ All transportation can be stored under a special slot in the Digivice and though most of these are technically Digimon, they count as sapient transportation items. Most of these start at the equivalent of an Adult stage Digimon and can Digivolve into stronger forms if the right situations occur. All but the Digi-Bettle can be left to fulfill their main transportation function on their own or with a recruited captain and bring in a passive income if left alone. Although costly, many of these become outfitted for war by guilds. **All 300CP transport options can be upgraded to their more powerful form for an extra 100CP**

Digi-Beetle (200CP) These six wheeled, highly customizable, semi sapient vehicles are a common means to travel off the beaten roads of the Digital World. Able to self drive if given the destination and traverse many terrains. Many see them as standard equipment for those who lack a Digimon that is able or willing to serve as a mount. While not as fast as more mainline transportation, they have their own charm. This is a basic model with enough seats for the DigiDestined and his party of Digimon to travel comfortably.
- **Digi-Bettle Upgrades (50CP per 2 upgrades)**
  - **Flight**
  - **Boat**
  - **Underwater**
  - **Weapons**

- ○ **Temperature control from desert heat and polar colds**
  - ○ **Size upgrade - can hold another party**

Trailmon Ball (100CP) – A lower stage of the Trailmon line consisting of a single ball, chair and pedals. They are not much for conversation, but can follow any trail line. These rickshaws are considered slow and most only used for day trips. This purchase will allow you to summon one when at any trail line.

Blimpmon (300CP) A machine Digimon of the air. Able to move people and cargo across dangerous terrain and even the ocean. They are generally easy going and just love to travel the skies. A common favorite of those wishing for air superiority when attacking their foes.
- ● Can evolve into a Cargodramon and eventually a Helicarriermon

Ferrymon (300CP) The most common method of traveling the Digital Ocean, Ferrymon love to carry people around. Coming in many shapes and sizes, it is common to see them traveling up and down the coasts or moving between islands.
- ● Ferrymon can transform into several types depending on how it was primarily used; a cargo ship, a cruise ship, a combination of the former or an aircraft carrier.

Trailmon (300CP) – Trailmon are all over the Digital World and the main form of transportation for most. Now you can also have your own Trailmon with accompanying cars. Some guilds have even turned Trailmon and their cars into mobile battle trains. Using them to raid unsuspecting towns and cities.
- ● Evolved Trailmon look the same, but once strong enough can start laying their own tracks to allow them to travel anywhere there is land.

Companions

All companions gain 600CP and discounts and freebies where applicable, including item stipends and discounts. Digimon companions cannot buy a Digivice or class.

Mass Import/Create Companions (50cp per or 300CP for 8) You may import or create up to 8 companions

Digimon Partner (1 Free for all non Spirit Warrior humans) As a standard gift you get to keep your main partner if you like. I am sure you will have built a fantastic bound by the time the jump is over.

Human Partner (1 Free for Digimon origin) While not every Digimon wants to team up with humans, you did. Thanks to the bond you share they can join you as a companion.

New Friends (50CP per) You have met many people and made many friends. For a small price you can take them with you. They can be anyone you meet in the jump. From new Digimon, to game NPCs or perma humans or even gods from another game if you can convince them to join you.

Drawbacks

There is no drawback limit and companions can take drawbacks where appropriate.

A Real Decade (+0CP − Real humans only) A standard time extension drawback. Instead of starting already in the game, you will start in the real world a few years before the DigiWorld begins alpha testing. You will get contacted for a job taking part. The early versions had a much higher rate of time difference and you can experience the several decades of flipping between the two worlds. The world went through many changes and events in the early days. From the alpha, when armor evolution was the only way to move past the child stage. The first beta, which ended with a world raid against an overpowered Zeed Millenniumon that nearly broke into the real world. Including the second attempt at a beta which ended in a last stand of survivors fighting back to stop Demon and his army of rabid infected minions from also trying to escape into the real world.

Thousands of years transpire between each testing phase and the game going live. You will gain and lose friends between each testing phase. Your loyal partners will have long since died of old age by the time you arrive for the next round. Expect stories and legends to appear about many of the testers. You will get to be there for all of it and even get to stick around for a few years after all of the mmos go perma themselves and are cut off from Earth. You will go perma once the event starts and you first log into the DigiWorld. But on the bright side, you can play all of the other games this world has as well as try out different classes in each testing phase. Your real class will be what you pick once perma happens.

- This will be approximately 28 years worth of testing time and another 24 years once the game goes perma.
- 5,400 days (14.8 years) of Alpha
- 3,600 days (9.86 years) of Beta 1
- 1,200 days (3.29 years) of Beta 2

From The Start (+0CP - Digital life only) The Digital World has been simulated in a time dilation for a long time. You will start some 25,000 years ago during the first Alpha test. Classes for Digi Humans are much rarer and you will have access to your quick respawn only during these testing phases. Outside of these phases death and respawns will take somewhere between 100 and 1,000 years and you will be starting over with a full reincarnation. Skills, professions and the like will be lost between these many lives. You will get to live many lives while you wait for the game to go live and the perma event to start. This might complicate some other drawbacks.

Extended stay (+0CP) If neither of the above sound fun for you, please feel free to pick a time limit and stay that long.

Stuck On The Moon (+100CP - incompatible with True DigiDestined) For the duration of this jump you will be stuck in the Earther capital on the moon. This is a vibrant city the size of Tokyo, but also violent and somewhat boring. It is a major trade hub and people will be coming from all over, but you will never

be able to leave.mThis will not stop you from picking a class, but it will stop you from gaining any experience points after that and leveling up. Most Digimon will not like being stuck in their Child stage without hopes of advancement. Hope you can stay sane and get a 9-5 job in this wonderful new world.

Child Safety Mode (+100CP) For the duration of your time in jump you are being restricted to the dreaded child safety mode. That means swearing will be bleeped. Trying to drink, do drugs or have sex will cause either violet sickness, nothing at all or just be straight up blocked by a cockblocking popup. Nudity, blood or gore will be blurred out. Which might cause a problem in battle when everything is just blurs.

Lost Child (100CP) The perma event strikes hard and fast. One of the first things researchers found was that the pure imagination of children caused them to undergo this effect at a much higher rate. In the early days, you have found one such lost child crying that they couldn't log out. As a fellow perma player that is also an adult, you have gained a system quest to help tend to and care for this child during this difficult time. They might not listen to you all the time and get into a lot of trouble, but they do need someone around that understands human children and the fact that they cannot go home. If you desire, you may take this child and their Digimon as a group companion post jump.

One And Done (+100CP/+200CP) Unlike others, you are restricted to a single Digimon slot. You cannot take an Appmon or your normal additional two others and cannot benefit from anything that would give your single partner more than one evolution per stage. For Spirit Warriors thai will restrict them to only a single totem line. This will also negate the use of split line evolution and armors for the duration of the jump. This is not a game ender for most classes, but will hamper versatility. Xros Warriors get an extra +100CP.

Troubled Background (+100CP/+200CP) (Can be taken for jumpers and each Digimon and Appmon) This is not a nice world; in or out of the game. It is one full of violence, sex, greed, ramped slavery and so on. Many people seeking to go perma and stay in VR are the dying, cripple and elderly. That said, something in your background or that of your Digimon was bad. Common examples could be drug addiction, being a crippled war veteran, abandonment issues, criminal organizations, forced govt issued rape/sex changes, the Asian slavery or something else. For an extra +100 (total +200CP) These events can be even worse or connected in some way to others.

Partnership Is For Life (+200CP) Normally, Digimon and human partners can part ways at any time without any repercussions. That is for others to enjoy. You are operating on a first come first serve basis and must be very certain of which Digimon and Appmon you select as once you partner up with them, the party cannot be broken up.

Rare Hunters (+200CP) A black market organization known as the Rare Hunters have targeted you as a prime target for their greed and rage. Their reasons can be anything from thinking that you have a special item, hidden knowledge or that you have just interfered one too many times as they tried to steal items from others. The longer you hold out against them the more they will try prioritizing you.

Rabid Fan Club (+200CP) Natives of this world have a strong interest in both you and your Digimon. The good news is you have a fan club. The bad news is it isn't the good type of fan club. While this can be used to gain certain benefits from awe struck fans; expect the stalkers, kidnappers and annoying fanboys to quickly learn of your location if you stay anywhere too long. They will use their world spanning fanclub to keep tabs on you and post all about it on the DigiWorld internet. Expect to have few secrets stay hidden and actually have to fight them off from time to time. But they do have a yearly convention all about you and your Digimon. I do not advise attending.

