# Digimon Adventure

This is a world both like your original world, but also vastly different. Creatures composed of digital data, known colloquially as Digital Monsters, or digimon, live within a parallel world which exists alongside the Human World, as well as a couple other parallel worlds. The majority of people are wholly unaware of the Digital World, but a few children have been chosen by the denizens of the Digital World to save it, while a few intrepid scientists have discovered clues to the existence of said world.

You enter this world during the summer of 1999, when a group of children destined to save the Digital World are about to be brought to it for the first time. You have 1000 CP with which to spend in this world.

# Background

**Drop-In [0 CP]**

> You appear in this world as you are, with no new identity or memories. Your age is 2d8+10 years, and your gender is the same as it was in the last Jump. Alternatively, you can spend 50 CP in order to choose your age within the given range and your gender freely.

**Chosen Child [100 CP]**

> You are one of the children selected to save the Digital World. Sometime in your youth, you saw a digimon, at which point a digivice, crest, and digitama was made for you. You receive a digivice and a digimon partner for free. Your age is 1d8+5 years, and your gender is the same as it was in the last Jump. Alternatively, you can spend 50 CP in order to choose your age within the given range and your gender freely.

**Corrupted Child [100 CP]**

> You are a child who had one of the Dark Seeds implanted within you. While granting you increased intellect and athletic abilities, it has also connected you to the Dark Ocean, another parallel world existing alongside the Digital and Human Worlds. Your age is 1d8+5 years, and your gender is the same as it was in the last Jump. Alternatively, you can spend 50 CP in order to choose your age within the given range and your gender freely.

**Dark Digimon [100 CP]**

> You're a digimon, yes, but not one of those enslaved by humans. No, you've recognized the dangers posed by the Digital World, and of the Human World, and you are sick of it. Your powers will not be used protect the weak, but to control the strong. Your age is 3d8x10 years, and your gender is the same as it was in the last Jump (although gender is a somewhat fluid concept for most digimon and not a physical trait). Alternatively, you can spend 50 CP in order to choose your age within the given range and your gender freely.

**Digital Agent [100 CP]**

> You are one of the beings who lives within the Digital World but is not a digimon, like Homeostasis and Gennai. You possess a body similar to a human's, but you are essentially immortal. Your age is 1d8x100 years, and your gender is whatever you desire. Alternatively, you can spend 50 CP in order to choose your age within the given range.

**Partner Digimon [100 CP]**

> You are a digimon yourself! More than that, you have a human partner, and all the associated perks. While rather weak on your own, your connection with your partner has allowed you to grow in power, allowing you to attain higher forms for a temporary period. Your age is 1d8+5 years, and your gender is the same as it was in the last Jump (although gender is a somewhat fluid concept for most digimon and not a physical trait). Alternatively, you can spend 50 CP in order to choose your age within the given range and your gender freely.

**Researcher [0 CP]**

> You are an ordinary human with no digimon partner. Stuck outside of the Digital World, you have nonetheless become aware of the existence of parallel worlds, and have begun experimenting on reaching those worlds. Your age is 2d8+16 years, and your gender is the same as it was in the last Jump. Alternatively, you can spend 50 CP in order to choose your age within the given range and your gender freely.

**Unchained Digimon [100 CP]**

> You *are* the digimon! You don't have a human partner, but that's okay, because you don't need one. You're free to wander the Digital World at your leisure and experience it as it has been for thousands of years! Your age is 3d8x10 years, and your gender is the same as it was in the last Jump (although gender is a somewhat fluid concept for most digimon and not a physical trait). Alternatively, you can spend 50 CP in order to choose your age within the given range and your gender freely.

# Location

Roll 2d8 to determine your starting location, or pay 50 CP to choose

**4 or 14 - Hong Kong, China**

> You begin this Jump in one of the most densely packed cities in the world, let alone China. With such a large number of humans in one place, it's unsurprising that digimon are known to exist here.

**5 - Moscow, Russia**

> You begin in the capital city of Russia, the most populous city within the country. In addition to many people, digimon have been known to find their way here.

**6 - Gold Coast, Australia**

> You begin in one of the larger cities within Australia, specifically within the state of Queensland. Digimon activity happens occasionally here.

**7 - Paris, France**

> You begin in the capital city of France, where digimon activity is not unheard of.

**8 - New York City, USA**

> You begin within the bustling metropolis of New York City, another center of digimon activity in the world.

**9 - Odaiba, Japan**

> You begin your adventure alongside the majority of the other Chosen Children, on an artificial island in the Tokyo Bay.

> Those with the Chosen Child background can choose to start here without paying CP.

**10 - File Island, Digital World**

> You begin on one of the more well-known locations within the Digital World, the island where Primary Village is located.

> Those with the Digital Agent or Partner Digimon background can choose to start here without paying CP.

**11 - Server Continent, Digital World**

> You begin on the larger continent of Server within the Digital World. This is the home of many powerful digimon.

> Those with the Dark Digimon or Digital Agent background can choose to start here without paying CP.

**12 - The Eastern Region, Digital World**

You begin within the land of the Holy Stones, an area protected by Qinglongmon, within the Digital World.

Those with the Digital Agent or Unchained Digimon background can choose to start here without paying CP.

