



## Out of Context: Digimon World PS1 Supplement

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This OOCs is intended to be a Jumpable joke for a real Digimon OOCs please see Fanficwriter1994'S OOC: Digimon Supplement.

This document can be used as a supplement in any Jump that would not otherwise have "Your out of Context Power" within its continuity.

By taking this Supplement, you have chosen to be a Digimon and you will enter into that continuity as a Drop-In awakening by hatching from a Digi-Egg. As a Digimon you will probably not be visibly similar to a Human, unless you choose specific options to be.

### **+1000 CP**

If this Supplement is instead taken as an Isolated Jump, you may select a setting of your choice even if it doesn't have a Jump Document and use this document as a ten-year-long Jump.

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## Origin:

What controls do you focus on?

### △ - Triangle

This Origin tends to focus on items mostly tied to the creation and gaining of food though it can also be other miscellaneous items.

### ○ - Circle

This Origin focuses on safety not only of the user but of their property and those they intend to protect.

### □ - Square

This Origin is used to make a breakthrough in the most direct path partially focusing on the art of Combat.

### × - Cross

This Origin is mainly focused on travel and how to give others the gift of movement.

## Perks:

### Perk Booster Demonstration:

To get a **Booster**: Perk, you will need to purchase the stated Perks. As a **demonstration**:

### Something Rare -400 EP

This Perk is an example of something rare that the subject of this OOCS can do.

### Almost Unique -600 EP

This Perk would be an almost unique thing that the subject of this OOCS can do.

### **Something Rare Booster: Something Unique**

This Perk is an example of something unique that the subject of this OOCS can do.

To get the Perk **Something Unique**, you need to take both the **Almost Unique** Perk that it follows and the **Something Rare** Perk that is commented before the boosted Perk.

## **Digivolution Perks:**

### **Digi-Egg Origin - Free (Cannot be taken with “Mameo”)**

This is an **Out of Context Origin Perk** which also grants you a Digimon **Alt-Form**. While in this **Alt-Form** you become a data based lifeform with a physical shell that allows you to exist in both a digital and physical world. You lack any internal organs reducing what physical harm you can take but taking too much damage will make you De-Digivolve or Disperse which causes you to reformat as a Digi-Egg in a safe location, taking time to hatch and re-grow an Adult mind. You may use this Perk to gain a single Boosted Perk to gain that **Digi-Egg** as a new **Alt-Form**. **Post-Jump** you can use this **Narrative Perk** to set your entry into the Jump Setting as a Digi-Egg forming in a location of your choice.

### ***FINISH!! Booster: Multi-Egg (Requires “Meat Farm”, “Item Bank”, “Treasure Hunt Cave”, “Gear Savanna”)***

The **Digi-Egg Origin**'s Booster restriction is now removed allowing you to gain an **Alt-Form** for each **-100 CP** Perk purchased from a Perk Tree allowing you to gain a maximum of 4 different Digi-Egg **Alt-Forms**.

### **Dynamic Entry - Free (Requires 3 “Out of Context Origin Perks” from other Supplements)**

Using this narrative perk, you can dynamically craft your method of Dropping into a Jump.

### **Baby - Free (Requires “Digi-Egg Origin”)**

You are now able to Digivolve allowing you to take on your selected Digi-Egg's corresponding Baby Digimon form. This will allow you to move under your own power and use the attacking techniques listed in your selected Digimon's Technique Boosters and FINISH!! Booster but only while in that Alt-Form.

### **In-Training - Free (Requires “Baby”)**

You can now Digivolve into your selected Baby Forms corresponding In-Training form, this is slightly stronger than the Baby form but should you take too much damage in this form you will revert back into the Baby form.

### **Rookie - Free (Requires “In-Training”)**

This Perk acts as the first main choice you can make about your digivolution path progression. You will have multiple choices for what Rookie form your In-Training Form can Digivolve into. This Perk can only be used to gain 1 Boosted Perk, blocking off the other choices of digivolution.

### ***Multi-Egg Booster: Multi-Rookies***

You can now use the **Rookie** Perk to gain 1 Boosted Perk Per **Alt-Form** so long as that **Alt-Forms** In-Training Form matches the selected Digivolution's requirements.

### **Champion -100 CP (Requires “Rookie”)**

With this perk you are now able to Digivolve into a Champion Level Digimon. Champion Level Digimon are far more powerful than Rookie Digimon and gain new attacking techniques. Unlike in other digimon media you will be able to stay in this Champion Level Form unless you take sufficient damage.

This Perk can only be used to gain 1 Boosted Perk, meaning that you will only gain 1 Champion Level Digimon Form.

### ***Multi-Egg Booster: Multi-Champions***

You are now able to use the **Champion** Perk to gain 1 Boosted Perk Per **Alt-Form** so long as that **Alt-Forms** Rookie Form matches the selected Digivolution’s requirements.

### ***Multi-Egg Booster: Two Time Champ (Requires “Change Target”)***

You now gain a second copy of all your Rookie **Alt-Form**’s however these duplicates must choose an alternative Champion Boosted Perk Form that they meet the selected Digivolution’s requirements for.

### ***Digi-Techniques Booster: Champion Transformation***

You are now able to choose when you Digivolve and can revert to previous digivolution stages and each of your Digivolution’s will be able to function as separate **Alt-Forms**.

### **Ultimate -200 CP (Requires “Champion”)**

You can now Digivolve your Champion into an Ultimate form, a far more powerful stage than any Champion Level Digimon. In the normal Digimon World PS1 Game some Mega Digimon were mislabeled as Ultimate but this update has fixed their mistake. This Perk can only be used to gain 1 Boosted Perk, meaning that you will only gain 1 Ultimate Level Digimon Form.

### ***Multi-Egg Booster: Multi-Ultimates***

You can now use the Ultimate Perk to gain 1 Boosted Perk Ultimate Level Digimon per acquired Champion Digimon so long as the Champion Level Digimon match the Ultimate Digimon’s requirements.

### **Mega -400 CP (Requires “Ultimate”)**

Although the Mega Digimon did not occur in the Digimon World PS1 game except for a few who were mislabeled as Ultimate Digimon. This Perk can only be used to gain 1 Boosted Perk, meaning that you will only gain 1 Mega Level Digimon Form.

### ***Multi-Egg Booster: Multi-Mega’s***

You can now use the Mega Perk to gain 1 Boosted Perk Mega Level Digimon per acquired Ultimate Digimon so long as the Ultimate Level Digimon match the Mega Digimon’s requirements.

## General Perks:

### **Lets all get Digital - Free (Cannot be taken with "Mameo")**

As a Digital lifeform you are now able to enter into computer systems which will then become a three dimensional location where you can inspect data. This can also be used to explore physical manifestations of video games however they will not be able to be any more complex than the original but they will be a physical space you can interact with like a real location.

### **CGI - Free**

You are now able to apply an **Alt-Form Filter** to any of your **Alt-Forms** which allows you to make them look like early 1990's CGI.

### **Gender Morphism - Free**

You are now able to apply slideable and selectively toggleable gender relative **Alt-Form Filters** to any of your **Alt-Forms**. These various options allow you to alter any **Alt-Form** to add or remove any masculine, feminine or gender neutral features. With this you can make any of your **Alt-Forms** male, female or non-binary even if that **Alt-Form's** species doesn't have that as an option.

### **Mental OST - Free/-100 CP**

You now have the complete library of music from Digimon world within your mind.

For **Free** you can select any Original Soundtrack from the Digimon World PS1 game and play it within your mind. Alternatively you can have this perk autoplay music appropriate to your emotions and the events that are occurring.

For **-100 CP** you can merge this perk with any other OST perk and any attempts of reading your mind instead hear this music instead.

### **Digi-Techniques -100 CP**

Digimon are able to use Digital Energy to perform powerful techniques that they can utilize in battle. Every Digimon possesses certain techniques it can utilize in battle, some of which are unique to each Digimon. With this Perk you will be able to purchase **Technique Perks** from the techniques subsection. But purchasing a **Technique Perk** you will be able to use it in any **Alt-Form**.

### **Command Actions Booster: FINISH!!**

You are now able to purchase and use Finish Techniques. When enough time has passed you can trigger your Digi-Summons to use their FINISH techniques.



### **Rookie Booster: Kunemon (Requires "Green Gym" and Any "[Coloured] Digi-Egg")**

Kunemon is a yellow insect Digimon with lightning-patterns all over its body. It has access to Danger Sting as its regular attack and Electric Thread as a Finish Move.

### **Digi-Techniques Booster: Kunemon Technique**

Roll **D100** for each technique and if lower than its percentage gain the Technique for **Free**.

Electric Cloud	15%
Megalo Spark	8%
Static Elect	17%
Poison Powder	26%
Mass Morph	23%
Poison Claw	28%
Danger Sting	27%

### **FINISH!! Booster: Electric Thread**

You now Gain the Technique Perk **Electric Thread** For **Free**.

### **Item Shop -200 CP**

You are now able to summon a shop window which allows you to purchase or sell items. Your purchase list is limited to only items that can be purchased in the Digimon World PS1 such as Double flop, Auto Pilot, Health Shoes, Meat and even digivolution items.

Be warned using digivolution items on yourself or your Digi-Summons, it will override your digivolution choices.

### **Green Gym Booster: Secret Item Shop**

You can now summon a secret shop which allows you to purchase items native to the local setting. The selection of items available will be randomised every day and can range from common plants to legendary weapons however each is priced accordingly.

### **Command Actions Booster: Change Target**

You are now able to control what targets your Digi-Summons attack and you can use items on the Digi-Summons during battles even when at range.



### **Champion Booster: Kabuterimon (Requires "Biyomon" or "Kunemon")**

Kabuterimon is a blue Insectoid Digimon that has both ant-like power and the flawless defensive ability possessed by a beetle.

### **Digi-Techniques Booster: Kabuterimon Technique**

Roll **D100** for each technique and if lower than its percentage gain the Technique for **Free**.

Prominence Beam	10%
Spit Fire	22%
Red Inferno	12%
Wind Cutter	13%
Hurricane	100%
Poison Powder	26%
Mass Morph	23%
Charm Perfume	18%
Poison Claw	28%
Danger Sting	27%
Green Trap	14%

### **FINISH!! Booster: Electro Shocker**

You now Gain the Technique Perk **Electro Shocker** For **Free**.



**Champion Booster: Monochromon (Requires any Rookie Boosted Digimon)**

Monochromon is a Dinosaur Digimon with rhinoceros-like horn on its snout and a hard substance covering half its body.

**Digi-Techniques Booster: Monochromon Technique**

Roll **D100** for each technique and if lower than its percentage gain the Technique for **Free**.

Prominence Beam	17%
Spit Fire	30%
Red Inferno	20%
Heat Laser	28%
Meltdown	14%
Tremar	8%
Counter	11%
Megaton Punch	13%
Mass Morph	12%
Insect Plague	13%
Green Trap	100%

**FINISH!! Booster: Volcanic Strike**

You now Gain the Technique Perk **Volcanic Strike** For **Free**.



**Champion Booster: Nanimon (Requires any Rookie Boosted Digimon)**

Nanimon is a hominid Digimon that is said to have arrived from another dimension. Its body consists of its head and it possesses muscular arms and legs.

**Digi-Techniques Booster: Nanimon Technique**

Roll **D100** for each technique and if lower than its percentage gain the Technique for **Free**.

Dynamite Kick	17%
Counter	11%
Megaton Punch	13%
Odor Spray	24%
Poop Spd Toss	23%
Big Poop Toss Filth	15%
Big Rnd Toss Filth	11%
Poop Rnd Toss	21%
Rnd Spd Toss Filth	20%
Horizontal Kick	25%

**FINISH!! Booster: Party time**

You now Gain the Technique Perk **Party time** For **Free**.



**Champion Booster: Numemon (Requires any Rookie Boosted Digimon)**

Numemon is a Mollusk Digimon that possesses a green slug-like body, with two eyestalks.

**Digi-Techniques Booster: Numemon Technique**

Roll **D100** for each technique and if lower than its percentage gain the Technique for **Free**.

Odor Spray	24%
Poop Spd Toss	23%
Big Poop Toss	15%
Big Rnd Toss	11%
Poop Rnd Toss	21%
Rnd Spd Toss	20%
Horizontal Kick	25%
Ult Poop Hell	9%

**FINISH!! Booster: Party time**

You now Gain the Technique Perk **Party time** For **Free**.



**Champion Booster: Sukamon (Requires any Rookie Boosted Digimon)**

Sukamon is a yellow Mutant Digimon that's body shape resembles a poop with two arms.

**Digi-Techniques Booster: Sukamon Technique**

Roll **D100** for each technique and if lower than its percentage gain the Technique for **Free**.

Odor Spray	24%
Poop Spd Toss	23%
Big Poop Toss Filth	15%
Big Rnd Toss Filth	11%
Poop Rnd Toss	21%
Rnd Spd Toss Filth	20%
Horizontal Kick	25%
Ult Poop Hell Filth	9%

**FINISH!! Booster: Party time**

You now Gain the Technique Perk **Party time** For **Free**.

### **Command Actions -400 CP**

You can summon a copy of any one of your Digimon **Alt-Forms** as Digi-Summons. The Digi-Summons will have whatever attacks you unlocked for that **Alt-Form** and will act as mindless automations attacking anyone who is violently hostile towards you.

### **Mameo Booster: Custom Summon**

As you do not gain a Digimon **Alt-Form** in this jump you may build a Digi-Summon Digimon from this document as though you had the "**Digi-Egg Origin**", "**Baby**", "**In-Training**", "**Rookie**", "**Champion**", "**Ultimate**" and "**Mega**" Perks for Digivolution Perk Boosting.



### **Ultimate Booster: Digitamamon (Requires "Nanimon")**

Digitamamon is a Digimon that resembles a "Digi-Egg", the beginning and end of all Digimon. It is covered in an exoskeleton shaped like an egg, and all attacks are rendered meaningless before it.

### **Digi-Techniques Booster: Digitamamon Technique**

Roll **D100** for each technique and if lower than its percentage gain the Technique for **Free**.

Fire Tower	25%
Prominence Beam	17%
Spit Fire	30%
Red Inferno	20%
Magma Bomb	22%
Heat Laser	28%
Inifinity Burn	15%
Meltdown	14%
Thunder Justice	9%
Spinning Shot	14%
Megalo Spark	13%
Confused Storm	11%
Hurricane	8%
Aqua Magic	9%
Tear Drop	15%

### **FINISH!! Booster: Nightmare Syndromer**

You now Gain the Technique Perk **Nightmare Syndromer** For **Free**.