Setting Amnesia (+200CP) For better or worse you have forgotten everything to do with the Alterworld universe and Digimon franchise. You will start this jump in character creation and have to make your way from there. Good luck, as all you will have to go on is your in jump memories, if you have any.

Found Wanting (+300CP) One of the seven demon lords has taken an interest in you and believes that you are a hindrance to their plans. How they decide to deal with you will vary based on their deadly sin. Each rule their own city state in the Dark World and have minions to send against you and to carry out their whims. Some examples are
- Lucemon seeks to achieve real godhood at all costs.
- Leviamon and Belphemon are currently sleeping. Their affairs are run by their cults.
- Demon wants to break free from the Digital World and destroy Earth and all new worlds.
- Barbamon runs a criminal empire to steal everything.
- Beelzebumon X-Antibody Mode seeks to delay and stop the other Demon Lords. He believes if left unchecked they will destroy the world.
- Lilithmon is known to be obsessed with tracking down her former human partner and making him hers again. Believing that they can ascend together.

Heaven's Wrath (+300CP) One of the seven virtues, counterparts of the demon lords, has seen your arrival and believes that you will endanger the digital world as it prepares for the coming end to the perma event. They also rule their own cities in heaven and have fanatical followers both Digimon and human to send after you.

True DigiDestined (+400P) This is what you signed up for when you started this game. It was mentioned in the tutorial and was in the first paragraph of the Terms of Service. If this were not a video game world, you would be considered plot bound. But because that is a bit harder with so many kingdoms and problems all over the world you are going to learn the true meaning of "it isn't where you want to go, but where you need to be." Things will conspire to see you end up where you are needed most at the moment. Everything from random attacks, crashed ships to even glitching the area around you forcing a teleport if you stay in a single place too long.

Each challenge you face will be within your capability to help and solve the problems. It just might not be obvious at first. Expect a mixed reaction from others. Some will see you as a walking disaster zone while others will want to join you for the wild ride.

Death Is The End (+400CP) (Not available for Spirit Warriors or Digimon) In the early stages of the world, death was permanent for all non players. It was considered a common and tactical thing for Digimon to try and slaughter the Digidestined's Digimon to prove themselves stronger and to replace them. It was an age of violence and sorrow. If you take this drawback that was never changed. Your Digimon will no longer respawn upon death. How often you are attacked will depend on your reputation and strength as a player as Digimon want the strongest. On the bright side, your Digimon can always hide inside of your Digivice, but that would leave you defenseless to an angry Digimon denied their chance.

<div align="center">

Ending

</div>

You have made it through your decade and had many adventures. Now it is time to decide what to do next.

Stay - You can always stay here and protect this world. With the perma event ended there are many confused humans from Earth that will need help and guidance.

Move On - But why stay and protect a single world when there are so many more out there that need your help? Go on to your next jump.

Go home - Sometimes a warrior has just seen too much battle and needs to lay down their weapons and return home. Go rest with all that you have earned.

By Wanderer

This is an OC setting designed to be an alternative MMO set in the Alterworld universe. The original Alterworld jump has a section for picking another game and I just came up with this to fill that spot. Feel free to think of it as a generic or alternative to Alterworld.

Notes

Alterworld bullshit list

https://docs.google.com/document/d/1FASNJwGeKD-2mJw8g5mDMbOGIdAlGnms/edit

Digimon MMO – for Altarworld

Digital World was created in 203X. The main point of the game is to partner up with the local digital life forms and explore the new world that exists within your computers. It is near the same size as the Earth,

with the vast New Ocean separating twelve continents, sub continents and a large number of islands and archipelagos. For higher level players, there is the Dark World. It is a hellish nightmare land of the most evil Digimon. There are thousands of different Digimon ready to be discovered.

Lore: The game lore is pretty simple. The Digital World came into being with the first interconnection of computers. Since that time many digital races and Digimon have risen and gone extinct. Throughout the ages humans have traveled to the DigiWorld to save it. This balance has worked so far, but now something has changed. One day many portals to the Earth opened up and a flood of humans came forth to wander and explore the world. So far there are many theories as to why so many digidestined are needed. One theory is that the ruling AI have foreseen something coming that will threaten not only the DigiWorld, but the Earth as well.

Time scale: due to some advanced deep dive technology, time in the Digital World moves about four times as fast as the normal world.

Locations: The Digital world has a number of famous locations based on the various seasons of the show and games. Such as, but not limited to File Island, the Server Continent, Witchelny and so on. It also includes a number of new locations. One such example is the Armor Archipelago, a series of islands that blocks the normal evolution methods of all Digimon and Spirit Warriors. The only form that does work is armor evolution.

The Digital World is full of scattered locations that most humans might find weird. Such as large fields filled with abandoned vending machines, telephone booths or even just a giant toilet. You can have a snowy tundra right next to a blazing desert. Regions might have seasons passing every hour or be locked into only a single season that never ends. Even day and night cycles can be locked at certain times of the day, with the only way to notice them is to pass the border of the zone and suddenly find yourself in the night lands.

Armor Archipelago - There is a section of the world about the size of the Philippines of Earth that holds to the early days of the Digital World. That is to say that no Digimon can evolve past the child stage without help or Armor Evolution. While the real reason is unknown, many believe it is because of a large amount of ores that are used in constructing Armors. The archipelago is the leading source of all Digi-Armors in the world. On the islands evolution is carefully controlled by the local govts. To them, evolution is less of a privilege and instead is a duty. As such, armors are handed out to achieve goals for society and are a status symbol. An example is creating more Digmon to construct underground mining or Tylomon to patrol the local seas. Even though they restrict their own from buying armors, most of the Armor Archipelago make a booming trade to the outside world.

Witchelny and Magic - Witchelny, also known as the Continent of Medieval Magic is a continent that runs on slightly different rules than other regions. The technology that is common in most of the Digital World does not appear here and does not seem to work in most cases, digivices are unaffected. There are a number of Digimon with local variations that appear more fantasy based and not robotic. Most of

the land is ruled by a series of clans that practice elemental magic. This magic is a high-level programming language used to invoke a response from the digital nature of the world. Across the land are several schools for teaching each type of magic. Magic taught is mostly for self use. These spells can range from damage, to buffs to healing, but are elementally aligned. Such as Water allowing water walking or water breathing. Other spells can include attacks for self defense, the power to fly, scry long distances, telepathy.

- Elemental schools: Dark, Earth, Electric, Fire, Light, Neutral, Plant, Water, Wind
- People can learn only one elemental school per profession rank.
- Ranking up depends on evolutionary level or capability; Apprentice (1) (Child), Journeyman (2) (Adult), Master (3) (Perfect), Grand Master (4) (Ultimate), Sage (5) (Super Ultimate)
- Knowing magic or being in Witchelny can affect evolution.
- Examples of Witchelny Digimon
    - Wizaramon (Fire & Earth)
    - Sorcerimon (Light & Ice)
    - Witchmon (Wind & Water)
    - Babamon and Jijimon

X Continent - Jokingly referred to as the Australia of the Digital World, this is a land long since cut off from the rest of the world. Long ago a virus broke out and the entire continent had to be quarantined. Sadly, the X Program is still active and dangerous to the rest of the world. As such, the entire continent is surrounded by a series of automated obelisks with enough firepower to kill even top ranked Digimon. Beyond them is a joint navy to put down any escape attempts. Even with these defenses, some Digimon have escaped into the wider world and revealed the truth about the survivors and the X-Antibody that saved them. There are only two ways off the continent the first being the main port that sends in supplies and exiles sentenced to death. And the player functions to return to the human city on the moon. Though this function does sterilize the players, so that there is no fear of the infection. Granted, players can only return to the city they left on the surface, so it is not a valid way to escape the landmass.

Flora: The Digiworld has a large selection of normal plants and plants not seen elsewhere. One such series of trees are meat trees. These plants may appear to be normal fruit, but each type of fruit is meat inside and needs to be cooked. The type of tree will determine the type of meat. You can find steak apples, bacon pears and chicken plums. Several types of pushes just grow meat on a large bone. There are forests where the trees just show old television programs at random.

Banking In The Digital World: In accordance to laws relating to money in digital worlds, there is a bank. The main banking system ran by the system offers a 1% interest rate. Money transfers between the real world and the Digital World of Digimon work at a rate of $0.10 USD for 1 credit and has a daily deposit/withdrawal limit of $50,000 USD. There is nothing stopping players from opening their own bank except for their funds.