**13 - Innsmouth, Dark Ocean**

...oh, you poor thing. You start out within Dagomon's domain, a place where negative emotions can hold power over the physical world. It's going to be quite a difficult feat to get out of here, so hopefully you've got the wherewithal to survive.

Those with the Corrupted Child background can choose to start here without paying CP.

**2, 3, 15, or 16 - Free Choice**

You're lucky enough to choose where you begin. You may choose any location within the Human or Digital Worlds, or even somewhere in the Dark Ocean, if that's what you really want.

# Perks & Abilities

**Drop-In:** Those with the Drop-In background receive the Always Prepared ability for free, and can purchase the other abilities of this grouping for half price.

> **Always Prepared [100 CP]**
>> You're used to being dropped into all sorts of unusual situations, which has led to you carrying a collection of items on your person for all circumstances. So long as the item is inexpensive and regularly stocked in local markets, you can have it be in your possession, bought on a whim when you thought it might be useful.

> **Karma's a Nice Lady [200 CP]**
>> Going out of your way to help others, particularly when there is no obvious gain for you, will often lead you to unexpected rewards. Said rewards are often coincidentally related to goals you already had, and are proportionally beneficial to you based on the required effort to accomplish.

> **Extraordinary Survivalist [400 CP]**
>> You possess the ability to survive in the wild, from knowing what is edible, how to hunt, ways to secure shelter, and what terrain is safe. Furthermore, you possess the ingenuity to adapt to any new environment you might find yourself in, even bizarre ones which physics you are unfamiliar with.

> **Digital Genius [600 CP]**
>> You know the ins and outs of computers and electronics to an unprecedented degree. From the software all the way up to the hardware, you are far more capable than the majority of people. Not only can you create programs which would impress famous programmers, but you know how to construct brand new computer systems, from the basic circuits up. Even more impressive is the speed at which you can work. With a week of all nighters, you could easily create an entirely new gadget, complete with software, hardware, and an aesthetically pleasing form.

**Chosen Child:** Those with the Chosen Child background receive the Strength of Heart ability for free, and can purchase the other abilities of this grouping for half price.

> **Strength of Heart [100 CP]**
>> You and your digimon partner are directly connected on an emotional level. Superficially, this means that you and your digimon tend to be on the same page and quite devoted to one another, but this also connects you with others on a more personal level, as your empathic powers expand.

> **Born Leader [200 CP]**

You possess the force of personality necessary to bring others to your side, and the knowledge on how to organize them effectively. When in a position of authority, you can easily figure out the best ways to utilize their particular talents. When not in a position of authority, you possess the charisma to get there.

### Unnatural Endurance [400 CP]

Your time spent as data within the Digital World has imparted some of the hardiness of digimon into you. You can survive injuries which would be instantly fatal to a normal human, such as being repeatedly smashed against the side of a glacier by a giant robotic dragon.

### Sacred Device [600 CP]

You have learned the secrets of bringing out the true power of the digivice, allowing you to consciously activate its purifying and protective powers. In your hands, a digivice can: produce a powerful light capable of ridding others of possessive spirits and energies; produce an impenetrable, albeit temporary, shield of force, and even grant ordinary digimon the ability to temporarily evolve like a partnered digimon. Digimon affected by the digivice in this way must train themselves to temporarily evolve, as the digivice itself only gives them that capability, it doesn't trigger the capability on its own as it does for partnered digimon.

**Corrupted Child:** Those with the Corrupted Child background receive the Dark Seed ability for free, and can purchase the other abilities of this grouping for half price.

### Dark Seed [100 CP]

You have been implanted with a Dark Seed, a potent conduit of negative energies which grants the host increased intelligence and athleticism, but turns the host's minds toward thoughts of power and dominion, and eventually will consume the host by transforming them into a Dark Tree. In your case, the Dark Seed has sprouted only partially, providing the benefits but none of the drawbacks.

### Indomitable Drive [200 CP]

When you put your mind to something, you become an unstoppable force. Despite whatever hurdles might present themselves to you, you will find a way to persevere. The consequences of persevering may not be to your liking, but you can always come up with a way to accomplish your original goal.

### Dominator [400 CP]

It is difficult to disobey you, even when you are seen in a poor light. Your presence is powerful and awe-inspiring, filling your allies with vigor and unabashedly debasing your foes. While those possessed of strong will can fight back against your commands, those of average willpower find themselves doing what you dictate while you are there, and those of weak will follow your every demand even when you are not present.

Subordinates find your orders impossible to disobey, in all but the most dire of circumstances, pets follow you unquestioningly, and even your peers defer to your judgment.

### Conduit of Darkness [600 CP]

You have visited the Dark Ocean and taken some of it inside of you. As such, you now possess an innate connection to that realm, which grants you some powers related to the Ocean. You possess the ability to open portals to the Dark Ocean, allowing you to travel to the Dark Ocean from either the Digital World or the Human World, or even from other worlds you may find yourself in. You also know the secret of creating the Dark Towers, Evil Rings, Evil Spirals, and other associated technologies. Furthermore, you know the secrets of manipulation of digicores, allowing you to manipulate digimon and alter them somewhat, up to and including creating entirely new digimon from other data.

