



By Regalus

Hmm... Does this world look familiar? I'm sure it's merely your imagination. Humanity has grown and advanced throughout the ages; once isolated tribes now forming a global community. A vast network stretching across the earth, and connecting every man, woman and child like never before. Yet there is more to this place than meets the eye; for just as humanity has developed, its network and infrastructure has grown and evolved. Life has been born in their network. Strange creatures known as digimon, digital monsters, which inhabit the Network and feed upon its data; a symbiotic relationship that will soon be disrupted by the fruits of the past mistakes.

Long ago a great battle was waged in the Digimon World, the balance between Light and Dark in the Network disturbed when those of the Dark chose domination over harmony. War unlike any before or since came to The Network; and in their hubris those of the Dark created an unspeakable weapon: Millenniummon. A trump card that could overcome the might of the Seven Great Angels and their Champions, and one they arrogantly thought they could control; turning upon its masters, and threatening the whole of the Network as soon as it was unleashed.

Thankfully, through the sacrifice of two of the Great Angels and the Champions of Light; a miracle was born and this terrible beast was felled, but not destroyed. Merely shattered and scattered into countless fragments across the Network. Knowing it was only a matter of time before this great evil awoke once more; the survivors of this calamity pieced together a great prophecy. Foreseeing that long after their civilization was naught but ruins, Eight Lights would be called from another world; their only hope to over turn the oncoming doom that threatened both worlds. For the return of Millenniummon would herald an even greater darkness.

You arrive at this world on the very day fate's wheels begin to turn in full; the paths of three boys crossing as the first of many disasters begins to unfold. Luckily for you, you have **1000 CP** to prepare yourself.

Locations

This world has many locales you could visit; from the shores of Japan to a massive racing coliseums where digital monsters feed their need for speed. Broadly speaking, you may choose one of the following areas of interest as your starting point in this world.

Tokyo (Human Only): A well known metropolis in the heart of Japan, and home to the Eight Lights that may save both the human and Digital World... and because of this the central target of multiple disasters as Dark Digimon attempt to harvest power and destroy them in equal measure. Already reports of glitches in the public transportation system have begun to crop up; streetlights going on the fritz, buses refusing to open their doors, and countless accidents on the road pile up as the day goes on. All but a prelude to the massive disaster that will come should the subway system not be restored in time, and the less said about the US's struggles to regain control of their warmachines before a nuclear submarine launches a missile straight at Tokyo the better.

Thankfully, unless you somehow manage to disrupt the designs of destiny in some massive manner; a trio of young boys will awaken their power, and resolve the crisis before any lives are lost. That said, unless you plan on joining in, I advise going somewhere else for a while; I hear the countryside is lovely this time of year.

Cyberspace: The Portion of the Network closest to the Human world; it's an alien domain of energy and watercolor edifices more at home in a world of science fiction. Everything here is the tangible manifestation of data, and the various systems humans make use of day to day. This of course makes it quite the breeding ground for troublesome Digimon looking for a quick data fix; such tampering often resulting in minor glitches in assorted devices in the human world. However, if one had enough numbers or skills they could cause quite a bit of havoc in the human world. Admittedly, unless you have a map of some sort it's quite the pain to navigate, and most digimon that dwell here tend to be feral. Explorers be warned, as the deeper into cyberspace you travel the faster time appears to move compared to the Human world; once could easily find themselves spending days exploring its depths only to find that mere hours have passed outside.