**Ultimate Booster: Etemon (Requires "Sukamon")**

Etemon is a humanoid wearing an orange monkey suit with a white tip on its tail. It wears a pair of black sunglasses. It has stitches on the upper left arm and tail and a zipper on the lower right arm.

**Digi-Techniques Booster: Etemon Technique**

Roll **D100** for each technique and if lower than its percentage gain the Technique for **Free**.

Tremar	18%
Muscle Charge	19%
War Cry	22%
Sonic Jab	26%
Dynamite Kick	24%
Counter	20%
Megaton Punch	21%
Buster Dive	16%
Thunder Justice	9%
Spinning Shot Air	14%
Megalo Spark Air	13%
Horizontal Kick	10%
Ult Poop Hell	100%

**FINISH!! Booster: Dark Network & Concert Crush**

You now Gain the Technique Perk **Dark Network & Concert Crush** For **Free**.



**Ultimate Booster: MegaKabuterimon (Requires “Kabuterimon”, “Kuwagamon” or “Shellmon”)**

MegaKabuterimon is a bipedal Digimon with four arms. Its head is eyeless and has a skull helmet with a large horn that forks at the tip. It has a red coloration with blue hands and feet. Its torso and pelvis are skeletal in appearance.

**Digi-Techniques Booster: MegaKabuterimon Technique**

Roll **D100** for each technique and if lower than its percentage gain the Technique for **Free**.

Prominence Beam	5%
Red Inferno	7%
Muscle Charge	9%
Counter	11%
Megaton Punch	13%
Buster Dive	7%
Poison Powder	26%
Bug	12%
Mass Morph	23%
Insect Plague	24%
Charm Perfume	18%
Poison Claw	28%
Danger Sting	27%
Green Trap	14%

**FINISH!! Booster: High Electro Shocker**

You now Gain the Technique Perk **High Electro Shocker** For **Free**.



**Ultimate Booster: Monzaemon (Requires "Numemon")**

Monzaemon is a cuddly yellow teddy bear with a white underbelly and glaring red eyes. It has a white "X"-shaped bandage on its belly button, and a zipper on its back.

**Digi-Techniques Booster: Monzaemon Technique**

Roll **D100** for each technique and if lower than its percentage gain the Technique for **Free**.

Tremar	18%
Muscle Charge	19%
War Cry	22%
Sonic Jab	26%
Dynamite Kick	24%
Counter	20%
Megaton Punch	21%
Buster Dive	16%
Thunder Justice	9%
Electric Cloud	19%
Megalo Spark	13%
Static Elect	21%
Confused Storm	11%

**FINISH!! Booster: Lovely Attack**

You now Gain the Technique Perk **Lovely Attack** For **Free**.



**Ultimate Booster: Vademon (Requires any Champion Boosted Digimon)**

Vademon has a thin humanoid upper body and many tentacles instead of legs. It has a large exposed brain that is connected to its temples by several metal tubes.

**Digi-Techniques Booster: Vademon Technique**

Roll **D100** for each technique and if lower than its percentage gain the Technique for **Free**.

Bug	100%
Charm Perfume	9%
Green Trap	100%
Power Crane	40%
All Range Beam	16%
Metal Sprinter	35%
Pulse Laser	28%
Delete Program	20%
DG Dimension	15%
Full Potential	25%
Reverse Prog	32%

**FINISH!! Booster: Abduction Beam**

You now Gain the Technique Perk **Abduction Beam** For **Free**.

## Green Gym -600 CP

You can now summon specialised Digital-facilities for training the following Digimon Stats:

- **HP:** Determines how much damage you can take before dying.
- **MP:** Determines how many attacks you can use for consuming.
- **Offensive:** Increases the damage you can inflict.
- **Defense:** Decreases the damage you take.
- **Speed:** Decreases the time between attacks.
- **Brains:** Increases thinking speed and mental clarity.

These facilities are limited to only improving the stats of Digimon with each facility increasing two stat's, usually one stat by a lot and then a second by a small amount.

### ***Command Actions Booster: Your Call***

You can now choose for your Digi-Summons to gain a copy of your mind and be able to function under their own intelligence. This will allow the Digimon to act entirely on its own, without your direct interference. When the Digi-Summon is dispersed you will gain any knowledge/memories they gained while summoned. Additionally whenever you gain access to any perks that grant you new stats such as a Leveling System you will be able to summon new equipment in order to train those stats.



#### ***Mega Booster: Devitamamon (Requires "Digitamamon" or "Kimeramon")***

Devitamamon looks like a bipedal egg, but now it has a set of wings, a brown tail, a pair of brown arms and legs, and a brown head with nine eyes.

### ***FINISH!! Booster: Black Death Cloud***

You now Gain the Technique Perk **Black Death Cloud** For Free.



#### ***Mega Booster: Ebemon (Requires "Vademon" or "Myotismon")***

A white, sterile-looking robotic extraterrestrial with tentacles, cables, and an exposed brain within its skull.

### ***FINISH!! Booster: Neuro Destroyer***

You now Gain the Technique Perk **Neuro Destroyer** For Free.



***Mega Booster: HerculesKabuterimon (Requires “MegaKabuterimon”, “MegaSeadramon” or “Megadramon”)***

HerculesKabuterimon's is a gold bipedal Digimon with four arms. It has three long horns, a pair of large wings and a pair of elytra on its upper back.

***FINISH!! Booster: Mega Electro Shocker***

You now Gain the Technique Perk **Mega Electro Shocker** For **Free**.



***Mega Booster: MetalEtemon (Requires “Etemon” or “King of Sukamon”)***

MetalEtemon is a humanoid chimpanzee with armor made out of Chrome Digizoid. It wears a pair of black sunglasses and has a WaruMonzaemon toy attached to the right side of its waist.

***FINISH!! Booster: Banana Slip***

You now Gain the Technique Perk **Banana Slip** For **Free**.



***Mega Booster: ShinMonzaemon (Requires “Monzaemon” or “WaruMonzaemon”)***

ShinMonzaemon at first glance, looks like a teddy bear, but is actually made of a mysterious substance that is both squishy and amorphous.

***FINISH!! Booster: Nightmare Rain***

You now Gain the Technique Perk **Nightmare Rain** For **Free**.



***Mega Booster: Millenniummon (Requires “King of Sukamon”, “Myotismon”, “Kimeramon”, “WaruMonzaemon”)***

Millenniummon has a black body with a brown torso, four arms with one finger being red, and feet with red claws. It's wings and tail are made from an ethereal aura.

***FINISH!! Booster: Dimension Destroyer***

You now Gain the Technique Perk **Dimension Destroyer** For **Free**.

## △ - Triangle Perk Tree:

### Meat Farm -100 CP (Free for △ - Triangle)

You are now able to grow a wide variety of Digi-Food as though they were Plants. This means you can plant the digital imprint of individual solid food stuffs such as meats, cheeses, fruits or vegetables into soil and it will grow into an identical copy of the selected food. By default you will know how to grow Meat, Giant Meat, Sirloin, Supercarrots, Hawkraddishes and Rain Plants. You also know how to scan solid foods as new options but this will only work for individual foods and does not work for meals or recipes. The foods instead of being cut or damaged will dissipate as it is composed of digital energy instead of organic cells. This means any food must be eaten whole, is Vegan, can not cause an allergic reaction and will quickly be absorbed into the consumer without ever causing food poisoning.



#### ***Digi-Egg Origin Booster: Pink Digi-Egg***

You gain a white and pink spotted Digi-Egg **Alt-Form**.



#### ***Baby Booster: Yuramon***

Yuramon is a Seed Digimon. Its whole body is covered in a substance with the appearance of long, soft hair.

### ***Digi-Techniques Booster: Bubble***

You now Gain the Technique Perk **Bubble** For **Free**.



#### ***In-Training Booster: Tanemon***

Tanemon is a Bulb Digimon. It has four legs and something that looks like a plant sprout burgeoning from its head.



#### ***Rookie Booster: Betamon***

Betamon is a small, green, four-legged creature with a prominent red or orange crest running down its back.

### ***Digi-Techniques Booster: Betamon Technique***

Roll **D100** for each technique and if lower than its percentage gain the Technique for **Free**.

Electric Cloud	15%
Static Elect	17%
Giga Freeze	17%
Winter Blast	20%
Ice Needle	30%
Water Blit	20%
Aqua Magic	22%

### ***FINISH!! Booster: Electric Shock***

You now Gain the Technique Perk **Electric Shock** For **Free**.



### **Rookie Booster: Palmon**

Palmon is a light-green, reptilian-plant hybrid creature with purple, clawed hands. A large, tropical pink flower blooms on its head, and vines line its back.

### **Digi-Techniques Booster: Palmon Technique**

Roll **D100** for each technique and if lower than its percentage gain the Technique for **Free**.

Poison Powder	26%
Mass Morph	23%
Charm Perfume	18%
Poison Claw	28%
Water Blit	5%
Aqua Magic	9%
Tear Drop	15%

### **FINISH!! Booster: Poison Ivy**

You now Gain the Technique Perk **Poison Ivy** For **Free**.

### **Dragon Eye Lake -200 CP (Discounted for $\Delta$ - Triangle)**

Whenever you come across any form of water from an ocean to a small puddle you will be able to pull out a digital fishing rod and fish in it. When the buoyant ball is pulled under the water you can reel it back in, in order to gain fish, Digi-Food, or even miscellaneous items native to the setting. Don't worry any fish or Digi-Food pulled up are digital energy and were never alive.

### **Command Actions Booster: Moderate**

You are now able to command your Digi-Summons to moderate their actions so that they attack, avoid and defend more effectively. This will cause the digimon's speed, offensive and defensive capabilities to be doubled.



**Champion Booster: Coelamon (Requires "Betamon")**

Coelamon has a prehistoric fish appearance, heavily armored, with fins adapted into limbs for movement on land.

**Digi-Techniques Booster: Coelamon Technique**

Roll **D100** for each technique and if lower than its percentage gain the Technique for **Free**.

Insect Plague	13%
Poison Claw	16%
Danger Sting	15%
Giga Freeze	17%
Ice Statue	15%
Winter Blast	20%
Ice Needle	30%
Water Blit	20%
Aqua Magic	22%
Tear Drop	30%

**FINISH!! Booster: Variable Darts**

You now Gain the Technique Perk **Variable Darts** For **Free**.



**Champion Booster: Kuwagamon (Requires "Kunemon" or "Palmon")**

Kuwagamon is a bipedal, insect-like creature with a predominantly red exoskeleton. It possesses black, muscular areas on its torso, arms, and legs.

**Digi-Techniques Booster: Kuwagamon Technique**

Roll **D100** for each technique and if lower than its percentage gain the Technique for **Free**.

Muscle Charge	9%
Sonic Jab	19%
Spinning Shot	10%
Wind Cutter	13%
Poison Powder	26%
Mass Morph	23%
Charm Perfume	18%
Poison Claw	28%
Danger Sting	27%
Green Trap	14%

**FINISH!! Booster: Scissor Claw**

You now Gain the Technique Perk **Scissor Claw** For **Free**.



**Champion Booster: Ninjamon (Requires “Palmon”)**

Ninjamon has a small, agile figure wearing a red headband and ninja costume, often depicted with a sword and shurikens.

**Digi-Techniques Booster: Ninjamon Technique**

Roll **D100** for each technique and if lower than its percentage gain the Technique for **Free**.

Fire Tower	11%
Magma Bomb	9%
War Cry	15%
Sonic Jab	19%
Dynamite Kick	17%
Counter	11%
Poison Powder	26%
Mass Morph	23%
Charm Perfume	18%
Danger Sting	27%

**FINISH!! Booster: Iga School Knife Throw**

You now Gain the Technique Perk **Iga School Knife Throw** For **Free**.



**Champion Booster: Seadramon (Requires “Betamon”)**

Seadramon is a Champion-level aquatic sea serpent Digimon with a blue, long, and slender body, red stripes, and a yellow, helmet-like carapace.

**Digi-Techniques Booster: Seadramon Technique**

Roll **D100** for each technique and if lower than its percentage gain the Technique for **Free**.

Spit Fire	15%
Magma Bomb	9%
Poison Powder	19%
Charm Perfume	12%
Danger Sting	20%
Giga Freeze	17%
Winter Blast	20%
Ice Needle	30%
Water Blit	20%
Aqua Magic	22%
Tear Drop	30%

**FINISH!! Booster: Ice Blast**

You now Gain the Technique Perk **Ice Blast** For **Free**.



**Champion Booster: Vegiemon (Requires “Palmon” or “Kunemon”)**

Vegiemon resembles a green squash or pitcher plant with tentacle-like vines for arms and a large gaping maw.

**Digi-Techniques Booster: Vegiemon Technique**

Roll **D100** for each technique and if lower than its percentage gain the Technique for **Free**.

Poison Powder	26%
Mass Morph	23%
Charm Perfume	18%
Poison Claw	28%
Danger Sting	27%
Green Trap	14%
Water Blit	5%
Aqua Magic	9%

**FINISH!! Booster: Sweet Breath**

You now Gain the Technique Perk **Sweet Breath** For **Free**.



**Champion Booster: Whamon (Requires “Betamon”, “Palmon” or “Penguinmon”)**

Whamon is a massive whale-like digimon with a brown armored shell on its head and back. Its eyes have degenerated, replaced by cables, and it has six fins.

**Digi-Techniques Booster: Whamon Technique**

Roll **D100** for each technique and if lower than its percentage gain the Technique for **Free**.

Poison Powder	14%
Charm Perfume	9%
Giga Freeze	17%
Ice Statue	15%
Winter Blast	20%
Ice Needle	30%
Water Blit	20%
Aqua Magic	22%
Aurora Freeze	14%
Tear Drop	30%

**FINISH!! Booster: Blasting Spout**

You now Gain the Technique Perk **Blasting Spout** For **Free**.

### **Digi-Restaurant -400 CP (Discounted for △ - Triangle)**

You are now a Digital Chief as you can instantly combine any ingredients, including Digi-Food into a Digi-Meal simply by touching them! What Digi-Meals you are able to create will be limited by what food you have available and what meals you have seen in the past. These Digi-Meals will not have to use the exact same ingredients as that meal however the ingredients will need to be in the same category, such as creating a Scotched Egg using T-Rex Meat and Dragon Eggs simply by touching the raw materials. This will not work on living creatures, only the materials after they have been rendered.