**Dark Digimon:** Those with the Dark Digimon background receive the Instant Metabolism ability for free, and can purchase the other abilities of this grouping for half price.

### Instant Metabolism [100 CP]

You body is able to convert food to energy in a nearly-infinitesimal amount of time. Even if you only swallowed the food a few moments beforehand, the energy gained will already be processed and ready to use. The only exception to this is if you overeat, in which case the excess food will be digested as you spend energy, replacing the energy you spend.

### Elemental Absorption [200 CP]

Your body is physically attuned to the elements you control, to the point where you can absorb that type of element from the environment, using it to empower yourself. You have some control over the type of empowerment you receive, and can choose to improve a particular aspect of yourself, such as your strength or speed, or to physically change yourself, growing larger or increasing the range of your attacks. Merely controlling an element does not allow you to absorb it. Rather, you must be physically composed of said element, such as a Meramon absorbing fire around it, or Yukidarumon absorbing freezing attacks directed at it.

### Unquenchable Animus [400 CP]

You possess a raging spirit so strong that not even total bodily destruction can stop you. Should your soul, mind, or essence ever be assaulted to the point where it should be destroyed, it will instead remain in a disparate form, fighting back against its erasure. When you finally return, you will manifest in a form more powerful than you were when you were destroyed. Be forewarned, however, that this will take time, potentially years, depending on how complete the destruction was intended to be.

### True Death [600 CP]

You have learned the secret of killing things and making sure they stay dead. When something dies directly by your hand, it truly dies, regardless of whether it has powers or abilities which would normally allow it to come back. This only affects things which you kill and then come back to life; it has no effect on creatures which can regenerate before dying, or clones, or other manners of avoiding death. The creature will simply stay dead once killed.

**Digital Agent:** Those with the Digital Agent background receive the Liminal Being ability for free, and can purchase the other abilities of this grouping for half price.

### Liminal Being [100 CP]

You are neither human nor digimon. Rather, you are a digital being who exists in a more pure state within the Digital World. As such, you possess the capability of moving through Digital World as a physical being, by taking on a humanoid appearance, but you may also assume a non-physical form, akin in many ways to a spirit, which allows you to directly interact with the data composing the Digital World. This carries over into other Jumps, allowing you to physically enter computer networks and interact with the data on a semi-spiritual level.

### Gatekeeper [200 CP]

You know how to predict and utilize the opening of gates to and from the Digital and Human Worlds. All of the secret signs, hidden weak spots, and mystical objects required for opening gates are revealed to you, allowing you to easily pass between the worlds. Post-Jump, this ability expands to knowledge of all types of secret entrances, granting you the knowledge of how to traverse any extra dimensions present within those worlds.

### Ancient Knowledge [400 CP]

You know the secrets for utilizing the digital code and programs within the Digital World, allowing you to create digivices, crests, digimentals, and to develop digitama for specific people. In addition, you can create executions within the Digital World, creating effects in the areas within said executions. These types of effects range from powering all electronics within the area, to altering the weather within an area, to erecting a protective or concealing barrier, or even to preventing evolution from occurring within its confines. The executions are written like a program, but inscribed physically like runes using digimoji.

### Avatar of the Digital World [600 CP]

Wherever you go, so long as electronics exist (but particularly in places which possess massive, interconnected networks, such as an internet or equivalent), a parallel Digital World will develop. The digimon which exist in said parallel world will reflect the cultures and knowledge of the creatures who possess and use the networks, and so they may be vastly different than the digimon you are familiar with.

**Partner Digimon:** Those with the Partner Digimon background receive the Inanimate Feigning ability for free, and can purchase the other abilities of this grouping for half price.

### Inanimate Feigning [100 CP]

You are a skilled actor, particularly in pretending that you are a nonliving object rather than a living creature. You can easily take on a rigid or ragdoll position, convincing enough that anyone not actively investigating you will quickly overlook you.

### Break the Stereotype [200 CP]

Others will no longer judge you based on your appearance, particularly on how you might resemble other unsavory characters. Everyone you meet will view you as a clean slate, regardless of how you appear. You could walk into a Holocaust museum decked out in SS gear without anyone thinking there was anything untoward about it.

### Push Beyond Your Limits [400 CP]

You have been destined since before birth to be half of a duo, the digimon partner of a human. This bond is intense, and has propelled you to seek out your other half ever since you hatched. You'd be willing to face the most dangerous creatures in existence for your partner, and you know that they would do the same for you. A bond this strong runs deeper than normal ones. Even should your memories be torn from you, you would recognize the longing for your partner, and would feel the connection as soon as you saw your partner once more.

Furthermore, this bond strengthens your resolve and your abilities. In protection of your partner, you can push far beyond your limits, performing feats which should be impossible for you to accomplish, even if they may damage you in the process. When with your partner, there is little you consider yourself incapable of, and the improvement to your abilities is directly proportional to the amount of danger your partner is in.

Should you take this ability and not be part of a human/digimon partnership, you may designate one companion of yours to be your partner, gaining all the benefits therein.