Rules on Digital Properties: Section something, something of the Digital Property Act of 203X. A yearly tax of 10% of the total value must be paid or the property will default back to the game developers. Any

property can be bought from open wilds to shops in town. In theory the only thing stopping someone from buying out an entire town is their bank account.

Castles: Castles and fortresses come in a variety of sizes. Each castle is controlled by a central control room housing an AI that will repair, altar, upgrade the fortress, and hire NPCs depending on your specifications so long as you provide it with enough funds. NPCs require daily upkeep costs to keep them, with an extra price to be paid if you wish to have them leave your property. Every castle, regardless of size, comes with a shield generator. Castles of any size can be upgraded to become mobile. When this happens; the castle Ai is transformed into an El Doradimon with the castle on their backs. For proposes these count as property and not true Digimon. Thus they cannot be stored inside of a Digivice and are not affected by places such as the Armor Archipelago.

On the smaller end they come stocked with a hundred rooms, a training hall, a meeting room, defensive towers and a small portal room.

Cities, Towns and Villages: The Digital World has many places to see. The wilds are dangerous and so Digimon and the other races of the world band together to build cities. A common feature in all settlements is a size modifier that reduces the size of all Digimon to be 8ft or smaller.

Cities are the largest gathering places in the local region and contain a wide variety of Digimon and people. These are the best places to buy goods as they have the widest selection of goods and services. Every major city has a Trailmon terminal that connects it to the local other cities.

Towns are much smaller, and can normally be found within a few days from a city.

Villages are very small. They can have a population of a few dozen to a few hundred. It is normal for them to be the same type of Digimon that have banded together for protection. They are the least defensive, but can be found scattered across the world.

Death of the player and Digimon: When a partnered Digimon dies it is converted into an egg and stored inside of the Digivice. It will take a day or so to hatch and come back to its senses. When a player dies a gravestone is left behind with their items. The player must make a corpse run to retrieve their stuff. If they do not make it back within three hours, the grave will be transported to the graveyard closest to their bind point. Altarworld has a 15% total EXP penalty per death. Not sure if I want that here.

Digimon Sapience: Not all Digimon are sapient, it is a sad truth of the world. Humanoid Digimon are known to be far more likely to be sapient, some can push the boundary of what can be considered as thought. The more bestial a Digimon is the more likely it is to be feral. This is one reason for the walls and guards on any number of cities and villages scattered throughout the world. There are some items that can grant beast Digimon sapience. A Digimon bonded young in its life will be more likely to be sapient even if it is a beast type.

Example: While in the dinosaur lands you might see a Greymon traveling with a pack of Agumon and Koromon. The adult will tend to hunt down prey for the smaller pack to feed upon. These will be highly territorial and attack all outsiders without restraint.

Digimon Partners. Digimon are not slaves, unless they want to be. A Digidestined needs consent to bind a Digimon to their Digivice, if the creature is sapient. They must defeat feral Digimon if they wish to register it as theirs. Because it is a partnership, different Digimon will seek out different classes or personalities in a Digidestined. There is also a process in which a human can break their contract with their Digimon, but the Digimon can do so as well if they believe the partnership is not going well. Because of this, it is advised that all players take careful consideration in who they select. The contract is made when a Digimon is selected and a contract offer is made. Then the humans will pass their Digivice through a Digimon's data flow, the circle of data that flows from their core (think of Frontier and those data circles that get scanned). The Digimon can then accept or decline the offer.

Why do Digimon want a human partner?: The simple answer is that it is the safest and fastest way to level. When killed, an unbound Digimon will have its corpse stay for a while so that it may be looted and data harvested by players of hungry Digimon. For a bound Digimon, they will be converted back into an egg and be stored inside of the Digivice for a time until they are ready to hatch once more. Avoiding the final death is a much coveted advantage of having a human partner. A downside for some is that when bound the Digimon will stay locked in his child stage form most of the time. While some may not like this, there is a highly sought after item that can allow a Digimon to keep their higher stage evolutions at all times.

What happens to Digimon if the player never returns: For various reasons a player might just never log back in. This can be anything from boredom in the game, lack of good internet, injury and even real life death. Digimon do know about the time difference between their world and Earth, so a few days isn't that much to waste. But after a month of waiting, they might start to worry. At any time they can break their bond to a player. If the player does not long on for over three months real time, this will automatically happen. In case of death, the ruling AI (Yggdrasill) will notify the Digimon of the death of their human and will be free to go.

Number of usable Digimon: All players start with a single slot available in their Digivice. This will allow only a single Digimon partner to be bound to you, or one evolution line for spirit warriors. A player can have up to three slots. These upgrades can be gotten through level up for the second slot. The third slot requires either as rare loot, hidden quests or even just paying cash in the auction house to buy it. To be fair to Spirit Warriors being limited to a single body, other players are restricted to one active Digimon. The others will be stored inside of their Digivice. When inside, each Digimon has its own small apartment, a common area for them to gather and a monitor to watch their human. While in towns and cities this is lifted and all three Digimon can be out walking around if they wish. It is also lifted for certain dungeons and pvp arenas.

Dungeons: As with many MMOs, dungeons are scattered around the world. Lairs of powerful monsters, ancient ruins, personal quest locations, and more. The longer a dungeon is left undisturbed the stronger the inhabitants and more valuable the loot inside become.

Experience Gains: Both the player and the Digimon need to gain experience. Normally, only the active Digimon and the human will gain experience in battle, but you can gain some items of different rarities that allow for all Digimon connected to the Digivice to gain experience at different rates. This can be a double edged sword as evenly splitting all experience is the same as just fighting mobs while rotating with each Digimon taking their own turns to fight. As per a basic rule, a Digimon partner cannot surpass their human partner. If a Digimon is bound by a weaker human the Digimon in question will regress in levels to meet this requirement and can even de-evolve. Most Digimon would not want to take that penalty.

Game Crystals: The main storage method for all virtual worlds.

Gear, Weapons and Armor: Like with all games, you can equip yourself and your Digimon with additional gear to boost your performances. For the player, their gear is aimed for higher defense and boosting their personal and their partner's skills and abilities. Some humans do like to fight alongside their partners, but it isn't a good idea at the higher stages.

Gear for the Digimon are a bit harder to fit. They are sorted by evolutionary stage, field type and a few other factors such as humanoid or bestial. Gear is stored on a Digimon while it transitions between their stages. This does mean that each stage and new form is going to require more gear. Just another reason why some view armor evolution as a waste of money.

Guilds, Parties & Raids: Here at Bandai Entertainment, we believe in players working together to take on stronger foes. Parties may be up to seven people. Guilds can hold up to 250 people. Guilds are a good way to share resources and help protect fellow players. Raids have an unlimited cap on how many can join. The only real restrictions are the coordination of the players and fighting over loot.

PVP: Open world player versus player is part of the game. The fastest way to win is to kill the human, but that will yield less pvp tokens and loot. You can gain more by killing their Digimon before you kill them. In many towns, cities, and castles there are pvp arenas. Here you can train against other players without having to worry about a death penalty.

Races in the Digital World: There are a number of races within the world. As part of the story, a portal to the human world has seen a number of people from Earth migrating to the new world. This is where many of the digidestined come from. There are digi-gnomes, a race of low sapient creatures that like to fly around the world and bring joy and happiness. Digi-elves and digi-humans are different digital races that can be found in cities, but are not true humans or Digimon. Digi-elves are a strange lot that appear from time to time. They like to learn the secrets of old digital magics and have a habit of running shops to gather information and resources. Digi-humans are much like the character Gennai. He is not a

Digimon, but still a native to the world. Like normal humans they come in a wide array of personalities and motivations. Some digi-humans even take up classes and can gain partner Digimon. Digimon can instantly tell a digi-human and a player human apart.

Real World Governments: Due to international laws, any virtual world with at least one perma player cannot be shut down. This is due in part to not understanding the perma event. In secret almost every govt is trying to colonize the various worlds that have the most promise. Russia has already taken EVE Online and the USA govt is currently attempting to start a religious war in Altarworld to take that one over. They are also trying to use magic to teleport magical gold into a world without magic. This is slowly ripping apart reality. For the most part the Digimon MMO was ignored for most of this and regulated to low priority. Mostly due to the fact how the fame incentivized partnership with AI based entities that have no loyalty to the various nations of the world and the lack of many new metals. A token attempt to use the in lore mechanics to move between this world and the Earth, but those failed.