### ***The Item Shop Booster: Digital Monster Park***

Your Digi-Meals can now grant training boosts and can be donated to the item shop. The Digi-Meals you create can grant boosts to potentially any form of training such as meals made using eggs giving a bonus to any brain training. By donating food you create to your Item Shop, the Item Shop will be able to sell you that meal exactly how it was with all its Training Boosts, allowing you to eat that Digi-Meal even when you don't have any ingredients.



### ***Ultimate Booster: MegaSeadramon (Requires "Garurumon", "Shellmon", "Whamon", "Coelamon" or "Seadramon")***

MegaSeadramon is a massive, red, sea serpent-like creature with a golden calvaria (top of the head), a lightning-shaped blade, and green hair.

### ***Digi-Techniques Booster: MegaSeadramon Technique***

Roll **D100** for each technique and if lower than its percentage gain the Technique for **Free**.

Wind Cutter	16%
Confused Storm	11%
Hurricane	8%
Giga Freeze	17%
Ice Statue	15%
Winter Blast	20%
Ice Needle	30%
Water Blit	20%
Aqua Magic	22%
Aurora Freeze	14%
Tear Drop	30%

### ***FINISH!! Booster: Mail Strome***

You now Gain the Technique Perk **Mail Strome** For **Free**.



**Ultimate Booster: Piximon (Requires “Kokatorimon”, “Vegiemon”, “Ninjamon” or “Kuwagamon”)**

Piximon is a small pink fairy with clawed hands, stitched angel wings, and a yellow, spike-tipped tail.

**Digi-Techniques Booster: Piximon Technique**

Roll **D100** for each technique and if lower than its percentage gain the Technique for **Free**.

Spinning Shot	14%
Wind Cutter	16%
Confused Storm	11%
Hurricane	8%
Poison Powder	26%
Bug	12%
Mass Morph	23%
Insect Plague	24%
Charm Perfume	18%
Poison Claw	28%
Danger Sting	27%
Green Trap	14%

**FINISH!! Booster: Bit Bomb**

You now Gain the Technique Perk **Bit Bomb** For **Free**.



**Ultimate Booster: Mamemon (Requires “Leomon”, “Whamon”, “Frigimon”, “Mojoyamon” or “Ninjamon”)**

Mamemon is a small, ball-like Digimon with arms and legs, often appearing cute or harmless.

**Digi-Techniques Booster: Mamemon Technique**

Roll **D100** for each technique and if lower than its percentage gain the Technique for **Free**.

Tremar	18%
Muscle Charge	19%
War Cry	22%
Sonic Jab	26%
Dynamite Kick	24%
Counter	20%
Megaton Punch	21%
Buster Dive	16%
Power Crane	30%
Metal Sprinter	27%
Pulse Laser	21%
Full Potential	17%
Reverse Prog	24%

**FINISH!! Booster: Smiley Bomb**

You now Gain the Technique Perk **Smiley Bomb** For **Free**.

**Trash Mountain -600 CP (Discounted for △ - Triangle)**

You now gain a special Trash Dimension one that while within a setting will automatically collect any functional items that have been disposed of, thrown away or discarded. These items will never include organic items such as food, they won't include items that someone will try to recover and they won't be items that someone else would normally retrieve for their own use.

**Green Gym Booster: Factorial Town**

Your Trash Dimension will now pick up any broken items disposed of in the same category as trash mountain however this upgrade will repair and restore any found items to the optimal state it can with the available disposed of materials.

**Dragon Eye Lake Booster: Beetle Island**

Your Trash Dimension can now also collect disposed of creatures, storing them in a state of suspended animation until you get around to dealing with them.



**Ultimate Booster: King of Sukamon (Requires “Sukamon”, “Vegiemon”, “Unimon”)**

KingSukamon resembles a giant yellow blob of typical animal excrement that has a large mouth and a gray metal crown.

**Digi-Techniques Booster: King of Sukamon Technique**

Roll **D100** for each technique and if lower than its percentage gain the Technique for **Free**.

Odor Spray	24%
Big Poop Toss	15%
Big Rnd Toss	11%
Rnd Spd Toss	20%
Ult Poop Hell	9%

**FINISH!! Booster: King Stamp**

You now Gain the Technique Perk **King Stamp** For **Free**.



**Mega Booster: Justimon (Requires “Mamemon”, “MetalMamemon” or “Giromon”)**

Justimon is a humanoid cyborg digimon who has a resemblance to action heroes with a metallic right arm and a distinctive red scarf.

**FINISH!! Booster: Justice Burst**

You now Gain the Technique Perk **Justice Burst** For **Free**.



**Mega Booster: MetalSeadramon (Requires “MegaSeadramon”, “WereGarurumon” or “SkullGreymon”)**

MetalSeadramon is an armored sea serpent with long flowing hair, covered in gold and silver Chrome Digizoid armor with a hexagonal cannon barrel on its nose.

**FINISH!! Booster: River of Power**

You now Gain the Technique Perk **River of Power** For **Free**.



**Mega Booster: Venusmon (Requires “Piximon”, “Garudamon” or “Andromon”)**

Venusmon is a humanoid digimon who wears white armor and clothing while keeping their eyes blindfolded.

**FINISH!! Booster: Healing Therapy**

You now Gain the Technique Perk **Healing Therapy** For **Free**.

## ○ - Circle Perk Tree:

### Item Bank -100 CP (Free for ○ - Circle)

You are now able to store any item you touch into either a personal inventory or a fully protected Digital Item Bank! Your inventory can hold a potentially infinite amount of up to 30 different types of items that can be stored and retrieved at will. The Item Bank has an infinite capacity for items and will be far more difficult to access than your inventory. While an Item is in the Item Bank it can not be retrieved by anyone else but you regardless of their powers, abilities and capabilities. The Item Bank can only be accessed once per day but when accessed this can be changed to once per week, month or year. The Item Bank will run identification tests to check you are who you say you are, that you are not under any influencing effects and that you understand what you are receiving from the Item Bank.



#### **Digi-Egg Origin Booster: Blue Digi-Egg**

You gain a white and blue striped Digi-Egg **Alt-Form**.



#### **Baby Booster: Punimon**

Punimon is a Slime Digimon. Its gelatinous red body is squishy, and there are three feeler-like things growing on its head.

### **Digi-Techniques Booster: Bubble**

You now Gain the Technique Perk **Bubble** For **Free**.



#### **In-Training Booster: Tsunomon**

Tsunomon is a small, squishy, Digimon covered in soft, orange-yellow fur with a white face and a large horn.



#### **Rookie Booster: Elecmon**

Elecmon has a mammalian body covered in yellow fur, often with red stripes, and possesses nine tails that it can fan out like a peacock's plumage.

### **Digi-Techniques Booster: Elecmon Technique**

Roll **D100** for each technique and if lower than its percentage gain the Technique for **Free**.

Muscle Charge	8%
Dynamite Kick	12%
Counter	8%
Electric Cloud	32%
Megalo Spark	18%
Static Elect	36%
Wind Cutter	26%

### **FINISH!! Booster: Super Thunder Strike**

You now Gain the Technique Perk **Super Thunder Strike** For **Free**.



### **Rookie Booster: Penguinmon**

Penguinmon is a small bird Digimon with purple, white, and red coloring, commonly spotted in icy environments.

### **Digi-Techniques Booster: Penguinmon Technique**

Roll **D100** for each technique and if lower than its percentage gain the Technique for **Free**.

Charm Perfume	9%
Poison Claw	16%
Giga Freeze	17%
Winter Blast	20%
Ice Needle	30%
Water Blit	20%
Aqua Magic	22%

### **FINISH!! Booster: Super Slap**

You now Gain the Technique Perk **Super Slap** For **Free**.

### **Ice Sanctuary -200 CP (Discounted for ○ - Circle)**

Through this perk you will be able to create a pocket sanctuary similar in appearance to a religious building made of ice to store any willing creatures. Creatures within this sanctuary will not feel pain, thirst or hunger and will not be capable of dying or inflicting harm on themselves or others.

### **Command Actions Booster: Defend**

You are now able to command your Digi-Summons to completely focus on defence making it so that their defensive capabilities are increased five fold.



**Champion Booster: Bakemon (Requires “Kunemon” or “Elecmon”)**

Bakemon is a malevolent, white sheet-covered spectre with glowing red eyes, sometimes displaying vicious hands.

**Digi-Techniques Booster: Bakemon Technique**

Roll **D100** for each technique and if lower than its percentage gain the Technique for **Free**.

Thunder Justice	13%
Spinning Shot	22%
Electric Cloud	32%
Megalo Spark	18%
Static Elect	36%
Wind Cutter	26%
Hurricane	12%
Giga Freeze	5%
Winter Blast	7%
Aqua Magic	9%

**FINISH!! Booster: Dark Claw**

You now Gain the Technique Perk **Dark Claw** For **Free**.



**Champion Booster: Frigimon (Requires “Penguinmon”)**

Frigimon resembles a large, white teddy bear snowman with black buttons/eyes and a carrot-like nose.

**Digi-Techniques Booster: Frigimon Technique**

Roll **D100** for each technique and if lower than its percentage gain the Technique for **Free**.

Muscle Charge	8%
Sonic Jab	14%
Giga Freeze	17%
Ice Statue	15%
Winter Blast	20%
Ice Needle	30%
Water Blit	20%
Aqua Magic	22%
Aurora Freeze	14%
Tear Drop	30%

**FINISH!! Booster: Subzero Ice Punch**

You now Gain the Technique Perk **Subzero Ice Punch** For **Free**.



**Champion Booster: Kokatorimon (Requires “Biyomon” or “Elecmon”)**

Kokatorimon resembles a giant, muscular chicken with feathers, red eyes with slit pupils, a black crested head, and sharp talons.

**Digi-Techniques Booster: Kokatorimon Technique**

Roll **D100** for each technique and if lower than its percentage gain the Technique for **Free**.

Tremar	100%
War Cry	10%
Dynamite Kick	12%
Spinning Shot	22%
Electric Cloud	32%
Megalo Spark	18%
Static Elect	36%
Wind Cutter	26%
Confused Storm	15%
Hurricane	12%

**FINISH!! Booster: Frozen Fire Shot**

You now Gain the Technique Perk **Frozen Fire Shot** For **Free**.



**Champion Booster: Leomon (Requires “Patamon” or “Elecmon”)**

Leomon is a bipedal, muscular lion-man with orange or white fur, blue eyes, and black claws, wearing ragged pants.

**Digi-Techniques Booster: Leomon Technique**

Roll **D100** for each technique and if lower than its percentage gain the Technique for **Free**.

Tremar	18%
Muscle Charge	19%
War Cry	22%
Sonic Jab	26%
Dynamite Kick	24%
Counter	20%
Megaton Punch	21%
Buster Dive	16%
Megalo Spark	8%
Static Elect	17%

**FINISH!! Booster: Fist of the Beast King**

You now Gain the Technique Perk **Fist of the Beast King** For **Free**.



**Champion Booster: Mojayamon (Requires “Penguinmon”)**

Mojayamon is a humanoid digimon entirely covered in long, white, shaggy hair. It has yellow eyes, black lips, a black nose, and pink, clawed hands and feet.

**Digi-Techniques Booster: Mojayamon Technique**

Roll **D100** for each technique and if lower than its percentage gain the Technique for **Free**.

Dynamite Kick	17%
Megaton Punch	13%
Mass Morph	12%
Green Trap	100%
Giga Freeze	17%
Winter Blast	20%
Ice Needle	30%
Water Blit	20%
Aqua Magic	22%
Aurora Freeze	14%

**FINISH!! Booster: Bone Boomerang**

You now Gain the Technique Perk **Bone Boomerang** For **Free**.



**Champion Booster: Shellmon (Requires “Betamon” or “Penguinmon”)**

Shellmon is a pink mollusk creature with yellow hair that lives inside a massive, conical shell.

**Digi-Techniques Booster: Shellmon Technique**

Roll **D100** for each technique and if lower than its percentage gain the Technique for **Free**.

Poison Powder	100%
Charm Perfume	100%
Giga Freeze	17%
Ice Statue	15%
Winter Blast	20%
Ice Needle	30%
Water Blit	20%
Aqua Magic	22%
Aurora Freeze	14%
Tear Drop	30%

**FINISH!! Booster: Hydro Pressure**

You now Gain the Technique Perk **Hydro Pressure** For **Free**.

### **File City -400 CP (Discounted for ○ - Circle)**

You can now create an entrance to this Digital home at will allowing you to enter it. While inside the entrance will be visible but cannot be accessed by anyone other than you and those you allow to enter. When inside you will be able to use the red save machine once per Jump or once every ten years whichever is first to create a save of the world. Should you die you can choose to return here at the time the save was made or if you are a Digimon have your Digi-Egg reformat in this location.

### ***The Item Shop Booster: Pocket Culumon***

Should you die and reformat as a Digi-Egg you will be able to use Culumon to restore yourself and any other Digimon who are with you to full power, regaining your memories. Additionally you can now use the Red Save Machine whenever you wish however you only have 1 save slot meaning each save will override the previous saves.



### ***Ultimate Booster: Giromon (Requires "Centarumon", "Ogremon", "Bakemon" or "Unimon")***

Giromon is a metallic digimon featuring a large propeller-like structure on its head and a chainsaw, often depicted with a menacing expression.

### ***Digi-Techniques Booster: Giromon Technique***

Roll **D100** for each technique and if lower than its percentage gain the Technique for **Free**.

Electric Cloud	19%
Megalo Spark	13%
Power Crane	40%
All Range Beam	16%
Metal Sprinter	35%
Pulse Laser	28%
Delete Program	20%
DG Dimension	15%
Full Potential	25%
Reverse Prog	32%

### ***FINISH!! Booster: Deadly Bomb***

You now Gain the Technique Perk **Deadly Bomb** For **Free**.



**Ultimate Booster: Panjyamon (Requires “Leomon”, “Ogremon”, “Meramon” or “Centarumon”)**

Panjyamon is a white-furred bipedal, hominoid digimon who wear ragged pants.