### Recycled Data [600 CP]

If ever you should die, your body will disintegrate and the data will escape back to a safe place (by default, your Warehouse), where you will reform into a digitama, allowing you to hatch and grow back into your original form once more. When you hatch from your digitama, it will be like being born again in a young-version of whatever form you were in when you died. Furthermore, you will be trapped in that form until you naturally age back into your adult form (which can potentially be a very long time for certain Jumpers). If killed before regaining your adult form, you will truly die, and not reform as a digitama.

**Researcher:** Those with the Researcher background receive the Educated ability for free, and can purchase the other abilities of this grouping for half price.

**Educated [100 CP]**
You're no slump in the intelligence department. Through genius, hard work, luck, or some combination of the three, you've obtained a PhD, or equivalent, education of your choice, with the knowledge and experience to back it up.

**Remember the Forgotten [200 CP]**
Despite the apparent forgetfulness of the general population of the existence of digimon, who can invade the planet repeatedly and still be forgotten about in just a few years, you are able to retain the information and continue researching it, even when the physical entities are long gone. This extends to all memory-wiping abilities, allowing you to brush off any ability which would alter or remove your memories.

**Digital Doppleganger [400 CP]**
You discovered a way to directly port your genetic code to a digital one, creating a new digimon out of your very essence. The digimon created is of Child level and is intensely devoted to you, obeying your every command.

A digimon created through this process is partially human, and therefore possesses the ability to take on a human form which has superficial similarities to their true form.

**Bio-Technician [600 CP]**
By studying the composition of digimon who traveled to the Human World, you've discovered how to integrate mechanical and electronic systems with biological organisms without issues. This knowledge will allow you to easily create cybernetics for living creatures, but also allows you to create biological systems which emulate technology. You still require the proper tools to create and attach these technologies.

**Unchained Digimon:** Those with the Unchained Digimon background receive the Enhanced Senses ability for free, and can purchase the other abilities of this grouping for half price.

**Enhanced Senses [100 CP]**
Being a digimon, your senses are naturally superior to humans. You can pick up on sounds, smells, and sights which ordinary humans would find too small or disperse to recognize. While most digimon possess senses of all types which are somewhat superior to humans, some also possess specific senses which are far superior.

**Interference [200 CP]**
Your presence in the human world causes electronics in your vicinity to malfunction. Audio gets distorted, video becomes full of static, displays begin activating randomly, and electronics of all forms fail to act as they are supposed to. This effect increases based

on your level of form: Child and younger forms can only interfere with electronics they are physically touching; Adult forms affect all electronics in a 30 meter radius; Perfect forms affect all electronics in a 2 kilometer radius; Ultimate forms affect all electronics in a 20 kilometer radius.

**Fusion [400 CP]**

You are capable of fusing with other digimon of the same species in order to grow in power. This ability allows two different types of fusion: you can either merge with others of your same species in order to take on a larger, more powerful version of said species, or you can merge with others of your same species in order to evolve into a single example of your next level. Note: this fusion is not the same as jogressing, which is possible for all digimon, but requires them to be on the same mental and emotional level, or with the use of an intervening device, such as a digivice.

**Infection [600 CP]**

You possess within your data a type of corruption which can spread to any other digital information, converting the base code into an incomprehensible form. This corruption is spread through interaction, and your mere presence can be enough to transfer the infection. The speed with which the infection spreads is based on your level: Child and younger forms require weeks of constant contact to fully infect another digimon; Adult forms require only a few days; Perfect forms can spread the infection in just hours; Ultimate forms require only minutes.

An infected Digimon becomes an agent loyal only to you, but in the process lose their individuality and consciousness. It is possible for strong-willed creatures to resist infection, but even the strongest willed creatures will succumb eventually, so long as the infection is not stopped.

# Digimon

### Split Evolution [400 CP]

While most digimon are only capable of evolving along a specific route, you possess the ability to evolve along a separate evolutionary track, allowing you to have multiple fully evolved forms. Taking this ability grants you or your partner digimon a secondary evolution branch, by default branching out from the Child level, but you can choose to have it branch from wherever you desire. If bring along a digimon companion from another Jump, you can take this ability to grant them a split branch. You may take this ability multiple times, but each time it only provides one additional branch to a single digimon companion.

### Sustained Evolution [200 CP/400 CP/800 CP]

By default, all digimon, either those with the Partner Digimon or Unchained Digimon backgrounds, are naturally of Child level. With this purchase, you may instead be of a higher level. Being naturally Adult level costs 200 CP; being naturally Perfect level costs 400 CP; being naturally Ultimate level costs 800 CP. Digimon with this perk can still devolve, but they will eventually re-attain their purchased form after recovering.

### Twin Digimon [400 CP]

For some reason, you or your digimon partner hatched from its digitama with a twin. If you possess a digivice, you are capable of helping both your digimon evolve; likewise, if you are a digimon with a human partner who possesses a digivice, your partner is capable of helping your twin evolve. If you are a digimon without a human partner, your twin is instead stuck at the same level you begin at.

# Items & Gear

**Chrome Digizoid [200; Discount Unchained Digimon]**
> You obtain an object made of pure chrome digizoid, the strongest metal found in the Digital and Human Worlds. You can instead import an object you already own to grant it the qualities of chrome digizoid. At your discretion, you can choose to have an object made of any of the other varieties of digizoid, rather than chrome digizoid.