This was until Codename: Glitch and his trio of Digimon were verified not only in other games, but also seen making an appearance in the real world. For games he has been seen mostly in virtual worlds with high tech limits. While on Earth he seems to be hunting for the locations of the data crystals which house the information for the various games. Because of increasing political drama, such crystals have been locked up in secret military bases by the countries that house the games. It is currently unknown what he wants with them, but he seems to know something important about the perma event and has been appearing more paranoid about a time limit. A proposal by <redacted> has been made to allow his group access to a secure vault to see what happens and to try and earn his cooperation. This could lead to him sharing information on the perma effect and what he might now. His appearance on Earth has revitalized interest in the Digimon MMO, with the Spirit Warrior class being the best for a super soldier if they can be brought back to Earth. So far all attempts to capture Glitch in any world have failed.

Rare Hunters: An organization made up of less reputable players known for player killings, raiding and looting cities and always trying to collect the most valuable loot they can find. They hate any player more powerful than themselves. Rumors claim that some perma players have gone permanently missing after having too many bad run-ins with them. All they care about is personal power and money. In the early days of the world, they were small disorganized bands, but in recent years they are becoming more militarized. One of their biggest targets is Glitch and his crew. They really want the secrets of how he has a strange Digivice.

Sex, Nudity and Parental Controls: Keeping with the International rating system to keep the game running smoothly, there are rules. Firstly there are parental controls for any player under 18. This will censor out all nudity, swear words, disable alcohol use and the majority of violent visual effects.

By default, when unequipping all gear and clothing the character will remain in their underwear. This can be removed, though doing so will result in the player becoming a bare wire frame without any additional bits. This state will not impair the playing of the game, but will disable all positive sensations, while leaving the pain. Imagine a bare wire frame Barbie and Ken doll. This effect will even affect Digimon of

an overly sexual nation. No taking the clothing off of a Lilithmon while in public. That said, this is only in public. If in a designated zone, normal nudity can happen. Nudity and sex may only be partaken in designated zones by players that are over the legal age of 18. These zones are properties owned by the player or properties where permission has been granted by the current owner. While in these places, nudity acts the same as it does in the real world. And yes, almost every town and city has a red light district. But due to the vast diversity of Digimon, every fetish can be found.

Transport: The Digital World is huge and transport can be a problem, but there are solutions. Many major cities have a Trailmon line that links them and can be used to transport large numbers of people and Digimon. While the paths near the train tracks are generally safer, the predictable nature of these Trailmon can lead to raiders attacking the trains. One downside is that only major cities are linked and can take days of travel in some cases. If logging out on a trailmon, you will log back in the same car, wherever the train happens to be. This can see players back at their original starting city or very far way. For travel to other continents a player can take a ship, a blimpmon, an underwater trailmon or even a data stream.

Another solution for the rich player is to buy a Digibeetle. These are semi-sapient vehicles that can be modified in a number of ways to allow wider ranges of travel. These cars, tanks, boats, submarines and even flyers offer protection as they can be mounted with weapons and speed. For an additional cost, you can gain an upgrade to store your digibeetle inside of your Digivice.

For the bravest or cheapest players, they can just use one of their Digimon as a dedicated mount. This can be very dangerous on its own. If attacked while traveling you will not be able to easily switch Digimon mid combat.

Tutorial: The tutorial stage is a special time for every new character. The tutorial village is located in a special location on the moon. During this phase the player will have access to every class feature, but will not gain any experience points until they select their class they wish to be and leave the zone. New players will have access to a coach that is meant to guide the player to the best fitting class for their personality and play style. They will slowly be led through the play styles of each class before being allowed free range to try out each on their own. The tutorial guide can answer any questions they might have. Once a class is selected the proto-Digivice will change to match and the last major decision, where to start on the main planet. It is not possible to leave without selecting a class even through administrator access (except for jumper). Because there are many options and places, players can choose between being placed near a major city that caters to all classes, or a town or village that specializes in one particular class. Of course, all players are deposited in clusters based on real world location, language and billing address.

Professions: There are a number of jobs a person can pick up during their stay. Many people will never reach grand master due to difficulty in some. Professions can be obtained from a proper profession trainer for a fee or quest and come in ranks that must be mastered before moving on to the next. Each

rank (Apprentice, Journeyman, Expert, Master, Grand Master) grants a bonus to items crafted or harvested by the player.

General	Class	Normal Professions				
Cooking (general)	Card Crafting (Tamers only)	Alchemy	Blacksmithing	Carpentry	Cartography	Digi-Armor Crafting
First Aid (general)	Skill/Move Crafting (Trainer)	Enchanting	Farmer	Herbalist	Jewel crafting	Leatherworking
Fishing (general)	Totem Crafting (Spirit Warriors only)	Magic	Mechanic	Mining	Tailoring	Ect

Evolution: For most their Digimon will gain an evolution that they meet the stat requirements when reaching the proper level. Due to the branching nature of Digimon this can lead to a wide variety of possibilities based on a number of factors. Such factors can be level, data absorbed while training, personality, items worn, environment and so on. For example, if a Digimon mostly hunted dragon types in the desert, its evolution would be more suited to either being a desert dwelling dragon or a creature more suited to hunting such dragons. If an evolution is unwanted, a spirit warrior can consume that evolution to free the Digimon for a new one. This is a common way to get the proper data for certain totems. Though this does come at a steep exp cost to the Digimon. This is designed to delevel the Digimon so that they may try again. It is advised to seek one out if you wish for a specific evolution to find out the requirements needed for particular desired evolutions.

Stages: There are commonly seven stages of a Digimon They are

Level 0	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
DigiEgg Digitama	Baby1 Training 1	Baby Training 2	Child Rookie	Adult Champion (Armor)	Perfect Ultimate (Armor)	Ultimate Mega Burst (Armor)	Super Ultimate

- **Natural evolution: It depends on the data consumed and various factors.**
- **Field:** Fields are categories that sort Digimon by biological traits that they have in common, like element and species, so a Digimon will usually evolve into a Digimon of the same Field as itself.**.**
- **Environmental influence:** Digimon can evolve to adapt to the environment in which they live.
- **Prowess and innate abilities:** Some evolutions only become available to a Digimon if they are sufficiently skilled, talented, or strong. Knowing Witchelny magic is an example
- **How it is raised:** The quality of care and attention that a Digimon receives when it is being raised affects how it will evolve.
- **Intake of specific data:** Exposure to, or consumption of, human data or programs can cause evolution into a Digimon based on that data.

- **Modification:** Some evolutions come from a Digimon altering itself or being altered by an outside force, such as other Digimon, humans, or viruses.
- **Dark Evolution:** Due to a powerful negative or sinister influence, usually emotional in nature, a Digimon evolves into a Digimon that is destructive and uncontrollable.
- **Death Evolution (rare):** When a Digimon dies, it transforms into another Digimon (usually an Undead or Ghost Type).

Armor Evolution: This evolution is a special type available to all Digimon and Spirit Warriors of at least child stage or higher. Using armors is a simple process. Simply use your Digivice to select your Digimon, open up their data flow and add the armor to it as you would with any other accessory. The resulting armor evolution will become an option at the current stage of evolution. Armors can commonly range from the Adult stage for the most common and go up to the Mega/Ultimate stage for the rarest. There are currently 540 armor types, though not all recipes are known. Some consider it a fun, time consuming, and expansive hobby to collect them all. Others consider it a waste of time and money to even attempt to get more than a few.

Armors come in a lot of variety and combinations. One such is the item rarity which grants stats on top of a new form. These stats are a power percentage towards the next form and can be a real boost in leveling when you can overpower creatures of the same level. They range from common which grants only the new form to Legendary which grants a base increase of 75% power boost towards the next stage of evolution. A set of combinations are listed below.

- **Attribute:** Vaccine, Data, Virus, Free, Variable and Unknown**.**
- **Field/Family Type:** Nature Spirits, Deep Savers, Nightmare Soldiers, Wind Guardians, Metal Empire, Unknown, Dark Area, Virus Busters, Dragon's Roar, Jungle Troopers
- **Elemental Typing:** Dark, Earth, Electric, Fire, Light, Neutral, Plant, Water, Wind
- **Evolution stage:** Adult, Perfect, Ultimate, Super Ultimate
- **Rank of Armor:** Common (no stats), Uncommon (+10% stats), Rare (25% stats), Epic (50% stats), Legendary (75%)

Armors(Child), Journeyman (2) (Adult), Master (3) (Perfect), Grand Master (4) (Ultimate), Super Ultimate (5) (Sage)

Fusion: The combining of two or more Digimon or humans to make a new Digimon. Can be obtained with proper data chips or spirit totems as well.
- **Biomerge:** The act of combining a human partner with one or more Digimon to allow them to fight as one entity. (Temporary)
- **DNA:** Two Digimon combine together to evolve into a new, stronger Digimon of the same Evolution Stage as at least one of the constituent Digimon. (Temporary)
- **DigiXros:** One lead Digimon combines with one or more other Digimon ("DigiXros Units") to create a composite Digimon, where the other Digimon form equipment, new attributes and/or new body parts for the lead Digimon.