**Digi-Techniques Booster: Panjyamon Technique**

Roll **D100** for each technique and if lower than its percentage gain the Technique for **Free**.

Tremar	18%
Muscle Charge	19%
War Cry	22%
Sonic Jab	26%
Dynamite Kick	24%
Counter	20%
Megaton Punch	21%
Buster Dive	16%
Megalo Spark	13%
Static Elect	21%

**FINISH!! Booster: Frozen Fury**

You now Gain the Technique Perk **Frozen Fury** For **Free**.



**Ultimate Booster: MetalMamemon (Requires “Monochromon”, “Kabuterimon”, “Frigimon” or “Ninjamon”)**

MetalMamemon is a small, ball-like Digimon with arms and legs with a metal mask, a cannon left arm, and clawed fingers on its right hand.

**Digi-Techniques Booster: MetalMamemon Technique**

Roll **D100** for each technique and if lower than its percentage gain the Technique for **Free**.

Tremar	18%
Muscle Charge	19%
War Cry	22%
Sonic Jab	26%
Dynamite Kick	24%
Counter	20%
Megaton Punch	21%
Buster Dive	16%
All Range Beam	13%
Metal Sprinter	27%
Pulse Laser	21%
Delete Program	14%
Reverse Prog	24%

**FINISH!! Booster: Energy Bomb**

You now Gain the Technique Perk **Energy Bomb** For **Free**.

### **Grey Lord's Mansion -600 CP (Discounted for ○ - Circle)**

You are now able to convert anyone you meet alive or dead into any Rookie or Champion Digimon that exists within the Digimon World PS1 game. The target if alive must be willing and if the target is dead they must not reject the concept. The target may choose which Digimon they are revived as.

### **Green Gym Booster: Underground Lab**

You are now able to revive people as not only Digimon from the Digimon World PS1 game but also as any Digimon from any Digimon Properties and beyond. Through this upgrade you can also use any samples of DNA, Digital Template, Ecto Energy or any other form of life blueprint to import that person into a new customisable body.

### **Ice Sanctuary Booster: Overdell Cemetery**

You are now able to customize the Ice Sanctuary to take on the thematic appearance of any location within the Digimon World PS1. Additionally you can revive anyone you target who is dead and store them within your Ice Sanctuary before converting them. You can also choose for the target to gain the new body as an Alt-Form rather than a full replacement body.



### **Ultimate Booster: Myotismon (Requires "Nanimon", "Bakemon" or "Devimon")**

Myotismon is a vampiric, humanoid Digimon with sharp fangs, pointed ears, and a red-lined black cape.

### **Digi-Techniques Booster: Myotismon Technique**

Roll **D100** for each technique and if lower than its percentage gain the Technique for **Free**.

Megaton Punch	13%
Thunder Justice	13%
Hurricane	12%
Giga Freeze	100%
Aurora Freeze	100%

### **FINISH!! Booster: Grisly Wing**

You now Gain the Technique Perk **Grisly Wing** For **Free**.



### **Mega Booster: Boltmon (Requires "MetalMamemon", "Andromon" or "WereGarurumon")**

Boltmon is a hulking, organic-based cyborg with exposed stitching, metallic armor plates, and severed, sparking cables.

### **FINISH!! Booster: Tomahawk Crunch**

You now Gain the Technique Perk **Tomahawk Crunch** For **Free**.



***Mega Booster: SaberLeomon (Requires “Panjyamon”, “MegaKabuterimon” or “Piximon”)***

SaberLeomon is a gold and red furred lion-tiger with large yellow-tinted fangs and a metallic mane,

***FINISH!! Booster: Howling Crusher***

You now Gain the Technique Perk **Howling Crusher** For **Free**.



***Mega Booster: Reapermon (Requires “Giromon”, “SkullGreymon” or “Mamemon”)***

Reapermon is a skull-themed cyborg Grim Reaper digimon with a black cloak and golden sickle instead of an arm.

***FINISH!! Booster: Grim Slasher***

You now Gain the Technique Perk **Grim Slasher** For **Free**.

□ - **Square Perk Tree:**

**Treasure Hunt Cave -100 CP (Free for □ - Square)**

With this Perk you will be able to designate any Item and this Perk will create a straight line to the closest version of that item. You can also pay a deposit of BITS into this perk in order to be rewarded with a random item native to the setting. The more BITS you pay the better the item you gain will become however there will still be a random element to this meaning you could still get a dud.



**Digi-Egg Origin Booster: Green Digi-Egg**

You gain a white and green spotted Digi-Egg **Alt-Form**.



**Baby Booster: Botamon (Requires "Green Digi-Egg")**

Botamon is a Slime Digimon. Its slime-shaped body, it has grown thick, black fuzz.

**Digi-Techniques Booster: Bubble**

You now Gain the Technique Perk **Bubble** For **Free**.



**In-Training Booster: Koromon (Requires "Botamon")**

Koromon is a light-pink, spherical body with small, pointed ears/antennae and small fangs.



**Rookie Booster: Agumon (Requires "Koromon")**

Agumon is a small, bipedal dinosaur with yellow-orange skin and large, light green eyes.

**Digi-Techniques Booster: Agumon Technique**

Roll **D100** for each technique and if lower than its percentage gain the Technique for **Free**.

Fire Tower	25%
Spit Fire	30%
Red Inferno	20%
Magma Bomb	22%
Heat Laser	28%
Muscle Charge	8%
Sonic Jab	14%

**FINISH!! Booster: Pepper Breath**

You now Gain the Technique Perk **Pepper Breath** For **Free**.



**Rookie Booster: Gabumon (Requires "Koromon")**

Gabumon is a small, blue-furred yellow-skinned, canine-like creature with red eyes and a yellow horn on its head

**Digi-Techniques Booster: Gabumon Technique**

Roll **D100** for each technique and if lower than its percentage gain the Technique for **Free**.

Fire Tower	11%
Heat Laser	13%
Tremar	18%
War Cry	22%
Sonic Jab	26%
Dynamite Kick	24%
Megaton Punch	21%

**FINISH!! Booster: Blue Blaster**

You now Gain the Technique Perk **Blue Blaster** For **Free**.

**Drill Tunnel -200 CP (Discounted for □ - Square)**

You can now create digital drills that cut into solid matter and store it in a pocket dimension. You can retrieve any material in your pocket dimension however it will be in the same state it was when it was added to the pocket dimension. From this you can drill in a straight line with this perk automatically adding structure reinforcements to prevent the tunnel you created from collapsing.

**Command Actions Booster: Attack**

You are now able to command your Digi-Summons to completely focus on offence making it so that their attacking capabilities are increased five fold.



**Champion Booster: Centarumon (Requires “Agumon” or “Gabumon”)**

Centarumon has a muscular humanoid torso on a horse-like body. It wears a metallic helmet with a single red eye and has a large cannon replacing its right arm.

**Digi-Techniques Booster: Centarumon Technique**

Roll **D100** for each technique and if lower than its percentage gain the Technique for **Free**.

Fire Tower	25%
Prominence Beam	17%
Spit Fire	30%
Red Inferno	20%
Magma Bomb	22%
Heat Laser	28%
Meltdown	14%
Muscle Charge	9%
Dynamite Kick	17%
Counter	11%

**FINISH!! Booster: Solar Ray**

You now Gain the Technique Perk **Solar Ray** For **Free**.



**Champion Booster: Drimogemon (Requires “Patamon” or “Gabumon”)**

Drimogemon resembles a large mole with purple and white fur, featuring a massive drill for a nose and small, drawn-on mustache.

**Digi-Techniques Booster: Drimogemon Technique**

Roll **D100** for each technique and if lower than its percentage gain the Technique for **Free**.

Tremar	18%
Muscle Charge	19%
War Cry	22%
Sonic Jab	26%
Dynamite Kick	24%
Counter	20%
Megaton Punch	21%
Buster Dive	16%
Charm Perfume	9%
Green Trap	100%

**FINISH!! Booster: Drill Spin**

You now Gain the Technique Perk **Drill Spin** For **Free**.



**Champion Booster: Garurumon (Requires “Gabumon” or “Penguinmon”)**

Garurumon is a canine Digimon with blue and white striped fur, and blade-like tufts of fur extending from its shoulders.

**Digi-Techniques Booster: Garurumon Technique**

Roll **D100** for each technique and if lower than its percentage gain the Technique for **Free**.

Fire Tower	16%
Spit Fire	22%
Magma Bomb	14%
War Cry	10%
Megaton Punch	9%
Buster Dive	100%
Giga Freeze	17%
Ice Statue	15%
Winter Blast	20%
Ice Needle	30%
Aqua Magic	22%

**FINISH!! Booster: Howling Blaster**

You now Gain the Technique Perk **Howling Blaster** For **Free**.



**Champion Booster: Greymon (Requires “Agumon”)**

Greymon is an orange, bipedal creature with dark blue stripes, red eyes, and a tough, brown carapace covering its head. It features three horns and sharp claws.

**Digi-Techniques Booster: Greymon Technique**

Roll **D100** for each technique and if lower than its percentage gain the Technique for **Free**.

Fire Tower	25%
Prominence Beam	17%
Spit Fire	30%
Red Inferno	20%
Magma Bomb	22%
Heat Laser	28%
Meltdown	14%
Muscle Charge	9%
Dynamite Kick	17%
Counter	11%
Spinning Shot	10%
Megalo Spark	8%

**FINISH!! Booster: Mega Flame**

You now Gain the Technique Perk **Mega Flame** For **Free**.



**Champion Booster: Meramon (Requires “Agumon”)**

Meramon is a humanoid Digimon with a muscular figure that is entirely engulfed in red and yellow flames.

**Digi-Techniques Booster: Meramon Technique**

Roll **D100** for each technique and if lower than its percentage gain the Technique for **Free**.

Fire Tower	25%
Prominence Beam	17%
Spit Fire	30%
Red Inferno	20%
Magma Bomb	22%
Heat Laser	28%
Inifinity Burn	15%
War Cry	10%
Dynamite Kick	12%
Counter	8%

**FINISH!! Booster: Fireball**

You now Gain the Technique Perk **Fireball** For **Free**.



**Champion Booster: Tyrannomon (Requires “Agumon”, “Gabumon” or “Patamon”)**

Tyrannomon is a Red Dinosaur Digimon with massive, powerful arms and a large tail, often featured with black stripes.

**Digi-Techniques Booster: Tyrannomon Technique**

Roll **D100** for each technique and if lower than its percentage gain the Technique for **Free**.

Prominence Beam	5%
Spit Fire	15%
Red Inferno	7%
Tremar 178	18%
Muscle Charge	19%
War Cry	22%
Sonic Jab	26%
Dynamite Kick	24%
Megaton Punch	21%
Buster Dive	16%

**FINISH!! Booster: Blaze Blast**

You now Gain the Technique Perk **Blaze Blast** For **Free**.

### **Greymon's Arena -400 CP (Discounted for □ - Square)**

You can now enter into a combat arena pocket dimension. In this dimension you will be able to combat any Rookie, Champion or Ultimate Digimon however they will lack any true intelligence and instead will only be programmed for combat. You can also choose to participate in tournaments against a wide variety of digimon including some Mega Digimon to earn rewards.

### ***The Item Shop Booster: Rumble Arena***

You are now no longer limited to only facing digimon and can now create digital copies of any individual that you have met to combat. This will also give you a wide variety of tournaments that will be automatically added to your options when a thematic collection of enemies have been added.



### ***Ultimate Booster: MetalGreymon (Requires "Greymon", "Tyrannomon", "Monochromon" or "Drimogemon")***

MetalGreymon is a blue Dinosaur Digimon with cybernetic armor made of Chrome Digizoid. It also has purple tattered wings and a red mane.

### ***Digi-Techniques Booster: MetalGreymon Technique***

Roll **D100** for each technique and if lower than its percentage gain the Technique for **Free**.

Heat Laser	19%
Inifinity Burn	8%
Meltdown	6%
Tremar	100%
Megaton Punch	9%
Buster Dive	100%
Power Crane	40%
All Range Beam	16%
Metal Sprinter	35%
Pulse Laser	28%
Delete Program	20%
DG Dimension	15%
Full Potential	25%
Reverse Prog	32%

### ***FINISH!! Booster: Giga Scissor Claw***

You now Gain the Technique Perk **Giga Scissor Claw** For **Free**.



**Ultimate Booster: SkullGreymon (Requires "Greymon", "Garurumon", "Bakemon" or "Devimon")**

SkullGreymon is a fleshless, undead dinosaur composed entirely of bone with glowing green eyes and an organic, shark-shaped missile mounted on its back.

**Digi-Techniques Booster: SkullGreymon Technique**

Roll **D100** for each technique and if lower than its percentage gain the Technique for **Free**.

Tremar	18%
Muscle Charge	19%
War Cry	22%
Sonic Jab	26%
Dynamite Kick	24%
Counter	20%
Megaton Punch	21%
Buster Dive	16%
Giga Freeze	10%
Ice Statue	8%
Winter Blast	12%
All Range Beam	100%
Pulse Laser	13%

**FINISH!! Booster: Dark Shot**

You now Gain the Technique Perk **Dark Shot** For **Free**.



**Ultimate Booster: WereGarurumon (Requires “Garurumon”, “Kuwagamon”, “Frigimon” or “Drimogemon”)**

WereGarurumon is a bipedal, muscular werewolf with light blue fur and dark blue tiger stripes. It is known for wearing ripped blue jeans and a leather pauldron.

**Digi-Techniques Booster: WereGarurumon Technique**

Roll **D100** for each technique and if lower than its percentage gain the Technique for **Free**.

Fire Tower	100%
Spit Fire	22%
Magma Bomb	14%
War Cry	10%
Megaton Punch	9%
Buster Dive	100%
Giga Freeze	17%
Ice Statue	15%
Winter Blast	20%
Ice Needle	30%
Aqua Magic	22%

**FINISH!! Booster: Glacial Blast**

You now Gain the Technique Perk **Glacial Blast** For **Free**.

**Ancient Dino Region -600 CP (Discounted for □ - Square)**

You are now capable of interacting with time in a number of ways as you can now pause it and view it. At will you can cause time to stop as nothing including you will be able to move however you will have full control over your mind and will be able to better example anything within your perception. You will also be able to view the past of your current location to see either from specific date times, a specific amount of time in the past or search for specific events.