**Computer [100 CP; Free Researcher]**
> You have a top of the line computer, complete with all the requisite software and external apparatuses necessary to carry out experimentations on the Digital World and its inhabitants. This computer will continue to be updated each time you enter a new Jump, matching itself to a top of the line computer in that world, unless it is already more powerful than that, in which case it will remain as it is.

**Crest [200 CP; Discount Chosen Child and Partner Digimon]**
> You gain a crest and its accompanying tag. These can be used together with your digivice to allow your digimon partner (or yourself) to evolve to Perfect and Ultimate forms more easily. While not strictly needed, the crests act as a shortcut, as otherwise the human partner must have fully worked through their emotional issues in order to achieve Perfect, and especially, Ultimate levels. Once the human partner has successfully allowed their digimon to evolve without the need for a crest, the crest instead acts as a power booster, increasing the digimon's abilities across the board.
>
> You may choose whatever quality you want to be your crest, and design your own symbol, should you so desire.

**Digimental [200 CP; Discount for those who purchased a D-3]**
> You gain a digimental of your choice, including the Digimental of Fate or the Digimental of Miracles. This allows a suitable digimon who uses it to temporarily attain a higher level, without needing to go through the normal process of evolution. A digimon without a human partner can utilize a digimental to evolve themselves; partnered digimon require their partner to enable them to evolve.
>
> If you also have designed a new crest, you can choose to design your own digimental as well. When designing what forms your new digimental creates when used to evolve other digimon, pick and theme and 1 - 3 Types, Fields, and/or Elements to tie the evolutions together as. For instance, all official digimon which evolve from the Digimental of Courage incorporate fire, and several are Demon Men. Likewise, the all of the official evolutions of the Digimental of Love are flying digimon, and all the official evolutions of the Digimental of Knowledge are Insects. Use your judgment and decide on a cohesive theme for your digimental.

**Digimon Analyzer [200 CP; Discount Chosen Child]**

> This program can be loaded onto any computer of suitable power (roughly equivalent to a laptop from the late 1999s). With it, it will display all sorts of information about any digimon you encounter, from their type, attribute, level, and attacks. Post-Jump, this will expand to analyzing any species you run across, telling you useful, basic information about said creature.

**Digivice [200 CP; Free for Chosen Child]**

> This electronic device is small enough to fit in your palm and can be clipped to a piece of clothing or a bag with no problem. It has three buttons on it surrounding a small screen. The major use of this device is to allow a human and digimon to be connected on an emotional level. It also possesses a number of other minor functions, such as allowing you to track other digivices, a clock, and a meter which corresponds to how close your partner digimon is to digivolving.
>
> By purchasing a digivice as a human, you gain a digimon partner. You may choose to import an existing companion into this role, or create a new character for your partner. You can use the Digimon section to determine their evolution chain. Your digimon also gains the Partner Digimon background and 600 CP with which to spend.
>
> By purchasing a digivice as a digimon, you gain a human partner. They gain the Chosen Child background and 600 CP with which to spend. By purchasing a digivice as a Digital Agent, you gain a digitama of your choice which is tied to the digivice in question. If you possess the Ancient Knowledge ability, you can program the digivice to belong to any human you wish, including leaving the option open for a future decision; if you do not possess said ability, the digivice will instead imprint upon first human to hold it.
>
> A single individual can only purchase a single digivice within this Jump. If you possess a digivice from another Jump, you can choose to either possess multiple digivices or to have your digivices merge into a single digivice with qualities of all the component digivices.
>
> Digimon gained through the purchase of this ability count as a canon companion, as they possess their own background and CP to spend. At your choice, you may choose to forgo the background and CP to instead have the digimon count as a sub-companion, no longer taking up a companion slot.

**D-3 [200 CP; Discount for Chosen Children]**

> This is the next generation of digivice, created by the Harmonious Ones or the Dark Ocean. While the possess all the same functions as the original digivice, they have a few extra ones, as well as a different shape. D-3s can open Digital Gates, which allow transport between the Digital World and Human World, and can also be used to allow a digimon to Armor Evolve, if used in conjunction with a Digimental.
>
> By purchasing a D-3 as a human, you gain a digimon partner. You may choose to import an existing companion into this role, or create a new character for your partner. You can use the

Digimon section to determine their evolution chain, as well as what Digimentals they can use. As the list for digimon capable of Armor Evolution is quite limited, you can choose to have your digimon be capable of Armor Evolving into any of their normal chains, so long as it makes sense with the particular Digimental used. At your choice, said evolutions can appear like other Armor digimon, with physical accoutrements resembling armor. Your digimon also gains the Partner Digimon background and 600 CP with which to spend.

By purchasing a D-3 as a digimon, you gain a human partner. They gain the Chosen Child background and 600 CP with which to spend. By purchasing a D-3 as a Digital Agent, you gain a digitama of your choice which is tied to the digivice in question. If you possess the Ancient Knowledge ability, you can program the digivice to belong to any human you wish, including leaving the option open for a future decision; if you do not possess said ability, the digivice will instead imprint upon first human to hold it.

Purchasing this option also comes with a free D-Terminal to store your Digimentals.