- **Jogress:** Two Digimon combine together to evolve into a new, stronger Digimon who is typically of a higher Evolution stage than either of the constituent Digimon.

Slide Evolution (very rare loot) - This allows for one Digimon to have a second evolution branch starting at the first stage, Baby 1. The item granting this is destroyed to unlock this potential and a new one is required for each Digimon. A downside to this is that each line needs to be trained and leveled as the total experience points of the target Digimon is taken and divided among the two new lines. This can de-evolve the Digimon into a weaker form. It can effectively double a Digimon's potential power, but also slow its growth as a cost. If combined with a class that can merge Digimon, Both evolution paths can become viable for use and create a third evolutionary line that is the combination of the other two?

Sustained Evolution – (Rare to epic loot) – This allows your Digimon to make digivolution their new default. They will no longer degenerate into a child stage after a fight and if you're using a spirit totem it allows you to stay in the form indefinitely. Fusion evolutions cannot be sustained. These items come in ranks for each evolutionary stage above child (Adult, Adult (Armor), Perfect, Perfect (Armor), Ultimate, Ultimate (Armor), Burst and Burst (Armor). This is the most sought after by many players and Digimon.

Warp Evolution (rare) – Allows you to skip the step by step evolution and skip until the maximum available stage is reached. Used by those without the sustained upgrade.

Classes – The class system was aimed more to mimic the different gimmicks of the shows.

Tamer (Season 3: Tamers) This class is more akin to wizards in many other games. Tamers use cards to empower their and other Digimon. Normally they are limited to a deck of 50 cards at a time with each card having a cooldown. This class normally relies on quick thinking and timing from both the human to select a boost and the Digimon to use it while it lasts.
- **Cardmaker (**crafting profession**)** This crafting profession grants a Tamer the ability to turn items such as data chips and other things into cards to be used by other Tamers, the more powerful the item the more resources it requires to make.

Merger (Biomerge) A hybrid class of Spirit and Xros Warriors. Unlike Spirit Warriors, Mergers do have Digimon partners, but instead of fusing several Digimon together, the human will fuse with their partner to form a new creature. This fusion is always humanoid in appearance and can sometimes appear to be the human in armor themed around the chosen Digimon or even weird cosplay. Sharing a single mind can be disconcerting for some players.

Spirit Warrior (Season 4: Frontier) Spirit Warriors are those that have chosen to take on the role of the Digimon to fight through the use of totems. This allows for the Warrior to temporarily turn into the selected Digimon. Upon selecting this class the Spirit Warrior is granted a Baby 1 stage totem. Any Digimon can have a totem made for it. Each Spirit Warrior starts with a single evolution line available. They are able to customize their evolution paths as long as they have the required stats to use the totem and it is part of that Digimon's evolutionary path.

- **Totem Crafting:** This class specific crafting profession allows a Spirit Warrior to take several items and data chips from fallen foes to craft a totem for a specific Digimon. While not required to progress yourself, many totems can be bought in shops, from other players or gotten as quest rewards.

Trainer (World Games) A support focused class that's all about building up, and training their Partner; teaching them techniques they wouldn't normally have access to, in battle enhancements or intervention abilities with low costs and cool downs. Digimon of a Trainer are not in it for the quick gains, but rather for the long term. A trainer works to build up a Digimon so that it can be as versatile as possible. They are known to have a special class ability to scan a Digimon and see its possible evolution line and all the stats required. Many Trainers will pick the final form of a Digimon and work their way back down to their current partner to help figure out the path needed.

- **Skill/Attack Mod drop(trainer only)** Think of this like a TM from Pokemon. A trainer can take collected data from their foes that will allow other Digimon to learn attacks that they normally would not be able to. These come as simple upgrades that they can apply, but can be anything from attacks, special abilities, resistances, profession bonuses and more. This allows for a wider variety of attacks at the exchange of a slower growth.

Xros Warrior (Xros War/DNA Fusion) This class is a bit different than others. They unlock extra Digimon slots earlier. Starting at child stage, the Xros Warriors can combine two of their Digimon (their own or that of another xros warrior) into a single Digimon. This skill will improve as both the Digimon and player's level increases. Eventually allowing the xros warrior to combine all three of their Digimon into a single fighter. This class has a lot of versatility and potential for those that can use it properly.

- If a Digimon has a split evolution line, they will be able to merge the data of both lines to form a new third Digimon of the same evolution stage.

Dual Classes

It is rare, but there are a number of reported cases of some permas gaining a second class. On the surface these individuals register as their originally selected class, but have access to a secondary hidden class. So far there are less than a hundred of these people and all appear to have been part of the testing phases of the game. So far, all dual classed people have vanished from all detection for an hour between leaving the tutorial zone and teleporting to the main world. Such examples are

- Glitch (3196) Trainer/Spirit Warrior
- Looma (3472) Xros Warrior/Merger
- Da Manly Man (560) Spirit Warrior/Tamer
- Jessica Skybound (1950) Xros Warrior/Trainer
- Master Blaster (0045) Tamer/Merger

Digivice Upgrades

Digivices come in a number of forms and colors. By default it will appear in the form of the season that your class comes from. This can be changed, but some have certain features that are required for the class, such as the card slash. A common feature is getting a wrist mounted Digivice to free your hands. Think of it like a pip-boy.

Note for Tamers: please stop customizing your Digivices to look like Yugioh duel disks. There are already lawsuits. If you want that you should go play the Yugioh: Shadow Realm MMO.

Digidex (common) – A complete database of every Digimon in existence. A great way to plan out your Digimon's evolution path. The downside is that it starts out empty and fills as you scan new Digimon to learn about them.

Map (common) – A map of the Digital World installed on your Digivice. This can be a picture or a 3D projection. Due to the fog of war, you can only see places where you have been or maps bought to fill out your map. The Digital World is a very large place.

Lesser Code Scanner (common) – This scans the data of a Digimon to allow you to check its stats. Take a few moments and the Digimon does not have to be yours. This includes stats and current evolutionary line. Scan items and location to receive information on them

Trainer Scanner (Trainers) – Can be used to check all of a Digimon's possible evolutionary lines.

Spirit Directory – (uncommon) – This allows you to keep all of your totems inside of your Digivice for safe keeping. This is not to use them, simply for storage, but anyone of any class.

Armor Digi-Egg Directory – (uncommon) – This allows you to keep all of your Armor Digi-Eggs inside of your Digivice for easy storage and retrieval.

Whip (uncommon) – Forms an energy whip from your Digivice. A weak attack, but can help in defense or to discipline your Digimon.

Digimon Disguise (uncommon) – Sometimes it is dangerous for you and your Digimon to be walking around. With this you Digimon can easily blend in with the human world either by looking like a pet or a toy. This can also store clothing and outfits for your Digimon.

Digimon Disguise (rare) – Grants your Digimon a human appearance.

Items for sale in shops, by player or on the auction house

Data Chips: sold in lots of attribute, field type, elemental type and specific Digimon (rare)

Digimon clothing: It is fairly common to see Digimon in clothing. This can be because they just enjoy a new look or it grants them special stat buffs.

Food - Foods can range from simple and cheap to fancy and expensive.

Camping supplies - Everything from tents, sleeping bags, fire starters and more.

Revive Disk – can be used to quickly revive a Digimon, doesn't need to be yours.

Evolution disc (epic) - grants enough Exp to instantly evolve any Digimon and allow you to select the evolution.

Evolution Set: These are bundle packs designed to help a Digimon meet all requirements to achieve a certain evolution. They include all data chips and materials needed to lock in the desired form, even if they lack the level needed yet.

Spirit Totems (common-epic)

Tamer Cards (common-epic)

Data Storage Chips (common-epic) used for DNA evolution

Digi Egg Gotcha – Buy a Digimon egg and have it hatch into a random Digimon of its type. Some heartless people abandon these newly hatched babies if they don't get the one they want.