The Digital World: Hidden within the deepest part of the Network is the home of Digimon kind; a planet where all manner of digimon live, grow, and battle for their ideals. There is no ruling government left; such things were shattered during the great calamity, leaving most digimon to travel alone or in packs, or settle into tribes and villages. While this world is truly immense; two continents have key roles to play in the events to come:

The Cloud Continent; a floating land of mountains, rivers and great lakes in the sky where Devimon weaves its schemes above sea and land. The last prophesied Holy Digimon digimon known as Angemon lays bound and at his mercy within the depths of it's unwilling fortress Eldradimon; aided by Skullknightmon, the corrupted form of the reborn Ophanimon twisted into a servant of the foe she died to defeat, and his army of followers attempting to dominate the land. While resistance is scattered, they will soon be united by Leomon; though on

their own their chances against this army of darkness are rather low. How fortunate then that this is also the land where all but three of the Chosen One's partners lay waiting for their destined meeting, and the plays the Chosen will first arrive to when they answer this world's call. Be wary as it is Infested with lakes of dark miasma; the remnants of the war against Darkness capable putrefying all they touch, and corrupting the survivors as a terrible blight.

The Eternal Continent: The land directly below the Cloud Continent, and where the seat of the dark cult attempting to revive Millenniummon has its seat of power; nestled next to an enormous data crystal containing the shards of the ancient weapon that they've recovered. It is a harsh land after years of influence from Millenniummon shards; fragments that imbue their user with great power, enough to digivolve at right, at the risk of being twisted by it. The horrid act of cannibalization is common among the feral and wicked digimon that skulk in this land; so hungry for power they care not who or what they harm to claim it... yet there also countless digimon just trying to live their lives, or carving out sanctuaries amid this dangerous land. Whether you choose to follow Petaldramon, the living forests, and its attempts to restore life to vast areas turned to wastelands by conflict or explore the ruins left from the age before the great calamity, there is much to do here whether you be a hero, villain or bystander.

Be warned that for good or ill, this place IS the deepest known part of the NEtwork; and thus suffers from the most severe form of temporal dilation. Time passing here almost twelve times faster than in the human world outside of special locations. Should you for some reason leave for the Human World while adventuring here you may find that events have advanced significantly in your absence; though that may be convenient if you wish to avoid the coming troubles.

Origins

Digimon

Lifefoms native to the Digital World, born of data and energy. They came in all shapes and sizes, and possessed a myriad of abilities; from fire breathing dinosaurs and fishmen samurais to techno-organic monstrosities and manic stuffed animals. Though despite being entities born of data and formed from energy, they still mimic various biological traits; such as requiring sustenance. However, their greatest trait is evolution; completely transforming themselves into a stronger given enough time and energy, with each stage granting them greater capabilities. Though many find that not all mon of a given stage are of the same “quality”; sufficient skill or depth of ability allowing a lower ranking Digimon to overcome a foe of a higher stage, especially with the help of friends.

By selecting this option you may begin your time in this world as a Rookie of a species of your choosing for free; the most common stage of digimon. Though should you want a leg up on the competition you may pay a little extra. For **200 CP** you may begin your time as a Champion; entities often able to shatter boulders and trees with ease as a matter of course, and whose battle could tear up a street. For **400 CP** you may begin your time as an ultimate, standing at the pinnacle of what most digimon can dream of ever becoming; no doubt a major figure in any community you may be apart of, and with the power to take on multiple Champions at once assuming you were all of the same skill and quality. However, for **800CP** you may begin your time here as a Mega; a being of such power that Champions a little more than play things to discard if they earn your annoyance. Alternatively, if you already possess a Digimon form you may import it or one of its previous stages as your starting form in this Jump.

Moreover, by electing this option you will begin your time here as a naturally born digimon; most likely native to whatever area of the Digital World you decided to start your time here. Though should you wish for a fresh start, you may instead simply **Drop Into** the world; unknown to this land, as it is unknown to you. Either way as a Digimon your age and gender means little you may choose both freely.

Partner Digimon (200 CP): Your time in this world has been a short one; roaming your starting location with nothing to your name. Flashes of memory and familiarity come to you from time to time; as if the faded echoes of a life between this one, and your last linger at the edges of your mind. You know little of this world and your place in it; only that you are waiting for... someone. A special, irreplaceable someone, you are meant to be with; like a faded memory leaving only a silhouette filled with warmth and affection towards someone you could spend your whole life with; whose potential would make them someone important not just to you, but to both worlds! You're not sure who they are yet; but you will surely recognize them the moment you two meet.