A single individual can only purchase a single digivice within this Jump. If you purchase this option after already having the original digivice, either by purchasing it or gaining it as part of a background, then your original digivice transforms into a D-3. If you possess a digivice from another Jump, you can choose to either possess multiple digivices or to have your digivices merge into a single digivice with qualities of all the component digivices.

Digimon gained through the purchase of this ability count as a canon companion, as they possess their own background and CP to spend. At your choice, you may choose to forgo the background and CP to instead have the digimon count as a sub-companion, no longer taking up a companion slot.

**Electronic Disaster Response Weaponry [400 CP; Discount Researcher]**
You are the proud owner of a specially designed assault rifle intended specifically for killing digimon! However, you have the newest model, one which has been successfully tested as capable of breaking through most digimon's natural defenses, therefore harming them as a normal assault weapon would harm a biological creature. There is even a mode enabled for electrifying the rounds to allow it to harm digimon clad in chrome digizoid, although this is still only partially effective.

**Emergency Supply Tote [100 CP; Free Drop-In]**
This large bag is the perfect container to bring your myriad items in. It comes with a variety of rations, first aid equipment, survival gear, and other emergency supplies. In addition, the contents of the bag are protected from the elements, even capable of being fully submerged for long periods of time without any appreciable damage to the contents.

**Evil Ring [200 CP; Discount for Corrupted Child]**

You possess a black hoop more commonly referred to as an Evil Ring. When placed on a digimon of up to Adult level, they become mentally swayed and placed under your control. This Evil Ring is special, in that it is connected to your soul, allowing you to control the digimon without the need for a Dark Tower. For an additional 200 CP, you can upgrade this to an Evil Spiral, allowing you to control Perfect and Ultimate level digimon.

This only gives you a single Evil Ring (or Evil Spiral), although you can purchase additional ones for only 100 CP (for both Evil Rings and Evil Spirals; Corrupted Children don't get a discount on this price). The Evil Rings and Evil Spirals are both just as fragile as they were depicted as in the shows, but if destroyed they reappear in your Warehouse after one week.

## Floating Fortress [600 CP; Discount Corrupted Child]
This fortress is an example of brilliant ingenuity and technical prowess. Large enough to hold entire armies of digimon, the fortress is coated in stone, allowing it to land and blend into the landscape. The fortress can fly at a slow, but constant speed, and is capable of maintaining its own internal atmosphere and pressure, allowing it to travel through a variety of environments.

## Goggles [100; Free for those who took Born Leader]
These stylish goggles are useful for keeping out smoke, dust, and water. Additionally, they show all those around you that you are the leader of your group.

## Goggles+ [200; Discount Drop-In]
Your goggles have been upgraded to be able to view the transmission of digital data. While it can be confusing to look at, eventually you will be able to read the data in the air to allow you to note weak points between worlds, and even to note when distortions are occurring before they physically manifest. When worn in the Digital World, they can be used to look at the data around you directly. If you possess the requisite knowledge, you would be able to glean all sorts of information from what is displayed.

## Holy Ring [400 CP; Discount Partner Digimon]
You gain possession of a holy ring, a sacred artifact of immense power within the Digital World. Ordinarily reserved solely for digimon of holy lineage, this ring is yours and yours alone, coming inscribed with your name written in digimoji. The holy ring enhances any holy powers you may have, but also enhances your physical abilities and protects you from possession.

## Key Cards [200 CP; Discount Digital Agent]
This set of cards depict a number of different digimon on their fronts, with a circuit on their backs. This is a full set of the cards, with one card for every digimon from Child to Perfect level. The cards themselves are useful because they can be utilized to open gates to and from different parallel worlds, based on the order they are placed in. Using the cards correctly is difficult, as there are some many permutations, and because experimentation is so dangerous, but they can be extremely useful.

This purchase comes with a matching podium and giant gate in your Warehouse. The podium and gate can be moved with impunity, if you want to place them somewhere else.

**Whip [100 CP; Free Corrupted Child]**

The perfect implement for striking foe and slave alike (or friends, if you're into that). It comes in whatever color you desire (default black), and is particularly useful for getting your underlings to obey you.

# Companions

**Canon Chosen Child [400 CP]**

One of the Chosen Children from the television shows is particularly attached to you, and will come along with your adventures. Both the human and digimon partner come along, and even better, they together count as one companion, so long as one of them never takes any perks from another Jump. If they both start gaining perks, then they become separate companions for the purposes of Jumps.

**Clone [200 CP; Discount Digital Agent]**

A clone of you is created and quickly matured to your current age. The clone possesses all of your memories, as well as your form and benefits from your Body Mod, but otherwise is devoid of your powers, abilities, and perks. If you spend an additional 600 CP (which is likewise discounted for Digital Agents), your clone instead maintains all of your powers, abilities, and perks.

**Digimon Companion [100/200/400/800 CP; Discount Dark Digimon]**

You gain a digimon of your choice as a companion. This digimon travels with you, but is not connected to a digivice, nor are they your partner. Rather, they are simply a companion for you and travel alongside you as a companion would. For 100 CP, you gain any digimon of Child level or lower; for 200 CP, you gain a digimon of Adult level; for 400 CP, you gain a digimon of Perfect level; for 800 CP, you gain a digimon of Ultimate level.