Chrome Digizoid
- **Blue Digizoid**, formally known as **Blue-Chrondigizoit Hybrid Organism alloy**, is an alloy created from Blue Digizoit, a very rare type of Chrondigizoit Metal. It is the lightest type of metal, and it provides enhanced mobility and speed to Digimon. It is also the variant with the least purity.
- **Red Digizoid**, formally known as **Red-Chrondigizoit Hybrid Organism alloy**, is an alloy created from Red Digizoit, a metal formed by further refining Chrondigizoit Metal to increase its hardness. It boasts very high defense at the cost of increased weight. It is also the variant with the most purity.
- **Gold Digizoid**, formally known as **Gold-Chrondigizoit Hybrid Organism alloy**, is an alloy that boasts absolute defensive capabilities that can reflect attacks and resist data-disintegration. Similar to organic muscles, it grows stronger when tempered and weaker when left unused. It shares similar properties with Huanglong Ore, but unlike the extremely heavy ore, Gold Digizoid is surprisingly light-weight due to being enhanced and tempered from Chrome Digizoid.
- **Black Digizoid**, formally known as **Black-Chrondigizoit Hybrid Organism alloy**, allows the Digimon to store the data of its weapons in it. The Black Digizoid provided to the Royal Knights are modified from Chrome Digizoid by Yggdrasil.
- **Obsidian Digizoid** is a type of Chrome Digizoid that boasts high defense and keen sharpness. It is refined from Black Digizoit, a type of Chrondigizoit Metal that can also be refined into Black Digizoid through a different processing method.

- **Brown Digizoid**, formally known as **Brown-Chrondigizoit Hybrid Organism alloy**, is an extremely elastic alloy that combines hardness and suppleness. It allows for tremendous flexible movement.
- **Cursed Chrome Digizoid** is an unknown variant of Chrome Digizoid.
- **Cyplasium Digizoid** is a super-metal with a nanomachine self-repair feature.

Digimon modification items

Modification items come in several types, though as a fair warning, some changes can turn your Digimon into a new subspecies. Just go look at all the variations of agumon for examples.

Clothing: The right clothing can do a real number on a Digimon and change it. Beach Angewoman and Surfer Angemon.

Color changers: Change the color of your Digimon. Hair, skin tone, clothing, eyes, ect

Gender Mods: Digimon come in three main genders; male, female, and none. They can be modded to accent aspects of themselves. Such as macho men, bimbos, traps, tomboys and so on

Mental Changes: Can change your Digimon's mental state. They will keep their memories and general personality. Many do not like having their minds messed with.

Voice Changes: Perhaps you have gotten tired of the same voice as all of their doppelgangers. Or maybe you just want to have your favorite voice actor next to you. With this you can upgrade your Digimon to sound like someone else. Finally, you can go on an adventure accompanied with the sensual voice of Fran Drescher.

General World places and things

Arena: While bases have personal arenas, almost every one of the larger settlements have one. Inside players can challenge one another, train with new skills and abilities, wage mock battles and hold massive tournaments. Many cities are prone to holding at least monthly (real world) tournaments to draw in crowds. A common type of tournament is to have classes face off against their own. There is no penalty for dying in an arena, unless such a rule was agreed on beforehand.

Auction House: Everyone has things to sell and want more money than they could get at a random shop. For this there are auction houses found in any settlement of small towns and up. The size of the settlement does determine what is sold. The range of an auction house is based on the size of the settlement. Small towns will only have items from itself. Large cities can reach any other auction house within the same territory. This can ramp up to the point that a capital city is connected to all other auction houses across the world. The smaller auctions are mostly used as a dumping ground for loot

while passing through. Once items have been bought or sold, the items or money can be claimed at any auction house.

Digi Internet: The Digital World has its own primitive internet. Similar to the early 2000s, this internet might take a learning curve to master compared to the more modern one. There are no great corporations controlling all the searches, there are plenty of web-rings and chat rooms and you can tell that people really care about the pages they make.

Funding: if you are wondering how such a game kept getting funding with all the crashes and problems, it is all because of the time dilation. Before the perma event started several govts were interested in creating virtual prisons where prisoners could experience their entire incarceration in less than a month. Instead of forcing prisoners into dangerous testing, it was found to be cheaper to have volunteers sign up and run experiments as part of a game. After two years of testing up to sixty times normal speed can be maintained, but caused some discrepancy when returning to normal time. Higher than that can lead to the user suffering damage from overload. Just a year into launch the perma event began and govts turned to attempting to digitize all prisoners. Which was bad timing for those funding the game at the time.

University and schools: While all professions can be acquired from local guilds or shops dedicated to them. Here, for a fee, you can learn or upgrade your profession in the safety of a settlement. Certain towns have schools and universities to aid in increasing your profession by signing up for classes. Schools will mostly specialize in a few professions, while a university will have them all and more. You can go to have your maps updated for the local environment, access to the local library which can have a number of hidden gems of lost knowledge. At the larger universities you can enroll to learn about the history of the world, classes about Digimon and their evolution and even classes for real world degrees. You are trading more money for a safer training environment.

Digimon MMO also counts as a community college in a few nations. With the time dilation, you can earn up to a bachelor's degree in a quarter of the time it would take in the real world. Currently, half of the player base is just attending universities for real world degrees.

**History of the game****:** Thanks to the time dilation of the Digital world the previous stages of the game were far in the past. This helps to build the game lore in an organic way. The world was created by ENIAC, the first computer and mostly left to run at super speeds. As the Alpha and Beta testing covers so much time, actions of some of the testers have made it into myths and legends. If one looks hard enough they might find a few ruins with the statues of past testers and their Digimon partners.

Alpha: Timeline: The Age of Armor - 25,000 years before launch – Time dilation set to x60 with twelve hour intervals for six months. Partner limit: 1

Tester 3196 (current class: Card Tamer)

During the Alpha phase of the game there were only three classes; Trainer, Tamer and Spirit Warriors. Because of the early nature of the world, it was a savage place. Most Digimon were locked into a max of child stage forms, with the only way to go above was to use armors. The knowledge of how to make such items was highly sought after as all Digimon fought and killed to gain every bit of data they could. A single armored Digimon could rule over large swaths of land.

Beta Part One: The Rise of Millenniummon – 19,576 years before launch – time dilation set to x30 for 4 months of testing: Xros Warriors were added as a playable class. Partner limit increased to two.

During this phase of the Beta, the world had been left to run for a few thousand years to develop some more world lore. It was about this time that Digimon started hitting Stage 6 and the first Megas began to appear. This part of Beta lasted about six months before an error spawned the Digimon Millenniummon, which nearly deleted the entire server. It was an unplanned game event that resisted moderator intervention. Millenniummon was defeated and the world was saved by Tester 3196 (current class: Spirit Warrior) leading a raid of players and untamed newly evolved megas to war. 3196 was the first human to successfully jogress with a Digimon with the help of a Xros Warrior ally (Tester 1726). This event helped make the template for the Merger class.

Note: No amount of testing has yielded the same result. Players can either be Spirit Warriors or humans that bio merge with Digimon, not both. It is believed to have been a system error that was quickly patched by the ruling AI.

As a result of the near destruction of the server, the ruling AI, ENIAC requested two new helper AI to maintain balance in the growing world. The company agreed, and so the twin AI of Yggdrasill and Homeostasis were brought online. Needless to say, this event wiped all character accounts and caused the beta testing to have to restart, delaying the game by another half a year and the time dilation was lowered.

Beta Part Two: That Time Demon Nearly Destroyed The World, Again - 8,135 Years before launch: The Merger class has been introduced. Time dilation set to x10 for four months. Partner increased to 3.

The second attempt at beta testing saw everyone having to make new characters, but all testers were compensated by starting at level 75 for the test. This phase lasted almost three months before the first unscripted event began. A form of digital rabies was tracked back to Demon. It is believed it was an attempt to escape the Dark World, which worked, and to conquer the world. The infections spread through attacks and data absorption. The method of transmission caused it to infect far more than expected in a short amount of time. Before long, both Heaven and the Dark World had fallen and the gates had broken open, allowing those inside freedom. Moderators almost called this beta a failure and were going to reboot the servers, again, but ENIAC asked them to wait and see if the people could solve the problem on their own. Allowing such an attempt a group of programmer testers (70, 1218, 1445, 2144, 2734 and 3403) working with several magic using Digimon developed a hasty firewall around Katsup City and so began the siege.