**Green Gym Booster: Ancient Glacial Region**

You have now gained the power to slow down time. This can be used on specific targets including yourself to decelerate them making everything else appear to be moving at a far faster rate essentially putting them into a form of stasis. This can be used to target just their body or mind to cause them to either be in a state similar to paralysis or a coma.

**Drill Tunnel Booster: Ancient Speedy Region**

You have now gained the power to speed up time. This can be used on specific targets including yourself to accelerate them making everything else appear to be moving in slow motion essentially giving them a form of super speed. This can be used to target just their body or mind to cause them to either be in a state of rapid aging or accelerated intelligence.



**Ultimate Booster: Kimeramon (Requires “Monochromon”, “Greymon” or “Kuwagamon”)**

Kimeramon is a chimera, constructed from the parts of many different Digimon.

**Digi-Techniques Booster: Kimeramon Technique**

Roll **D100** for each technique and if lower than its percentage gain the Technique for Free.

Spit Fire	22%
Pulse Laser	28%
Fire Tower	25%
Sonic Jab	26%
Poison Claw	28%
Wind Cutter	26%
Electric Cloud	32%
Ice Needle	30%
Counter	11%
Mass Morph	12%

**FINISH!! Booster: Giga Scissor Claw**

You now Gain the Technique Perk **Giga Scissor Claw** For **Free**.



**Mega Booster: BlackWarGreymon (Requires “SkullGreymon”, “Megadramon” or “MegaKabuterimon”)**

BlackWarGreymon is a tall reptilian Digimon with a humanoid with black scales and grey metal armor. It has claw gauntlets and its wings can detach to become a shield.

**FINISH!! Booster: Terra Destroyer**

You now Gain the Technique Perk **Terra Destroyer** For **Free**.



**Mega Booster: MetalGarurumon (Requires “WereGarurumon”, “Mamemon” or “MetalMamemon”)**

MetalGarurumon is a

**FINISH!! Booster: Metal Wolf Claw**

You now Gain the Technique Perk **Metal Wolf Claw** For **Free**.



**Mega Booster: WarGreymon (Requires “MetalGreymon”, “Panjyamon” or “Garudamon”)**

WarGreymon is a tall reptilian Digimon with a humanoid body structure that has gold scales and grey metal armor. It has claw gauntlets and its wings can detach to become a shield with the Crest of Courage.

**FINISH!! Booster: Terra Force**

You now Gain the Technique Perk **Terra Force** For **Free**.

## × - Cross Perk Tree:

### **Gear Savanna -100 CP (Free for × - Cross)**

You are now able to shift into a Digital Replica of the setting that you are in. This Digital Replica will be a static copy of the reality you are in without any lifeforms and when you return back to the setting you came from you will have moved the same distance you travel within this Digital Replica. While you can find the locations of items and buildings within this Digital Replica they will only be the location that they were in when the Digital Replica was created and you will not be able to bring them outside the Digital Replica.



#### ***Digi-Egg Origin Booster: Orange Digi-Egg***

You gain a white and orange striped Digi-Egg **Alt-Form**.



#### ***Baby Booster: Poyomon***

Poyomon is a Slime Digimon. With a translucent body, it is a Digimon Baby that drifts through the "Net Ocean" like a jellyfish.

### ***Digi-Techniques Booster: Bubble***

You now Gain the Technique Perk **Bubble** For **Free**.



#### ***In-Training Booster: Tokomon***

Tokomon is a small, white, rotund creature with small limbs/nubs, black eyes, and long, ribbon-like antenna on its head.



#### ***Rookie Booster: Biyomon***

Biyomon is a pink bird with blue-tipped head feathers, a red beak, and blue-ringed eyes.

### ***Digi-Techniques Booster: Biyomon Technique***

Roll **D100** for each technique and if lower than its percentage gain the Technique for **Free**.

Spit Fire	15%
Heat Laser	13%
Spinning Shot	22%
Electric Cloud	32%
Wind Cutter	26%
Confused Storm	15%
Hurricane	12%

### ***FINISH!! Booster: Spiral Twister***

You now Gain the Technique Perk **Spiral Twister** For **Free**.



### **Rookie Booster: Patamon**

Patamon is a small, hamster/guinea pig creature with large wings for ears and a warm, orange coloring.

### **Digi-Techniques Booster: Patamon Technique**

Roll **D100** for each technique and if lower than its percentage gain the Technique for **Free**.

War Cry	22%
Sonic Jab	26%
Dynamite Kick	24%
Buster Dive	16%
Spinning Shot	10%
Wind Cutter	13%
Confused Storm	7%

### **FINISH!! Booster: Boom Bubble**

You now Gain the Technique Perk **Boom Bubble** For **Free**.

### **Coela Point -200 CP (Discounted for X - Cross)**

Whenever you come across a water source or liquid of any type you can choose to create platforms allowing you to travel on water or any other liquid including acid without getting wet. By default these platforms will look like Coelamon but can be changed to any aquatic creature or invisible barriers and can be set to automatically appear whenever you would fall into liquid.

### **Command Actions Booster: Distance**

You are now able to command your Digi-Summons to completely focus on avoiding enemies, making it so that their speed is increased five fold.



**Champion Booster: Airdramon (Requires "Biyomon")**

Airdramon is a long, serpentine dragon, as described in the Digimon Wiki, featuring large, powerful wings and a skull-like helmet.

**Digi-Techniques Booster: Airdramon Technique**

Roll **D100** for each technique and if lower than its percentage gain the Technique for **Free**.

Prominence Beam	10%
Spit Fire	22%
Heat Laser	19%
Spinning Shot	22%
Electric Cloud	32%
Megalo Spark	18%
Static Elect	36%
Wind Cutter	26%
Confused Storm	15%
Hurricane	12%

**FINISH!! Booster: Spinning Needle**

You now Gain the Technique Perk **Spinning Needle** For **Free**.



**Champion Booster: Angemon (Requires "Patamon" or "Elecmon")**

Angemon is a humanoid digimon with long blond hair, six feathered wings, a metallic helmet and a staff.

**Digi-Techniques Booster: Angemon Technique**

Roll **D100** for each technique and if lower than its percentage gain the Technique for **Free**.

War Cry	10%
Dynamite Kick	12%
Counter	8%
Spinning Shot	22%
Electric Cloud	32%
Megalo Spark	18%
Static Elect	36%
Wind Cutter	26%
Confused Storm	15%
Hurricane	12%

**FINISH!! Booster: Hand of Fate**

You now Gain the Technique Perk **Hand of Fate** For **Free**.



**Champion Booster: Birdramon (Requires “Biyomon” or “Agumon”)**

Birdramon is an avian Digimon covered in fiery, red flames resembling a mythical phoenix.

**Digi-Techniques Booster: Birdramon Technique**

Roll **D100** for each technique and if lower than its percentage gain the Technique for **Free**.

Fire Tower	25%
Prominence Beam	17%
Spit Fire	30%
Red Inferno	20%
Magma Bomb	22%
Heat Laser	28%
Meltdown	14%
Spinning Shot	14%
Wind Cutter	16%
Hurricane	8%

**FINISH!! Booster: Meteor Wing**

You now Gain the Technique Perk **Meteor Wing** For **Free**.



**Champion Booster: Devimon (Requires “Patamon” or “Elecmon”)**

Devimon is a demonic humanoid Digimon covered in dark cloth with long, sharp claws, often depicted with red, piercing eyes.

**Digi-Techniques Booster: Devimon Technique**

Roll **D100** for each technique and if lower than its percentage gain the Technique for **Free**.

Muscle Charge	19%
War Cry	22%
Sonic Jab	26%
Dynamite Kick	24%
Counter	20%
Megaton Punch	21%
Thunder Justice	9%
Spinning Shot	14%
Electric Cloud	19%
Megalo Spark	13%
Giga Freeze	5%
Ice Statue	100%

**FINISH!! Booster: Death Claw**

You now Gain the Technique Perk **Death Claw** For **Free**.



**Champion Booster: OGREMON (Requires "Patamon" or "Gabumon")**

Ogremon is a green, muscular ogre with long white hair, two horns, and pointed ears with earrings. Its design often features a large, exaggerated lower jaw.

**Digi-Techniques Booster: OGREMON Technique**

Roll **D100** for each technique and if lower than its percentage gain the Technique for **Free**.

Spit Fire	22%
Red Inferno	12%
Magma Bomb	14%
Tremar	18%
War Cry	22%
Sonic Jab	26%
Dynamite Kick	24%
Megaton Punch	21%
Buster Dive	16%
Insect Plague	13%
Poison Claw	16%

**FINISH!! Booster: Pummel Whack**

You now Gain the Technique Perk **Pummel Whack** For **Free**.



**Champion Booster: UNIMON (Requires "Patamon" or "Biyomon")**

Unimon is a white-furred horse with large pegasus-like wings, a unicorn horn, and a distinct red visor or mask.

**Digi-Techniques Booster: UNIMON Technique**

Roll **D100** for each technique and if lower than its percentage gain the Technique for **Free**.

War Cry	15%
Dynamite Kick	17%
Counter	11%
Spinning Shot	22%
Electric Cloud	32%
Megalo Spark	18%
Static Elect	36%
Wind Cutter	26%
Confused Storm	15%
Hurricane	12%

**FINISH!! Booster: Aerial Attack**

You now Gain the Technique Perk **Aerial Attack** For **Free**.

### **Toy Town -400 CP (Discounted for X - Cross)**

You can now imbue objects with Digi-energy in order to bestow them with a facsimile of life. This can be used to give statues, action figures, plushies and taxidered animals the range of movements that the real version of them would have. While you will not have full control of these creations you can give them basic directions and they will attempt to follow them.

### ***The Item Shop Booster: Digital Card Battle***

You can use this perk to imbue an image with Digi-energy to create a physical shell that looks like a perfect three dimensional replica of the image. This physical entity will function without any real intelligence but it will mimic the voice, movements, personality and capabilities of the entity the image is based on.



### ***Ultimate Booster: Garudamon (Requires "Birdramon", "Kokatorimon", "Angemon", "Unimon" or "Airdramon")***

Garudamon is a bird-humanoid hybrid with reddish-orange skin and large wings, featuring DigiCode on its shoulders that reads "Digital Monster".

### ***Digi-Techniques Booster: Garudamon Technique***

Roll **D100** for each technique and if lower than its percentage gain the Technique for **Free**.

Prominence Beam	10%
Red Inferno	12%
Magma Bomb	14%
Inifinity Burn	8%
Meltdown	6%
Thunder Justice	13%
Spinning Shot	22%
Electric Cloud	32%
Megalo Spark	18%
Static Elect	36%
Wind Cutter	26%
Confused Storm	15%
Hurricane	12%

### ***FINISH!! Booster: Crimson Flare***

You now Gain the Technique Perk **Crimson Flare** For **Free**.



**Ultimate Booster: Andromon (Requires “Meramon”, “Centarumon”, “Ogremon”, “Leomon” or “Angemon”)**

Andromon is a cyborg with a skeleton motif, featuring wires, a helmet, and a distinct fleshy right leg.

**Digi-Techniques Booster: Andromon Technique**

Roll **D100** for each technique and if lower than its percentage gain the Technique for **Free**.

Tremar	8%
Counter	11%
Megaton Punch	13%
Buster Dive	7%
Megalo Spark	8%
Static Elect	17%
Power Crane	40%
All Range Beam	16%
Metal Sprinter	35%
Pulse Laser	28%
Delete Program	20%
DG Dimension	15%
Full Potential	25%
Reverse Prog	32%

**FINISH!! Booster: Spiral Sword**

You now Gain the Technique Perk **Spiral Sword** For **Free**.



**Ultimate Booster: Megadramon (Requires “Devimon”, “Tyrannomon”, “Seadramon” or “Airdramon”)**

Megadramon is a legless, snakelike dragon with metallic, sharp clawed arms and purple wings.

**Digi-Techniques Booster: Megadramon Technique**

Roll **D100** for each technique and if lower than its percentage gain the Technique for **Free**.

Dynamite Kick	12%
Megaton Punch	9%
Giga Freeze	10%
Ice Statue	8%
Winter Blast	12%
Power Crane	40%
All Range Beam	16%
Metal Sprinter	35%
Pulse Laser	28%
Delete Program	20%
DG Dimension	15%
Full Potential	25%
Reverse Prog	32%

**FINISH!! Booster: Genoside Attack**

You now Gain the Technique Perk **Genoside Attack** For **Free**.

**Toy Mansion -600 CP (Discounted for X - Cross)**

You are now able to apply your passive Perks, Powers or Abilities to any object, making it so that object will then use the passive ability. If an invisibility perk were applied to a cloak it would be transparent and make anything its wrapped around invisible.

**Green Gym Booster: Costume House**

You are now able to instantly create costumes that will bestow knowledge, powers, perk and abilities to whoever puts it on. The created costumes will only be able to hold aspects that would be appropriate for the entity of the costume and you will only be able to apply aspects you already possess. For example if you were to create a costume based on a Digimon that you have the **Alt-Form** of you anyone who puts it on will for all intents purposes will become that digimon.

**Coela Point Booster: Robot House**

You are no longer limited to water based transport and can now move through space and utilise any other perks you possess to transport to anywhere you want instantly. If you possess any form of elemental kinisis you can apply them with this perk to get the effects of the **Coela Point** perk to apply to that element instead of liquids.



**Ultimate Booster: WaruMonzaemon (Requires “Numemon”, “Ogremon” or “Mojyamon”)**

WaruMonzaemon is a ragged black teddy bear costume with glowing eyes peering out, representing a sinister toy.

**Digi-Techniques Booster: WaruMonzaemon Technique**

Roll **D100** for each technique and if lower than its percentage gain the Technique for Free.

Megaton Punch	40%
Buster Dive	20%
Muscle Charge	10%
Thunder Justice	30%

**FINISH!! Booster: Lovely Attack**

You now Gain the Technique Perk **Lovely Attack** For **Free**.



**Mega Booster: HiAndromon (Requires “Andromon”, “Giromon” or “MetalGreymon”)**

HiAndromon is a fully armored cyborg Digimon. It features red wiring across its joints and limbs and shoulder-mounted turbines.

**FINISH!! Booster: Atomic Ray**

You now Gain the Technique Perk **Atomic Ray** For **Free**.



**Mega Booster: Machinedramon (Requires “Megadramon”, “MetalGreymon” or “MegaSeadramon”)**

Machinedramon is a massive, entirely metallic cyborg dragon, featuring a metallic helmet, claws and cannons.