**Import Companion [100 CP/400 CP]**

You may import one of your previous companions into this Jump.

For 100 CP, you may import a single companion, who gains a free Background of their choosing, and 600 CP to spend as they please.

For 400 CP, you may import up to 8 companions, and they each gain a free Background of their choice and 600 CP to spend as they please.

You may choose to spend more CP on this option to give your companions more CP to spend. For every 100 CP you spend, they gain an additional 50 CP to spend.

# Drawbacks

You may select up to 1000 CP in drawbacks.

## Coiling Darkness [+100 CP]

You are haunted by a writhing black miasma which seeks to drag you into the pits of despair. This miasma will follow you along your journeys, waiting for times when you are already in a negative mental space, at which point it will strike, exponentially increasing those negative thoughts, in an attempt to trap you within the Dark Ocean. The miasma can alter your surroundings, creating a hallucinogenic haze to further reinforce your isolation, often creating the appearance of deep caves or endless voids. Even those possessed of an indomitable will can fall prey to this miasma, but with the help of others you can be pulled out of it, pushing it away until the next time it traps you.

## Delusional [+100 CP]

You've become convinced that your existence in the Digital World is the same as being a video game character, and that nothing which happens to your body there will carry over to the real world. As such, you are overconfident and foolhardy, taking far more risks than are acceptable. Should you ever finally overcome your delusion, you will be overcome with doubts and fear of the world around you and your own mortality.

## Secondary Character (+100/+200/+400/+800 CP; Must possess a Digimon or Human Partner]

While you might be a major player in the world, you're not considered one of the main cast. As such, your partner, or yourself if you are a digimon, can only achieve the Perfect level during this Jump. You should still designate an Ultimate form, but it will be unattainable for you until you move onto the next Jump. Furthermore, if you or your digimon partner possess an alternate form or forms, such as one gained from a previous Jump, then you are unable to take those forms during this Jump.

If you so desire, you can further limit your possible forms for additional CP. If you or your digimon partner can only attain the Adult level, then you gain +200 CP; if only the Child level, then you gain +400 CP; if only the Baby II or Baby I levels, then you gain +800 CP. Do note, the power of digimon get exponentially higher as they attain higher levels. Being trapped as a Baby II, or even worse, a Baby I, will likely be a death sentence to most creatures.

## Fertile Soil [+200 CP; Must have taken the Dark Seed perk]

While you still possess the genius and athleticism of the Dark Seed, you have also proven to be a wonderful host for its roots to sprout in. You possess the edacious hunger for power and dominion, and you are in constant danger of the Dark Seed flowering. The Dark Seed feeds off of negative emotions, particularly feelings of disgust, desire for power, and sadistic glee. Should it flower, you will have only a short time before it fully matures into a Dark Tree, which will consume your body and soul, and will count as a loss condition for your Jump. The Dark Seed

can only be starved, and not removed, so you must control yourself enough so as to not allow its maturation.

**Useless Henchmen [+200 CP]**

No matter what you do or who you instruct, any task you delegate to another individual will inevitably fail in horribly unlikely fashions, primarily due to gross incompetence. For the entirety of this Jump, you will have to do everything yourself if you want it to be done right.

**The Call of Dagomon [+300 CP]**

It turns out the Dark Ocean has been close to the Human World for far longer than the Digital World. HP Lovecraft must have been a visitor to that tenebrous world, either physically or in dreams, as the number of similarities between the Dark Ocean and his works are impossible to explain as coincidence. In addition to your sojourn into the Digital World, you now have to contest with the indescribable beings who live within the Dark Ocean. Things are about to get a lot more squamous.

**Destiny Undone [+300 CP]**

The second set of Chosen Children, those who entered the Digital World during the summer of 1999, are no longer present. Due either to accident, illness, or assassination, they have each fallen to an early grave before you ever entered this Jump. As such, the fate of the Digital World is up to you and yours alone.

**Anomalous Data [+400 CP]**

The Digital World has identified you as not belonging, and has begun to seek your immediate termination, lest you corrupt the pristine environment. While incapable of deleting you outright, it will create powerful digimon to hunt you down, bringing legions of weaker digimon, crack teams of mercenary digimon, and enraged Ultimates to you with alarming regularity. Whenever you're in the Digital World, you'd best be prepared for anyone to be hostile, no matter how they initially appear.

**Lost Partner [+400 CP; Must have a digimon or human partner]**

Your partner does not begin this Jump alongside you. In fact, they've never met you, and if they had memories of you from previous Jumps, those are erased. Even worse, they've ended up being an antagonist for you. You'll need to spend quite some time working on them to finally convince them to join you, but once you do any lost memories will return.

**Darkness Reigns [+800 CP]**

The events of the Digital World have gone out of wack. Right before you arrived, Milleniummon arose and took over the Digital World. Worse, Milleniummon has noticed your presence and the danger you represent, and has sent a number of powerful digimon after you. Expect to be routinely hunted by Ultimate level digimon from the moment you enter this jump. Even destroying Milleniummon will not stop the attacks, as that will be the catalyst for him evolving into MoonMilleniumon. If you manage to defeat MoonMilleniummon, he will further evolve into

ZeedMilleniummon. Only by defeating ZeedMilleniummon will you finally be free. Worse, Milleniummon is immune to any and all abilities you may have to change his opinion of you or his desire to rule all possible worlds.