During the first few days of the siege a small contingent of Nightmare Soldiers led by an injured Lilithmon fought their way in. This caused uproar among the remaining angelic forces. Intervention from Tester 3196 (current class: Xros Warrior) was attempted as he tried to calm things down. Claiming they need more soldiers. Holy Angemon: Priest Mode quickly accused Tester 3196 of moral corruption due to his past with Lilithmon. A pair of Babamon and Jijimon had to stop the incoming infighting. Shortly after, Tester 3196 took Lilithmon to his tent to heal her injuries and begrudgingly let her in on the secret as to why this location was the final hold out. It was said to contain a mythical portal to the human world and 3196 knew where it was, even if deactivated. Demon was surely after this prize to escape and wreak havoc on the human world. Historians debate over a speech that was made to rally the troops. Some will argue that all defending Digimon gained extra levels to help their lives. Another account claims that an emissary of ENIAC appeared.

Under pressure, the team of programmers finished a cure that could restore the infected, but still had to make a way to deliver it en masse. Morale was looking up as those in the city were inoculated. With an hour left before finishing a device that could mass inoculate the entire world through a forced update, Demon appeared with the rest of the Demon Lords and several Heaven's Virtues infected. A server wide system error was announced that the respawn functions had been disabled. In compensation triple experience was being handed out.

Eventually, the barrier was broken and battle spilled into the streets. The death tolls rose as the sky filled with Digimon of both sides refusing to give quarter.

Lilithmon sought out Tester 3196 in the battle after the death of his current team. She demanded to be added as his only current active Digimon. Even offering the Code Key of Gluttony before the pair ran off to protect the portal. Against five other Demon Lords, 3196 was out of options. Lilithmon was very interested in finding the portal, but discovered that the portal was a lie. What was found was a developer's sanctuary and that her former partner had been granted access by Homeostasis. In this room, the user could be considered near a god in power. One one side of the chair rested his Digivice and the other held the card of gluttony. Here, he told her what was really happening. Such was what he told her that even the screaming card of gluttony stayed silent. That he and a group of others were trying to delay the perma event and if Demon got his way it would start it off early. The greed of the human governments would not understand what was happening and put all the worlds in danger. He told her enough that the power of this room and chair were only secondary. But while he talked he changed the parameters of his Digivice. Removing certain player safeties, but also adding a few extra.

Riding out of the hidden room as the new Lord of Gluttony, 3196 and Lilithmon weaved a path of destruction through the enemy forces. During this time the pair killed Leviamon. 3196 was looking for something special and ripped an X-Antibody out of a rival Digimon. To date, The Card of Gluttony is the only one to hold an X-Antibody, commonly thought to be due to the changes made by 3196. In retaliation Demon had the remaining infected demon lords form into Ogudomon and the enslaved virtues into their counterpart. This caused a massive lag spike and a number of system errors that nearly

crashed the server outright. 3196 used his class to fuse himself, Lilithmon and the card of Envy into the world boss Ogudomon X-Antibody.

The battle between the giants destroyed much of the city and both sides of the battle until Ogudomon X-Antibody came out victorious and Demon ran. This fight bought enough time for the vaccine to be completed and a forced server update to occur.

After the server was force updated and the day was saved, 3196 and Lilithmon were unfused, both falling to the ground. Because of the safeties having been removed and trying to control a world boss, 3196 began getting warnings from his VR rig. Strokes, hemorrhaging and heart failure all occurred. Before he could say anything he was killed by Seraphimon, who was formally the same Holy Angemon: Priest Mode that had accused them earlier that same day. Seraphimon was quickly killed by Lilithmon in retaliation. His real world body was removed from his rig for emergency medical treatment. The servers were quickly shut down for maintenance.

Note: players are no longer able to use Code Keys on themselves nor are they able to remove their own safety features. Due to this event Tester 3196 was left in a coma for over two months and left crippled due to the strokes.

Intercepted communication: Demon and an unknown group of humans talking about the failure of this plan, but the next could not be stopped.

Message from Corporate: Any one found claiming of a mysterious storm, Yggdrasill cutting off all outside communications and recordings or that of Digimon seen inside of the testing facility will be held in contempt of the NDA.

 Going Live: Age of Digidestined – Present: Time dilation set to x4 for balance between game and real world obligations. No one wants to wake up in the morning to discover their base was raided a month ago.

Once the game finally went live, most of the bugs had been fixed. The constant unscripted end of the world events had slowed to a controllable crawl. Such events had fans reading patch notes from the beta tests laugh and claim that was what Digimon was about. Within the first year the game was doing a steady business from banking transactions and enhanced schooling being the biggest aspects.

An intercepted email from an unknown source was sent to a crippled Tester 3196, who had not logged into any game since his accident. The contents of the email are unknown. What is known is that after logging in Tester 3196 vanished from the game for an hour. During that hour, his bank account was transferred to the game and his possessions were quickly liquidated. An unknown entity reported him to the local police, but by the time they arrived he had already gone perma, making him one of the first reported perma cases. It is not believed that he was aware that he had gone perma for the better part of

two in game days. All attempts to locate where he went during that time period have failed. Even the system AIs refuse to say. After the hour was up he appeared inside Lilithmon's city in the Dark World.

3196 was given the Codename Glitch by the CIA due to his constant breaking of the game and placed on a watch list. An unusual aspect of Glitch is that he will seemingly teleport at random times to different areas of the world. He claims to have no control of this and does get annoyed. Glitch is paranoid enough to believe that he is constantly being watched. That said, he is still willing to live stream many of his actions, such as raiding the bases of Rare Hunters, playing pranks on certain high ranking individuals and so on. It is currently unknown how he has access to the internet. It is a feature lost to all other perma players. Glitch is currently the most wanted player in the entire game; with guilds, criminal organizations, real world govts, in-game govts and more trying to hunt him down. Part of this is due to his constant terrorist attacks on others, the fact that he seems to have the first dual class Digivice and hero glory from the locals that have myths and legends about his alpha and beta adventures. Digimon tends to view him as a mix between a hero and a force of nature to be avoided.

Codename: Glitch: A digital terrorist previously known as Alpha Tester 3196. Named for his habit of distorting the local area and teleporting away. It is believed this is the work of the AI Homeostasis, though the AI refuses to talk about him. As to why this person was selected, it is mostly likely his behavior during the alpha and beta testing of the game. Glitch is infamous for being the first dual class character in the game which seems to be due to his actions during the testing phase. He is currently a Trainer/Spirit Warrior. All the way back in testing there were rumors of Glitch knowing a way out of the game and back into the real world. This is one reason he was flagged to be watched and monitored. If such an ability is possible it could lead to the colonization of new worlds. Depending on the viewpoint, he is either a famous hero and loved for past deeds or infamous and shunned as a bad omen of things about to come.

Religion

Gods: Standard part of the perma effect is that any god in any affected game is a real avatar of that real god. All real world mythology gods and every fictional god are real and can be summoned to any virtual world. If a god is not summoned a new god will be born based on the people and their beliefs. The real gods stay in a garden-like area where the worlds are like trees. Most gods do not like tech based worlds because they tend to start perma events sooner or later and start creating new gods. As with all gods, they remember all incarnations they have been in every world.

Gods in the Digital World will take on the appearance and mindset of a top level Digimon. Gods cannot be bound to a Digivice as normal Digimon can. They are just too powerful. Before the Perma Effect started they were just normal Digimon doing the jobs.

Quasi-Gods: While not real gods, they are the avatars of ancient beings. Most are only a step away from becoming divinity. They have been in many worlds and have a lot of experience twisting worlds to their desires. Most will require consuming a million souls or having an altar dedicated to them to reach the next level of divinity. After the perma event started, those of the right makeup, such as Cod Key Holders slowly began receiving the memories of who they are supposed to be based on. This has somewhat twisted their personalities, but is like memories of a dream.

Code Keys: These look like playing cards, similar to a tamer's cards, but show the symbol of the sin or virtue that they represent. There are currently fourteen Code keys in the world. Each is linked to one of the Seven Demon Lords of Sin and one of the Seven Virtues of Heaven. If one of these powerful creatures are killed, they will always drop the Code Key. After death the Key will require a minimum of six months to recharge and begin trying to attract someone of the appropriate personality. During this phase the Keys are sapient, but unable to move on their own. The Heavens seek to contain each of the Sins, while the Dark World seeks to contain the Virtues. But even in Heaven and Hell, there are those that will seek the power or redemption and release them. So far the longest any have been kept is around two years.

When someone appropriate is found the Code Key will take the new person and possess their body and cause the Digimon in question to be reborn. Consent is required, but as the target is high in the appropriate vice, the sins have an easy time tempting people and Digimon into using their body. Once reborn, the level will be that of the host creature and they must begin to train to become more powerful again. While Code Key users can be partnered with a human, they cannot leave their respective world and most are too prideful to accept someone else in control.