**FINISH!! Booster: Infinity Cannon**

You now Gain the Technique Perk **Infinity Cannon** For **Free**.



**Mega Booster: Phoenixmon (Requires “Garudamon”, “Piximon” or “Panjyamon”)**

Phoenixmon is a majestic bird with four wings that shine gold, a crest of vibrant feathers, and a bronzed helmet.

**FINISH!! Booster: Starlight Explosion**

You now Gain the Technique Perk **Starlight Explosion** For **Free**.

## Technique Perks:















You can gain **+500 TP** for **-100 CP**.




Any Technique Perks Purchased from this section can be used in any Digivolution or **Alt-Form** regardless of their normal restrictions.



## Techniques:

Can be used in quick succession allowing you to attack effectively while in combat.

	Name	CP	Type	Power	MP	Effect
	Bubble	Free	Ice	6 - 11	0	-
	Aqua Magic	-50 TP	Ice	0	36	-
	Full Potential	-50 TP	Mech	0	99	-
	Mass Morph	-50 TP	Earth	0	30	-
	Muscle Charge	-50 TP	Battle	0	66	-
	Sonic Jab	-50 TP	Battle	52	18	-
	Spit Fire	-50 TP	Fire	66	30	-
	War Cry	-50 TP	Battle	0	42	-
	Heat Laser	-100 TP	Fire	84	105	Flat (pixelated)
	Horizontal Kick	-100 TP	Filth	53	24	-
	Insect Plague	-100 TP	Earth	58	96	Poison
	Metal Sprinter	-100 TP	Mech	150	165	-
	Odor Spray	-100 TP	Filth	88	75	Stun






	Poison Powder	-100 TP	Earth	117	171	Poison
	Poison Claw	-100 TP	Earth	62	51	Poison
	Poop Rnd Toss	-100 TP	Filth	75	120	Poison
	Static Elect	-100 TP	Air	85	45	Stun
	Tear Drop	-100 TP	Ice	60	42	Flat (pixelated)
	Tremar	-100 TP	Battle	178	168	-
	Wind Cutter	-100 TP	Air	178	93	-
	Big Poop Toss	-150 TP	Filth	211	192	Confusion
	Big Rnd Toss	-150 TP	Filth	211	282	Confusion
	Charm Perfume	-150 TP	Earth	180	210	Confusion
	Danger Sting	-150 TP	Earth	157	102	Flat (pixelated)
	Electric Cloud	-150 TP	Air	120	69	Stun
	Fire Tower	-150 TP	Fire	155	81	Stun
	Ice Needle	-150 TP	Ice	126	78	Stun
	Poop Spd Toss	-150 TP	Filth	122	96	Poison
	Power Crane	-150 TP	Mech	226	126	-
	Red Inferno	-150 TP	Fire	210	171	-


















	Rnd Spd Toss	-150 TP	Filth	122	216	Poison
	Winter Blast	-150 TP	Ice	120	165	Stun
	Water Blit	-150 TP	Ice	211	102	-
	Confused Storm	-200 TP	Air	225	216	Confusion
	Counter	-200 TP	Battle	285	165	Confusion
	Dynamite Kick	-200 TP	Battle	193	99	Stun
	Giga Freeze	-200 TP	Ice	264	120	Stun
	Magma Bomb	-200 CP	Fire	279	132	Confusion
	Reverse Prog	-200 TP	Mech	256	297	Flat (pixelated)
	Spinning Shot	-200 TP	Air	389	150	-
	Delete Program	-250 TP	Mech	430	219	Flat (pixelated)
	Green Trap	-250 TP	Earth	310	147	Stun
	Hurricane	-250 TP	Air	366	255	Confusion
	Ice Statue	-250 TP	Ice	424	186	Stun
	Infinity Burn	-250 TP	Fire	488	264	Stun
	Megalo Spark	-250 TP	Air	382	174	Stun
	Megaton Punch	-250 TP	Battle	320	186	Stun













	Meltdown	-250 TP	Fire	400	318	Stun
	Pulse Laser	-250 TP	Mech	389	168	-
	Prominence Beam	-250 TP	Fire	444	183	Flat (pixelated)
	Ult Poop Hell	-250 TP	Filth	333	333	Flat (pixelated)
	All Range Beam	-350 TP	Mech	573	330	-
	Aurora Freeze	-300 TP	Ice	430	258	Flat (pixelated)
	Bug	-300 TP	Earth	500	354	Flat (pixelated)
	Buster Dive	-300 TP	Battle	500	258	Confusion
	Thunder Justice	-350 TP	Air	586	330	Stun
	DG Dimension	-400 TP	Mech	722	420	-

### Finisher:

These techniques take some time to charge up meaning they can not be used in quick succession.

	Name	CP	Type	Power	MP
	Boom Bubble	-50 TP	Air	85	120
	Blue Blaster	-50 TP	Fire	90	120
	Electric Shock	-50 TP	Air	92	120
	Electric Thread	-50 TP	Air	94	120
	Pepper Breath	-50 TP	Fire	89	120

	Poison Ivy	-50 TP	Earth	101	120
	Spiral Twister	-50 TP	Fire	91	120
	Super Slap	-50 TP	Ice	91	120
	Super Thunder Strike	-50 TP	Air	100	120
	Aerial Attack	-100 TP	Air	153	120
	Blasting Spout	-100 TP	Ice	150	120
	Blaze Blast	-100 TP	Fire	174	120
	Bone Boomerang	-100 TP	Ice	148	120
	Dark Claw	-100 TP	Air	143	120
	Drill Spin	-100 TP	Battle	150	120
	Electro Shocker	-100 TP	Fire	170	120
	Fireball	-100 TP	Fire	155	120
	Fist of the Beast King	-100 TP	Battle	170	120
	Frozen Fire Shot	-100 TP	Fire	159	120
	Hand of Fate	-100 TP	Air	166	120
	Howling Blaster	-100 TP	Fire	183	120
	Hydro Pressure	-100 TP	Ice	155	120

	Ice Blast	-100 TP	Ice	162	120
	Iga School Knife Throw	-100 TP	Battle	150	120
	Mega Flame	-100 TP	Fire	196	120
	Meteor Wing	-100 TP	Fire	158	120
	Nightmare Syndromer	-150 TP	Fire	222	120
	Party time	-100 TP	Filth	100	120
	Pummel Whack	-100 TP	Battle	170	120
	Solar Ray	-100 TP	Air	167	120
	Spnning Needle	-100 TP	Air	152	120
	Subzero Ice Punch	-100 TP	Ice	157	120
	Sweet Breath	-100 TP	Earth	130	120
	Variable Darts	-100 TP	Ice	153	120
	Volcanic Strike	-100 TP	Fire	160	120
	Abduction Beam	-150 TP	Mech	222	120
	Bit Bomb	-150 TP	Earth	232	120
	Crimson Flare	-150 TP	Fire	213	120
	Dark Network & Concert Crush	-150 TP	Battle	202	120

	Dark Shot	-150 TP	Mech	200	120
	Deadly Bomb	-150 TP	Mech	260	120
	Death Claw	-150 TP	Battle	180	120
	Energy Bomb	-150 TP	Mech	214	120
	Frozen Fury	-150 TP	Ice	232	120
	Genocide Attack	-150 TP	Mech	215	120
	Giga Scissor Claw	-150 TP	Mech	215	120
	Glacial Blast	-150 TP	Ice	215	120
	Grisly Wing	-150 TP	Battle	218	120
	High Electro Shocker	-150 TP	Fire	218	120
	King Stamp	-150 TP	Filth	185	120
	Lovely Attack	-150 TP	Battle	230	120
	Mail Strome	-150 TP	Ice	211	120
	Scissor Claw	-150 TP	Battle	172	120
	Smiley Bomb	-150 TP	Mech	225	120
	Spiral Sword	-150 TP	Mech	210	120
	Atomic Ray	-300 TP	Mech	757	120

	Banana Slip	-300 TP	Filth	697	120
	Black Death Cloud	-300 TP	Battle	721	120
	Dimension Destroyer	-300 TP	Mech	800	120
	Grim Slasher	-300 TP	Battle	730	120
	Healing Therapy	-300 TP	Earth	550/+250	120
	Howling Crusher	-300 TP	Ice	738	120
	Infinity Cannon	-300 TP	Mech	777	120
	Justice Burst	-300 TP	Mech	742	120
	Mega Electro Shocker	-300 TP	Fire	719	120
	Metal Wolf Claw	-300 TP	Ice	765	120
	Neuro Destroyer	-300 TP	Mech	712	120
	Nightmare Rain	-300 TP	Fire	698	120
	River of Power	-300 TP	Ice	765	120
	Starlight Explosion	-300 TP	Fire	742	120
	Terra Destroyer	-300 TP	Battle	765	120
	Terra Force	-300 TP	Fire	765	120
	Tomahawk Crunch	-300 TP	Battle	700	120

**Items:**

Any lost or stolen items will be returned to you after a week in the same condition as when you had them. Any damaged items could be repaired and have the broken condition removed if worked on by a capable engineer.

**BITS - Free (Requires “Item Shop”)**

You now possess the ability to convert any type of currency including cash, cheques and bitcoins into a digital currency known as BITS which have a similar value to the yen but is not directly tied to it. BITS can be used for any digital transaction with it automatically converting to the appropriate currency and when physical currency is needed you can convert BITS into any currency you have previously converted into BITS.

**Digivice -400 CP (Discounted with “Mameo”)**

With this purchase you can create your very own Digivice!

[https://docs.google.com/document/d/1HLZRYOSQVwKERM5ScDfWNyX1byBH\\_XnHKyyjl6py6l/edit?usp=drivesdk](https://docs.google.com/document/d/1HLZRYOSQVwKERM5ScDfWNyX1byBH_XnHKyyjl6py6l/edit?usp=drivesdk)

## **Drawbacks:**

### **Mameo +100 CP**

It seems that rather than being the digimon you are actually the player. With this you are no longer a Drop-In or from an alternate Reality. You are instead a local who has gained digital powers of your own. You will need to work out your background with your Jump-chan. You will also lose all items from this supplement.

### **Digi-Port +200 CP**

Normally, you would be the only Digimon within this continuity. However with this drawback, four Digi-Egg's will appear, one of each type who have each been corrupted and intend to commit destruction.

### **Limited Controls +300 CP**

You are now only to use the button selected for your origin, this means, you are no longer able to take perks from your origin Perk tree or the general perks.

### **Dark Masters +200 CP**

Normally, there would be no other Digimon within this continuity. However with each purchase of this drawback, a new evil Digimon will appear at some point during your Jump, somewhere on your Planet. You can only take this once per Digimon and each Dark Masters to enter into the jump with access to all the perks in their respective Perk Tree.

- Machinedramon, ✕ - **Cross**
- Piedmon ○ - **Circle**
- Puppetmon □ - **Square**
- MetalSeadramon △ - **Triangle**

### **The End +1000 CP**

For **+1000 CP**, Apocalymon will have access to all the perks on this Jump Document.

## **Generic Drawbacks:**

### **Accident Prone +100 CP**

You're prone to minor accidents that, while inconvenient, painful, or embarrassing, are not likely to kill you. You can expect any plans you make to suffer some kind of bad luck.

### **Acrophobic +100 CP**

You are terrified of heights, and anything deeper than a 10-foot drop will make you weak in the knees.

### **Age Problems +100 CP**

For the duration of this Jump, you lose all age resistance perks and powers.

### **Almost Entirely Dark +100 CP**

Has the sun gone out or something? Everywhere you go, it seems like it's so dark that you could mistake midday for early night.

### **Always Left Behind +100 CP**

Why do they keep leaving you behind?! You will find that Companions, allies, and benefactors are always ditching you to deal with things unrelated to your current predicament.

### **Amnesia; Jumpdoc +100 CP**

You lose all memories and knowledge of what you purchased in this Out of Context Supplement and any connected Jumpchain.

### **Angered Factions +100 CP**

Each time you take this, a different, random local faction will consider you an enemy once they become aware of you. There isn't a limit to how many times this may be taken.

### **Antagonistic Timing +100 CP**

Your enemies keep showing up at inappropriate times.

### **Artificial Flashbacks +100 CP**

You have horrific flashbacks to horrible events involving your family and yourself. These events never actually took place, and the flashbacks happen randomly.

### **As You Know +100 CP**

Everyone expects you to already know what's going on, so don't expect to get any explanations.

### **At Least Buy Me Dinner First +100 CP**

Dangerous entities have a habit of taking an interest in you... a romantic interest.

**Awkward Affection +100 CP**

You are really bad at expressing your affection. Every attempt you make is extremely awkward and unpleasant for anyone who observes it.

**Bad Name +100 CP**

Everyone you meet will assume your name is something that you find insulting or annoying, and nothing you can do will change it in your mind.

**Behind Your Back +100 CP**

People always say horrible, hurtful things about you whenever they *think* you're out of earshot.

**Black Cat +100 CP**

Expect to see ill omens that seem to suggest terrible things coming your way. Mirrors break in your presence, lone magpies drop-dead at your feet, and other strange, malign portents follow you. Let's hope these superstitions are just that.

**Bounty +100 CP**

It seems you've pissed off the wrong people. You have a notable bounty on your head, and while it's not enough to get the big guys interested, it *is* enough to draw the attention of random thugs.

**Culture Shock +100 CP**

This world doesn't have the same cultural standards you're used to, which isn't a problem if you're quick to adapt. Unfortunately, you *won't* be. You'll constantly butt heads with anyone whose cultural norms and social mores are different from your own. While you can slowly adapt, they'll always rub you the wrong way, and your overall experience here will be much less enjoyable.

**Crop Rotation +100 CP**

Pests and poor weather have had a serious impact on the local farming industry. Food will be harder to come across and far more expensive as a result.

**Dark Memories +100 CP**

You will now gain memories of a lifetime of abuse since early childhood. Though these memories are false, you will not be able to differentiate them from real memories beyond knowing they are fake.

**Didn't Read The Instructions +100 CP**

You don't know how anything works and refuse to have anything explained to you. Using any sort of equipment will require trial and error.

**Disinteresting +100 CP**

You seem to emit an aura of monotony, causing everyone who doesn't know you to think you are a boring stick in the mud that wouldn't know fun if it hit them.