# Clarifications

**Evolution Chain**

When choosing your digimon and its levels (or your own levels, if you are the digimon), you must make a full chain, from Baby I to Ultimate. To be counted as an evolution, it must have appeared as one in a game, TV series, or in the digimon's description, either from the games or from Digimon Reference Books.

Digimon normally have a specific route which they take, from Baby I to Baby II to Child to Adult to Perfect to Ultimate. There can be offshoots of this, usually caused by a disconnect between the digimon and human partners, such as when Taichi's Greymon evolved into SkullGreymon, rather than MetalGreymon, its normal evolution chain. You can include these offshoot evolutions if you so desire, but know that they can only be achieved by forcing your digimon to evolve in that manner, which is usually dangerous for their psyche.

**Armor Evolution**

The major exception to this is by using a digimental to cause your digimon to evolve into one of its other possible evolutions. This can be either one of said digimon's official armor evolutions, or a suitable evolution it can normally reach that you have decided to have it reach.

As an example, Floramon has never officially been given an armor evolution for any of the digimentals. However, you could choose to have the Digimental of Knowledge allow Floramon to evolve into Flymon, one of its normal possible evolutions. The reason the Digimental of Knowledge is used is because the official evolutions it offers are all universally of the Insect type, so Flymon would fit perfectly. Alternatively, you could have Floramon evolve into Cockatrimon, another one of its possible evolution paths, by utilizing the Digimental of Love, which is universally related to bird-like digimon. Use your judgment when making these decisions.

**Jogress**

Many digimon possess the ability to jogress, or combine with other digimon, in order to attain a more powerful form. Any digimon is capable of performing a jogress, but doing so requires all members of the jogress to be on the same mental, emotional, and physical level. A digivice can be used to allow digimon who normally would not be able to jogress, for whatever reason, to be capable of it, but they still must be an official jogress within some continuity.

If two partner digimon jogress into a single digimon, they are still capable of evolving, but both human partners must be in-sync with the jogressed digimon and each other.

**Multiple Digimon**

By default, most Chosen Children possess only a single digimon partner. However, it is possible, either through the Twin Digimon ability or by bringing along a digimon companion from another Jump, to have multiple partners. Digimon brought along with you continue to act in the fashion they did from their own Jump without much change, unless you bring them along as a proper

companion. If a companion digimon takes one of the three backgrounds which grant a digimon body, they gain an entirely new digimon identity, with a complete evolution chain. At your choice, this evolution chain might intersect, or they might be completely separate. Likewise, a digimon brought along as a companion can take the Split Evolution ability in order to gain secondary evolution branch, even if they don't take a background which grants a digimon form.

### Multiple Digivices

In a similar vein, if you bring a partner digimon along from another Jump, you very likely will come with a digivice from that Jump. If you gain an additional digivice from this Jump, you have a few different options available to you. At your choice, you may have multiple digivices available to you, one for each digimon, or you can have your digivices merge into one. If you have them merge, your digivice retains all of the abilities it possessed from both its incarnations. Physically, it can resemble either digivice, or a mixture of the two, such as if you want the digivice to appear more like the original digivice, but retain a card scanner from the Digimon Tamers Jump.

### Digimon with Digimon Partners

One of the stranger implications of multiple digimon-based Jumps is that you can potentially bring along a digimon companion and have them gain a human form and therefore gain a digimon companion of their own. This is entirely within the realms of possibility, and has no special rules associated with it. However, do note that just because your digimon has its own digimon partner does not give you any special control over said partner. The two of them are partners, not the three of you. Yes, this may cause weird ménage à trois relationship between the three of you.

On a related note, it is also possible for you to bring along a digimon partner from a previous jump and have your roles reversed, with you taking on the digimon role and they the human one. Again, there are no special rules for this.

### Natural Evolution

Digimon with human partners are special in that they can temporarily assume their more mature forms with their human partner's help. Ordinary digimon do not possess this ability and therefore are only encountered within a single form. Most digimon will slowly permanently evolve into their more mature forms, but it takes quite a bit of time. However, since Jumpers have extraordinarily long lives, this is something to consider if you have a digimon companion.

Baby I digimon have very short evolution spans, usually requiring anywhere between a few hours to a few days. Baby II digimon can take longer to evolve, often several weeks to several years. Child digimon can take quite a bit of time to evolve, often on the span of a few years to a couple of decades. Adult digimon likewise require very long periods of time, often several decades, possibly even centuries. Perfect digimon rarely naturally evolve into their Ultimate form, and the circumstances involving said evolution have almost always required the absorption of vast amounts of data, special rituals, or unusual scenarios.

It should be noted that personal experience can often accelerate the natural evolution process, and so the exact timespans are variable.

Created by He_Who_Writes

Version 1.0

Version 1.1

- Added Location choices for certain Backgrounds
- Added wording allowing the Digimental of Fate and Digimental of Miracles to be chosen
- Added wording allowing the not-normally-armored-forms to be fluffed as Armored in appearance
- Clarified how purchasing multiple digivices works
- Clarified what digimon count as companions
- Added text explaining how to create your own digimentals based on your crests