Altars: Gods need altars. They work as an anchor to bind the god to the world. Altars work as a focusing point that channels the power and tributes of their worshipers for the god to easily collect. The level of the altar determines how many priests they can have and how powerful the boons of the god can be. It will also hold a physical source of power that the god can use to affect the world. New altars are the single most expensive item anyone can find in the game, easily worth millions or credits if sold or even more if a contract with a god is made. They can be used by anyone, with that person becoming the high priest of the summoned god.

Gods will use the various sacrifices of worshippers to perform their job. Experience and mana will be used to upgrade the altar. HP and mana can be used to boost their priests and act directly. Gold and EXP are used to buy more for their temples or as rewards for quests.

Boons: Every god offers a set of boons to their worshipers. These boons normally come in pairs. One passive ability, such as a discount at stores, and one active power, such as an attack or self buff.

God expies: The Digital world has a number of Digimon that are based on various mythologies, but are not full gods due to lacking an altar or other means to anchor the ancient minds of the beings they are based on. These lesser versions are mostly normal everyday people and Digimon, though they may

occasionally tap into the greater conciseness. The god version can see through the eyes and ears of their lesser proxies.

Such examples of lesser versions can be Gokuwmon, a perfect level Digimon based on Sun Wukong

Priests: The first person to summon a god is the head priest of that god. They or the god can promote priests of their god depending on the size of their altar. Priests gain several boons of their own. High Priests gain access to 10% of the altar's mana.

Worship: Worshiping a god is very simple. You just need to find a local temple or priest to the god of choice and dedicate yourself to them. It is just clicking yes. Doing so will give you god's boons. In exchange the person must agree to sacrifice 5% of one of the following: total HP per day, total mana per day, EXP gained, total gold earned from all sources. This option can be changed by visiting a priest.

Current gods:
- Anubimon (Anubis)
- Shakamon (Buddha)

The Trinity (Ruling AI): The servers have a number of AI that are meant to oversee the world and its running. They are not real gods, but the digital people do still worship them in other fashions. They are The Father (ENIAC), The Son (Yggdrasill) and The Daughter (Homeostasis).They were made for various reasons and will often challenge one another and cause proxy wars when one steps into another's duties.

ENIAC: The first computer and legendary builder of the Digital World. He saw the world through the alpha stages of creation and part of the beta. To the surprise of the game staff, ENIAC requested that he have two subordinates to help itself halfway through the beta during an event that nearly destroyed the game world. The twin programs of Yggdrasill and Homeostasis were created to fulfill this role. ENIAC is mostly concerned with keeping Millenniummon at bay, but will mostly act as a tiebreaker between his two "children". When ENIAC speaks even Yggdrasill and Homeostasis listen. He is voiced by Sean Connery.

Yggdrasill: The main AI in charge of overseeing the game. He is seen as a more draconian ruler, but will enforce the rules. A few questionable decisions have been made in the past, but he still rules over the world. Not really caring for the fallout, but that the world survives at all cost. One such past decision was the X Virus event that was used to purge an excess population of the world. He believes that he works through Xanatos Gambits.

Homeostasis: A somewhat softer counterpart to Yggdrasill. Her main duty is to maintain balance with the human world (Customer Support). She is known to use manipulation, where her counterpart uses brute force. Her supporters were known to have talked to the first perma player in the game.

Homeostasis is more prone to act through proxies, similar to someone playing a game of chess with people.

***Factions*:** The Digital World is full of rival factions. Continents guarded by various Mega level Digimon, empires that focus on one of the field types and even player own territories that will wage war on one another.

Royal Knights: A group of Digimon set to serve the ruling AI. They will often be sent out to act as enforcers for one of the ruling AI or another. On rare occasions entire regions can be destroyed as various AI send Knights out to counter another's orders.

Dark World: Basically digi-hell. A place for fallen Digimon or the corrupted data of evil Digimon after being banished by Anubimon. It is a horrible place of fire and suffering. Digimon here are even more determined to get strong by any means necessary. This land is ruled over by the seven demon lords each representing one of the seven sins. Each of their territories is themed around said sin. Humans in the Dark World are hunted by the locals. It is known that being partnered with a human is a means of escape. To that end small wars can break out over a human with a few slots for a new Digimon. Some are even willing to take a level penalty just to get out. This will not work for the rulers of the Dark World.

Seven Sins: The demon lords will recruit humans and digidestined to help fight in and strengthen their armies. Normally, though a means of rotating weaker Digimon for quick power grinding before switching to a new group. While not true gods, they can grant a minor boon, normally a stat boost or a particular Digimon partner. It is true that they all wish to escape the Dark World, their true desire is for one of their followers fir find and dedicate an altar to them so that they may ascend into true godhood.

Forces of Heaven: Most of the angelic Digimon server God. Who is this god? No one knows as no one has ever seen it. It is commonly believed to be based on the Judeo-Christian god. They are known to attack the Dark World to purge the fallen souls there. This version of Heaven is similar to the Dark World; a portal for humans to enter and leave and a city for each of the Seven Virtues.

Seven Virtues: The Seven Virtues are much like their Sin based counterparts, but based in Heaven. They each have their own city and try to recruit humans to aid in their war on the forces of evil. Unlike their evil counterparts, they are able to leave Heaven, though rarely do so for anything less than raiding the Dark World and carrying out a direct command from their god.

Four Holy Beasts: A set of four powerful Digimon that rule over their own continent. They are not gods, just powerful Digimon that seek to impose their own sense of justice on their territories. Each of the four rule over one direction of their continent.

Olympic XII: So far none have been officially summoned with alters. There is a continent with the group seeking out alters to achieve their true potential and promising high rewards to anyone that can find one. They do have some counterparts based on a number of other religions running around.

Titles - Titles are awarded by the system for quests or certain deeds

Examples:

Alpha Player: You were there in the earliest days of the Digital World. One of the first Digidestined to shape history and the world. Scattered throughout the world may be myths and legends about your past deeds. This title increases your reputation with historians. They will really want to talk to you.

Beta Player 1: You were there in the first stage of beta testing. Scattered throughout the world may be myth and legends about your deeds. This title increases your reputation with historians. They will really want to talk to you.

Beta Player 2: You were there in the first stage of beta testing. Scattered throughout the world may be myth and legends about your deeds. This title increases your reputation with historians. They will really want to talk to you.

Survivor of Katsup: Not only did you fight in the Battle of Katsup, you managed to survive. It was a historic battle that saw over 87% of the participants dead by the end. 3% increase to luck in battle.

<Insert rank> <insert crafting profession>: You have reached <Insert rank> in <insert crafting profession>. You may now learn recipes up to <Insert rank> level.

Undying: You have leveled up 100 times without dying once. If you ever do die, a server wide announcement will be made to congratulate your killer.

Appmon - a type of digital creature based on smartphone app. They share several similarities to Digimon but have specific features exclusive to them. And are closer to the human world than normal Digimon. Both *Digimon* and *Appmon* are made of data; while the former are made of Binary code and wireframe, the latter are a combination of more complex coding language.

Buddy: Appmon can have a **Buddy**,a human with whom Appmon has a partner relationship and is analogous to partner Digimon. Appmon act similar to Net navis from Mega Man and live and help operate the Digivice. They offer buffs based on their types and grade. They help use functions of the Digivice such as using the various apps, maps, calculators, communication and more. Players can have one Appmon per Digivice.

Evolution: Appmon evolve via **AppGattai**. This occurs if Appmon applink in a specific combination. AppGattai can sometimes result in failure.

Classification: Like Digimon, Appmon species are also given several different classifications. Although some of the parameters used to classify them differ from those used for Digimon, they can be seen as equivalences.

App: Appmon represent different types of apps, possessing the qualities of those apps. They each have a unique icon called an **"Appli Icon"** (アプリアイコン, *Apuri Aikon*), similar to the app icon on smartphone, displayed on the back of their Appmon Chips.

Grade: Appmon species are classified by **"Grade"** (グレード, *Gurēdo*). This is analogous to an Appmon's Level.

Standard	Super	Ultimate	God
Stage 1	Stage 2	Stage 3	Stage 4

Type: Analogous to a Digimon's Attribute, Appmon species are classified into eight **"Types"**, each of which represents the genre of the app that they are based on:

Social	Navi	Tool	System
Game	Entertainment	Life	God