**Do you Feel Lucky, Punk +100 CP**

You keep unintentionally making pop culture references that no one else seems to recognise.

**Double Trouble +100 CP**

You will always encounter twice as many enemies in the world, because every foe you face will have one identical copy that only you can see. The worst part is that this seems to be a Schrödinger situation, as the *real* one is never the one you defeat first.

**Easily Deceived +100 CP**

You're too trusting, willing to believe almost anything you're told, and become confused when you're told conflicting things.

**Elites Everywhere +100 CP**

Every group of opponents that you face will have at least one additional elite member.

**Extended Stay +100 CP**

You can increase the duration of this Jump by ten years. You can take this a maximum of ten times, increasing it by up to one hundred additional years.

**Faulty Gear +100 CP**

Any tools you attempt to use will rust and decay at an accelerated rate, and you won't realize how severe the damage is until it is too late to repair.

**Friend List +100 CP**

Random people claiming to be your friends keep showing up, but you won't remember any of them. Although some of them may be, most are trying to maliciously use you for their own benefit.

**Friends to the Four Winds +100 CP**

Instead of arriving at your Location Choice, your Companions are now scattered randomly throughout the setting. They won't be able to enter your Warehouse until they've found either you or one of your properties.

**The Glitch +100 CP**

Technology randomly fails around you, normally when you need it the most. You might be able to jury-rig a quick repair, but you'd better act quickly because while this won't be instantly fatal, it will make things more dangerous.

**Gore Galore +100 CP**

It seems that every creature you kill has ten times the amount of blood and viscera that you would expect, making it a real possibility of drowning in the blood of your enemies.

**G-Rated +100 CP (Incompatible with “X-Rated”)**

This Jump is now a family feature... or so it seems when it comes to you. Any attempts to swear, drink alcohol, take recreational drugs, have sex, kill someone, or anything that might warrant a PG rating will be averted at the last moment – often painfully and humorously.

**Heroic Sayings +100 CP**

You have several quotes and sayings that always come across as annoying or cheesy, which you unintentionally use every time you try to talk to others.

**Hidden Knowledge +100 CP**

People keep forgetting to tell you important things until it's *just* about to become relevant.

**Hideous Haircut +100 CP**

You have a haircut that everyone finds disgusting. They'll make comments about how ugly it is, and nothing you do will change it.

**The Holiday Special +100 CP**

Whenever you reach an in-Jump holiday, the world around you will start to follow the tropes of a Special Holiday Episode. This will happen for every main holiday, such as Christmas or Halloween, and at least once during the Jump for each lesser-celebrated holiday like May Day or April Fools' Day.

**Honorbound +100 CP**

You always do things as honorably as possible, such as informing someone if you intend to arrest (or kill) them before giving them time to surrender (or prepare) before taking action.

**How Do I Keep Falling Into These Situations? +100 CP**

Anytime you're not busy with something - whenever you aimlessly wander around, going for a jog, or you just have free time - you'll find yourself walking right into the middle of active trouble.

**I Must Nap +100 CP**

You need at least seven hours of sleep per day, or you'll feel exhausted.

**I Spy +100 CP**

Your enemies can easily spy on you without being detected.

**In Another Castle +100 CP**

Each time you attempt to complete a task or objective, you will find that you have been tricked and will have to repeat the process all over again. You'll not only forget this Drawback, you'll also forget every previous time you've been affected by it whenever you start a different task. This only triggers once per task and will not become an endless loop of deception.

**Inconveniences +100 CP**

You will constantly encounter minor obstacles that are uncomfortable to deal with.

**Kick The Cook +100 CP**

You are a terrible chef and everything you cook is disgusting. You can't even cook toast without making it *monstrously* vile.

**Knowledge Lockout +100 CP**

You lose all of your knowledge of the setting's universe and its continuities once you start the Jump.

**Language Barrier +100 CP**

You do not speak the local language, and no one here knows what you're saying until you learn.

**Loser +100 CP**

Anyone who doesn't know you will automatically expect you to fail at whatever you are trying to do. This will cause those who mean well to push you to work harder and those who don't mean well to attempt to discredit you.

**Low Budget +100 CP**

Something about this world just seems... *cheap*, with flying wires, plastic shields, old school lights, and tatty-looking monsters.

**Magnet For Misfortune +100 CP**

You have *terrible* luck. You're almost constantly hit by random, unpleasant, and painful bouts of misfortune.

**Money Money Money +100 CP**

Your avaricious desire for money and other symbols of wealth leaves you willing to go to extreme lengths to get more.

**Never Mind My Head Trauma +100 CP**

People don't care when you're injured.

**Nightmare +100 CP**

Every night, you'll fall asleep and suffer terrible dreams.

**No Hard Feelings +100 CP**

There's one random person who constantly tries to outdo you... And somehow, they keep succeeding before rubbing it in your face.

**Optician Required +100 CP**

Your eyesight is highly restricted, as you can not see anything other than indistinct blurs without wearing glasses. No form of healing can remove this drawback, and any form of contact lens will feel incredibly itchy.

**Orphan +100 CP**

Your in-universe parents are dead, and you are an orphan.

**Pixelated Objects +100 CP**

This pixelation in this Jump would shame an NES. Everything is blocky!

**Plot Anchor +100 CP**

Every plot seems to revolve around you, and no matter what you do, you will always be dragged into the story.

**The Pollen +100 CP**

You have hay fever, and it's really, *really* bad. Just a handful of flowers could leave you with blurred vision and sneezing for hours.

**Prove Your Worth +100 CP**

Every time you try to do anything, it seems that everyone wants you to complete an arbitrary task to somehow prove your worthiness. This won't be hard, but it happens all the time for even the smallest things. It may even cause you to get stuck in a worthiness spiral, requiring you to prove your worth to get things needed to prove your worth for some totally unrelated task.

**Recurring Foe +100 CP**

You have an enemy whom you have no way to convince to leave you alone. Each time they encounter you, they learn more about you and how to better face you in the future.

**Rough Childhood +100 CP**

You were not as lucky as some people. Your in-universe childhood was - or will be - abusive and painful to such a degree that you will be affected by it, even if you didn't really live through it. Gain an extra **+100 CP** if taken with **Just A Child**.

**Scarred +100 CP**

You either have horrible burns or horrible wounds, neither of which you can hide. You appear monstrous to others, causing most to feel deep fear at the sight of you.

**Scripted Encounters +100 CP**

You'll run into whatever threat you're dealing with more often. You won't automatically become a priority target, but sheer proximity is likely to put you at risk.

**Shameful Attraction +100 CP**

The worst kind of perverts keep seeking you out and trying to get you to fulfill their fetish.

**Shy +100 CP**

You find that it's incredibly difficult to talk with people you want to be friends with.

**Sickly +100 CP**

You have a poor immune system and are more susceptible to illness. You'll get sick at least once a month.

**Silent Night +100 CP**

Unfortunately not. An annoying narrator who constantly insults you and reiterates things that you already know will rhyme in your inner ear every. Single. Christmas.

**Silent World +100 CP**

The world seems emptier than it ought to be. You don't know what happened, but the population of your starting planet (or nearest equivalent) is *drastically* lower than expected. After including every named character, the population is at most **10%** of its expected total. If you would normally see eight billion humans, you can instead expect to see as few as eight *million* instead.

**Simple Minded +100 CP**

You find it difficult to understand somewhat complex topics, and you have trouble remembering when holidays are.

**Stalker +100 CP**

A random, ordinary human knows *everything* about you and is *obsessed* with you. They're also protected from any Perks or Powers that would help you find them quickly.

**Stranded +100 CP**

Instead of whatever your normal starting location would have been, you find yourself in the middle of a deserted island somewhere in an ocean.

**Team Up +100 CP**

It seems that you can't go anywhere without some random person showing up and joining you. What's worse, *they* always seem to get any of the praise you may have earned, and *you* always get all the criticism for the group's failures.

**They Heard You +100 CP**

Any time you say something mean about someone, they'll overhear you and probably get upset. You will forget you took this Drawback.

**They Took My Loot! +100 CP**

Any time you leave any treasure unguarded, expect thieves to show up and steal it.

**This Is A Holdup +100 CP**

For some reason, every two-bit henchman, sidekick, minor minion, and comedy relief character thinks they can kick your ass, and they're going to go out of their way to prove it! Expect to get mugged *a lot*.

**This Is A Really Good Book +100 CP**

Whenever you try to read a book, you get sucked into the narrative and ignore everything happening around you.

**Thugs For Days +100 CP**

Every day, a minimum of ten random thugs will show up and target you.

**Touch Of Madness +100 CP**

Things keep happening that leave you thinking you're going crazy... and maybe you are, but not because of this Drawback.

**Turn-Based +100 CP**

Whenever you enter into a fight with someone, you will find yourself transported into a weird pocket dimension where you are only able to take an action after each of your opponents in a fight.

**Two Of A Kind +100 CP**

People keep drawing parallels between you and other people, and these comparisons are *not* flattering.

**Unknown Rival +100 CP**

It appears someone has taken a shine to you, but not in a good way. They have abilities or a similar area of expertise to you, and they're *not* taking it well. They won't do anything to outright harm you, but they *will* try to one-up or challenge you, and there's not much you can do to get rid of them. If you beat them at their own game, they'll double down. If you try to help them beat *you* to get them to leave you alone, you'll come out on top purely by accident, which will, again, spur them to double down.

**Unnecessarily Slow +100 CP**

Everything that happens here seems to take forever, moving at a snail's pace. I hope you're a patient person.

**Unwanted Crossover +100 CP**

This drawback acts like a magnet for other settings, resulting in strange individuals from other worlds popping up and potentially causing us issues. These individuals tend to have power consistent with the power level of the chosen setting, but you won't have any way of knowing when someone new has shown up.

**Wanted +100 CP**

You have a criminal record somewhere out there. It has a surprisingly high bounty, but not so much that you will be sought out. People *probably* won't go after you as long as you stay away from wherever your wanted poster is.

**Wearing Underwear on the Outside +100 CP**

You have terrible dress sense, with everything you wear being the worst possible combination of clothing.

**The Weirdo +100 CP**

Everyone seems to think that you are a strange individual, and they will go out of their way to avoid you unless they actually need to speak to you.

**What's His Name? +100 CP**

No one seems to remember your name, so you've been given a nickname that really winds you up. What's worse, most people think that it's your actual name.

**What's That Smell? +100 CP**

No matter where you go, no matter what you do, something always smells slightly off. The source of the smell varies depending on your location, but it's always distracting.

**What's Wrong With His Face? +100 CP**

Your face has been messed up, leaving you grotesquely ugly and near-unrecognizable to everyone who knows you. Those with a weak stomach may be sick merely at the sight of you.

**Where Did I Go Wrong? +100 CP**

You can't tell the difference between confidence and arrogance.

**Why Am I Naked +100 CP**

You start this Jump naked, and your clothing becomes incredibly fragile as it keeps getting destroyed, leaving you in the nude.

**X-Rated +100 CP (Incompatible with "G-Rated")**

Things in this Jump are a little more... *explicit* than normal. Sex, drugs, murder, and a lot more are out there, and it's almost like this world is desperate to show it all off.

**Amnesia; Local +200 CP**

Until the end of this Jump, you can not remember the events of the setting you have entered.

**Amnesia; Personal +200 CP**

You have no memories of your personal life before entering the current Jump, but this does not affect academic, social, or media knowledge.

**Amnesia; Jumper +200 CP**

You lose all memories and knowledge you gained since beginning your first Jumpchain.

**An Accident +200 CP**

You keep accidentally falling into compromising positions.

**Betrayal +200 CP**

You keep trusting people who don't deserve it, and they keep betraying you.

Whether you're just that naive or it's against your better judgment, you keep trusting people who don't deserve it, and they keep betraying you.

**Bigger Boss +200 CP**

Any time you defeat an enemy, not only will their superior know, they'll also know *how* you did it.

**Blinded +200 CP**

You have lost your eyesight and will not regain it this jump.

**Dark Minions +200 CP**

Some odd physical embodiments of evil will seem to appear everywhere, and they always attack you. No one else ever seems to see them or interact with them, but those things seem to be drawn to you like ants to sugar. If the setting already has creatures of darkness or evil, they are now also drawn to you en masse.

**Dead Or Alive +200 CP**

You have a local criminal record, and anyone who recognizes you as the target may attempt to turn you in for the bounty.

**Demonic Disturbance +200 CP**

Your presence has caused discomfort for the demonic entities within your chosen setting. They will attack you on sight and may go out of their way to make sure any acts of evil in your area are directed towards you. If demons didn't exist in the setting beforehand, they do now.

**Discount Budget +200 CP**

Anything you get your hands on is always the cheapest alternative option.

**Fighting Myself +200 CP**

At least once per week, you will appear within an empty space outside of time and must fight to the death against a fake copy of yourself. This copy will have all of your Perks, Items, and Abilities, but regardless of how the battle goes, you will not truly die. You will still feel pain, however.

**Friends From Beyond Your Dimension +200 CP**

A powerful godlike being will interfere in your life, making it more interesting or fun for them to observe.

**Godly Distractions +200 CP**

Your presence has drawn the attention of the universe's local divinity. Though they will not take direct actions against you, they will pull strings to make things difficult for you until you choose to confront them. If no gods exist within the Jump continuity, your Jump-chan may choose to retroactively add the Gods, such as the Greek Gods, to the setting for this Drawback.

**Hormone Problems +200 CP**

You have a heightened state of arousal that makes it so that you are constantly in the mood and find those you are attracted to far more attractive.

**Lemming Friends +200 CP**

All of your in-universe allies gain an unfortunate lack of self-preservation, causing them to take actions that are obviously stupid or will likely end very poorly for them.

**I Hate Fighting Me +200 CP**

At least once a week, you will have to fight a counterfeit version of yourself. Some will be shapeshifters, artificial replicas, and occasionally incomplete clones, but none of them will have any Perks, Powers, or Items gained from a Jump-Doc.

**Instructional Video +200 CP**

Whenever you do something for the first time, you will be forced to watch a long, boring tape that doesn't actually explain anything.

**Is this Blood +200 CP**

You have an unfortunate habit of stumbling upon fresh corpses without any excuse or explanation.

**Lemming Behaviour +200 CP**

You lack any self-preservation. No matter the danger, no matter the threat, you seem to face it as though you are invulnerable. The greater the chances of you being crippled, maimed, or killed, the more excited you become.

**Local Scale +200/300/400/600/800 CP**

Your power, and perhaps your growth, has been restricted to align with the locals. Any Perks or Items you possess that exceed this power will be weakened if possible or otherwise made unavailable for you to use until you reacquire through normal means power roughly equal to your lost or weakened Perks and Items.

For **+200 CP**, you start the Jump with power equal to the local protagonist.

For **+300 CP**, your initial level of power will be capped at the general range of the supporting cast at the start of the fictional setting.

For **+400 CP**, your level of growth will be capped to match the growth of the local protagonist.

For **+600 CP**, you'll instead be limited to 90% of the scale of growth of the local protagonist.

For **+800 CP**, your scale of growth will be limited to 85% of that of the local protagonist, while your strength shifts so that it is never enough to make you as powerful as the story arc's main villain.

**Looking For Help +200 CP**

You often struggle to find allies and will often find yourself alone without anyone to trust.

**Mirror Match +200 CP**

It seems that you have a clone out there causing chaos. They will have all the perks and race options you picked in this Jump, but their minds are empty.

**Nightmares +200 CP**

You will suffer terrible nightmares showing you the dark and twisted actions that your enemies might be performing while you are helpless. You can't separate these dreams from reality.

**Perfection +200 CP**

You are now a perfectionist and will refuse to accept anything less than perfection.

**Pet Food +200 CP**

Creatures of every shape and size will want to eat you, from animals as small as a flea to ones as big as a lion. The only exceptions to this are sentient creatures such as humans.

**Pig +200 CP**

You are always hungry, with no amount of food truly satisfying your appetite.

**Poor Underestimation +200 CP**

You forget this drawback, and whenever you underestimate an opponent, they will get stronger.

**Publicity +200 CP**

Every mistake you make will become public knowledge, and every negative misinterpretation of your actions will be highlighted. It's almost like someone is trying to make you look bad.

**Read People Like A Brick +200 CP**

You can't read people, you can not understand people's emotions, and you often misconstrue what they mean, causing you to be oblivious to the intentions of others.

**Sore Thumb +200 CP**

There is something odd about you that makes you seem noticeable as a foreign being to anyone who deals with anything not native to Earth or this dimension.

**Stealthless +200**

You are very bad at sneaking.

**The Bad People +200 CP**

For some reason, everybody is an asshole to you. They will treat you like dirt, and if you dare refuse to do anything for anyone, don't expect any kind of help from them ever.

**The Good People +200 CP**

It seems that everybody wants something from you. They want you to get their cats out of trees or fetch them milk for their tea, and if you refuse to do a task for someone, you're the asshole. On the bright side, if someone has already given you a task that you are currently working on, people are less likely to give you new tasks.

**Thou Shalt Not Kill +200 CP**

You are not capable of killing anyone, from the weakest of insects to the most dangerous of gods, thus giving anyone who may be killed by you selective immortality.

**Too Soon +200 CP**

Every attempt at a romantic confession or to kindle a relationship will crash and burn in a humiliating way.

**Too Nice +200 CP**

You tend to be overly accommodating of others, allowing them to dictate or make decisions for you. While most of the time this will be simple things, such as what to eat or where to go, if left unchecked, you could find others determining your whole life for you.

**True To Myself +200 CP**

Alternative versions of you from the future keep showing up and causing disturbances before disintegrating.

**What The Heart Wants +200 CP**

You have a massive crush on one of the main characters, as appropriate for you. You will discover which one when the Jump starts.

**Wider World +200 CP**

This world is bigger than you would normally think, but this also makes it more dangerous. There are more magical schools, more super martial arts, more alien races that will target the planet, more magical creatures that will show up to cause trouble, and more that would normally not be shown, and all of them seem to think they should involve themselves in the plot.

**You're A Joke +200 CP**

No matter what you do or how effective you are, everyone will see you as a failure and treat you like a joke.

### **You're Only Paranoid if You're Wrong! +200 CP**

You expect every word to be a thinly veiled threat, every offer to be a chance of betrayal, and every moment of weakness to be an opportunity to be attacked.

### **The Jumper's League of Antagonism +200/400/600/1000 CP**

With this drawback enemies from your previous Jumps will enter this continuity and find one another and join forces to destroy you. Your enemies will work together, while using their abilities, technology, and resources in order to enhance each other. When it comes to an Organization either the leader or the member you've fought the most will join the team with a contingent of lower ranked members for foot soldiers of the group.

For **+200 CP** up to three enemies will appear.

For **+400 CP** up to six enemies will appear.

For **+600 CP** up to ten enemies will appear.

For **+1000 CP** every enemy from previous jumps who wanted to kill you will appear.

### **Amnesia: Pre-Jump +300 CP**

You forget all memories and knowledge that you have gained prior to this Jump, but you retain all knowledge you will have gained from your In-Jump origin and background. This essentially makes you your In-Jump character after they gained your Perks, Powers, Items, and Abilities.

### **Cat Got your Tongue +300 CP**

You are now mute and unable to speak verbally for the duration of this jump.

### **Competent Enemies +300 CP**

All of your enemies will get situational intelligence whenever you face them, making them twice as competent.

### **Crippled Limbs +300 CP**

This can be taken up to four times, with each time affecting a different limb for the duration of this Jump.

You may select from either a left or right crippled arm, with each crippled arm lowering your hand-to-hand damage and accuracy with all weapons.

You may select from either a left or right crippled leg, with each crippled leg severely lowering mobility during combat. With one crippled leg, movement speed is halved, and with both legs crippled, movement speed is reduced to one-tenth.

### **Death Takes a Holiday +300 CP**

Your enemies now seem to have some form of immortality, no matter what happens to them. While someone remains your foe, they can't die. None of your allies or enemies can slay them either. However, they can be crippled or imprisoned.

**Everything Is Fine Now +300 CP**

There are consequences for your actions, and it seems that after each battle, you will need to help clean up the mess.

**The Ghosts Of Murder's Past +300 CP**

Anyone you kill in this Jump will haunt you in the most annoying way possible.

**Holy Problems +300 CP**

You have an aversion to all religions and will feel weak whenever you come into the proximity of any religious symbols or objects.

**I Saw You Barely Over A Year Ago +300 CP**

Your sense of time is terrible. You can't tell if a week has gone by or eight years.

**I'm Going To Take A Walk +300 CP**

You seem to be a walking magnet for issues, as every time you go for a simple walk, you will be pulled into the middle of some kind of event, from a simple robbery to a deep, dark plot.

**I've Come To Duel You! +300 CP**

Your list of enemies has expanded, growing to include beings from other settings. Perhaps you will face Egyptian pharaohs, strange children, furry animals, or something stranger.

**Just A Child +300 CP**

Instead of starting this Jump as an adult, you will start it as a newborn baby. You will not start the Jump time until you are socially considered an adult, at which point the Jump time will start, and all other non-narrative drawbacks will begin to activate.

**Living In Exciting Times +300 CP**

Completely random but exciting things will nearly constantly occur around you. You can try to avoid interacting with them, but fate will often try to involve you regardless.

**Outside Problems +300 CP**

You keep getting stuck in situations outside the regular continuity, such as monsters, demons, and extraplanetary problems that never came up in the original story.

**Part-Time Janitor +300 CP**

There are consequences for your actions, and after each time events you are part of make a mess, you will have to help clean up.

**Prepare For Evasive Actions +300 CP**

Any time you are in a form of transportation, it will be attacked.

**Split-Personality +300 CP**

It seems that you are not alone in your own head. You have an alternative persona within you, one who cannot take control unless you lose control. They seem to be the antithesis of you, but they seek out what desires you refuse.

**Today's Kind Of A Bad Day +300 CP**

During this Jump, you will have one really bad day. Someone really strong will show up, beat you up, kidnap someone you care about, and no matter what you do, you will definitely die at least once. Let's hope you have a 1-UP.

**Villain of the Week +300 CP**

It seems you're a magnet for odd enemies, as every week a new enemy will show up to battle you, ranging from a weakling with delusions of grandeur to those who are a genuine threat to you.

**Where are the Instructions +300 CP**

You have no idea how to use your perks, powers, or abilities. You require trial and error to figure out the basics, let alone the full power.

**You're A Right Git +300 CP**

Everyone thinks you're an arsehole and a cheat, and nothing you can do will prove this wrong.

**You Get One More +300 CP**

If you do something annoying more than twice, you will get punished. How, why, by whom? Well, that will be situational.

**Alone +400 CP**

For the duration of this Jump, you can not import any out-of-Jump companions or followers. If this document is taken as a Supplement, this drawback will not affect the companions or followers gained in the attached Jumpchain. You must reserve this drawback, with the effects of the drawback taking place for the entire Jump.

**Butterfly Wings +400 CP**

Your mere existence will cause massive butterfly effects. The canon events are no longer protected, and every action you take will cause reactions that change the plot dramatically.

**Empty Handed +400 CP**

For the duration of this Jump, all out-of-Jump Items and Warehouse options other than your Body Mod are blocked.

If this document is taken as a Supplement, this drawback will not affect the items gained in the attached Jumpchain.

You must reserve this drawback, with the effects of the drawback taking place for the entire Jump.

**Find And Seek +400 CP**

Every year, you will gain a list of 12 items that will be scattered around the world. You will gain basic information about them, but failure to find them within a year will count as a Jump failure.

**Here Comes The Bad Part +400**

Whenever you get new information, there will always be a bad part to it.

**I Am Bound By My Word +400 CP**

You are bound by any promises you willingly make.

**The Importance Of Education +400 CP**

You will be required to attend 10% of your total time in this Jump inside an educational institute. Failure to do so will count as a Jump failure.

**Known Enemy +400 CP**

Someone doesn't like you. Maybe you wronged them, maybe your friends wronged them, or maybe there's just a huge bounty on your head. The point is, this person is going to try to kill you, and they will not stop trying to kill you until you or they are dead. They cannot be reasoned with, attempting to pacify them through supernatural means will not work, and while restraining them will buy you time, they'll find a way out.

**Lost Or Found +400 CP**

Your possessions keep winding up in the hands of the worst person to have them. Let's hope it's not world-shattering.

**Powerless +400 CP**

For the duration of this Jump, all out-of-Jump perks, powers, and abilities other than body mods are blocked.

If this document is taken as a Supplement, this drawback will not affect the perks gained in the attached Jumpchain.

You must reserve this drawback, with the effects of the drawback taking place for the entire Jump.

**That Wasn't So Difficult +400 CP**

You will forget this drawback, and any time you act overconfidently from solving an issue, a more difficult issue will occur.

### **Where Am I? Why Am I Here? +400 CP**

You keep getting randomly teleported to locations to complete tasks without any idea of where you are or why you are there.

### **From the Depths of Hell +400/800 CP**

For **+400 CP**, a powerful foe you've faced in a previous Jump has been brought to this Jump. They gain access to a random Jump-Doc that they can purchase Perks, Powers, and Items from as though they were a Jumper, and they want vengeance.

For **+800 CP**, they gain access to two random Jump-Docs instead of one and a random Out of Context Supplement.

### **Deathbound +500 CP**

Every year, you will be stalked by death and suffer from dangers that are guaranteed to kill you at least once a year.

### **False Friends +500 CP**

At least 12 times a year, an imposter will replace one of your friends or allies. They are almost identical to the person they're replacing, but they will have malicious intentions.

### **PS1 Game +500 CP/+1000 CP**

There is something wrong with this jump. Instead of it being the normal version of the universe, you are instead in a PS1 game.

For **+500 CP**, this means that what you see of the world will be blocky with flat textures on the floors, walls, and people who are now complex NPCs.

For **+1000 CP**, the entire world will function as a PS1 video game with events forced to stick to a linear plot with optional time-sensitive subplots. You will not gain a system for extra lives or any of the in-game power-ups. However there may be collectibles that do nothing.

You must reserve this drawback, with the effects of the drawback taking place for the entire Jump.

### **Auto-Punishment +600 CP**

Every time you make a mistake, you unintentionally react violently, harming yourself as punishment. This results in minor wounds and injuries that build up over time. These injuries heal at a "normal" human rate, despite any healing abilities you might have.

### **So Weak +600 CP**

At some point during this Jump, you and all your allies will be defeated. There is no way around this. You will lose, and you will all be captured.

### **We Humans Are Full Of Surprises +600 CP**

The humans of this world are not necessarily what is expected. There are now mutants, metahumans, or otherwise superpowered people.

### **Boss Rush +600/1000 CP**

Post-Jump, you will be forced to have a 1v1 fight against every enemy you have faced in the Jump, one after another. You will not be able to move on to the next Jump until you have beaten them all. For **+1000 CP**, all the opponents will have their raw power to reach yours, but they won't gain any extra training or proficiency.

### **AU Continuity +1000 CP**

You are not in the canonical story, but an alternative universe randomly created from all the FanFictions and Fan Theories.

### **In Context Foe +1000 CP (Requires 2 or more of the following Drawbacks: "Powerless", "Empty Handed", "Alone")**

To take this drawback, your Jump setting must have a Jumpchain that you have not used. A new opponent will be added to this jump, with their only goal being to destroy you. They will have double the total **CP** you gain in this Document, which they can spend however they wish in the unused Jumpchain.

### **Random Setting +1000 CP**

By taking this drawback, you are no longer allowed to select the setting of your Jump; instead, you must use one of the following links and choose one of the six options it provides. If that setting has a Jump Document already, you may use that Document for this Jump. You may test each link as many times as you wish before purchasing it, but you must pay for the link before you click it when selecting a setting, and you can't change your mind afterwards.

#### **TV-Show -500 CP**

You must use this link and select a **TV show**:

<https://www.randomlists.com/random-tv?dup=false&qty=6>

#### **Animated Movie -200 CP**

You must use this link and select an **Animated Movie**:

<https://www.bestrands.com/random-movie-generator?genre=Animation>

#### **Science Fiction Movie - Free**

You must use this link and select a **Science Fiction Movie**:

<https://www.bestrands.com/random-movie-generator?genre=Science Fiction>

#### **Fantasy Movie - Free**

You must use this link and select a **Fantasy Movie**:

<https://www.bestrands.com/random-movie-generator?genre=Fantasy>

#### **Horror Movie +400 CP**

You must use this link and select a **Horror Movie**:

<https://www.bestrands.com/random-movie-generator?genre=Horror>