If you choose to start in the Digital World you will find yourself as a respected member of a small community of friendly digimon; perhaps having hatched among them, or stumbled upon their gathering after wandering the wilds for a time. Alternatively, should you choose to begin your time in Cyberspace then you may begin your time on your own or besides Tsumamon, Koromon or Motimon; driven by an instinctive recognition that the young digimon swarming the systems around you are an evil that must be stopped to prevent innocents from coming to harm. In either case, you can be sure that you'll come across your special someone sooner or later.

You'll begin your time in this world as a Rookie digimon by default; though you may pay an additional **100 CP** to begin your time in this world as a Champion. Alternatively, you may begin your time in this world as an In Training level digimon for **100 CP**, or as an unhatched egg for **0 CP**; though choosing these two options will ensure it'll be some time before your Partner can help you progress past this stage. If that seems a bit much, and you have been a Digimon before, you may choose to Import the Rookie or Champion stage of a digimon form you already possess as your starting form in this world.

Chosen Child (300 CP)

To the unenlightened, you're a normal Japanese child; native to the Tokyo area, and having lived a largely mundane life among your family. Whether you're a single child, or part of a larger brood, it's safe to say you love one another dearly; which will make the coming disasters so much worse. Though even if you've **Dropped In** from nowhere, you'll quickly find yourself tangled in the events to come. There's a danger coming to this world; coming in many forms, and threatening both worlds. Luckily, deep inside you is a great power; though you may be ignorant of it and its nature, it will see you thrust into a prominent place in the destiny of the world. One of the precious Children with the potential to save not only the human world, but the digital world as well.

In any case, you may choose where you begin in this world; be it going about your day in Tokyo, or having slipped into a strange new realm such as Cyberspace or the Digimon World itself. Luckily, you won't be on your own for long; soon coming across one soul who, despite being a stranger, some part of you will recognize as someone you can truly trust. Even if you may not understand their devotion to you.

You may freely choose your sex, and your age; though you may not begin your time here older than 11 years old. You're a Chosen *Child* after all.

Perks

The following section contains a myriad of skills and abilities that may help you during your time in this world. Each origin may purchase the Perks associated with them at a **50%** discount; though chosen **100 CP** perks are gained for free instead, and only **2** of their **600CP** perks may be discounted. Though **Digimon** may only Discount **3** of their perks of each tier under 600 CP.

Crystal Clear (Free): Everyone knows you can't save the world without a good dramatic speech; but as the stakes go up the harder it can be to squeeze one in. After all, it's hard enough to pour your heart out; let alone be understood while flying through the air at high speeds as attacks detonate all around you. God forbid you try to talk to someone a football stadium away! Thankfully, this world's sense of dramatics plays to your favor; you can ensure people can hear you clearly despite any factors that might normally get in the way. A punch to the gut would still knock the wind out of you; but no amount of lightning fast strikes will hinder your ability to speak your mind, and speaking won't leave you short of breath or at risk of biting your tongue during all those kung fu flips.

Dazzling Gleam, Gloomy Dusk (300): Within this world are two great forces locked in an eternal dance; yet unlike so many worlds, both seek to better this world and its inhabitants in their own way. As such it's no surprise that there are many commonalities to their use. Both can empower, perform magical acts, and be called upon to match and counter forces and beings aligned with its opposite. Moreover, its bearers can use it to understand and communicate with others; even if their speech is nothing but wails and growls. Those who are truly great in their arts are even capable of inducing evolution in others weaker than them; though the cost of doing so can come in many forms. By purchasing this perk you will align yourself to one of these forces; gaining some knowledge in their arts, and the potential to one day be counter among its greatest champions.

The Light is a thing of hopes and dreams; driven to nurture and preserve all that it touches, yet only answers the call of a chosen few. Those virtuous in heart that would wield their power for others. In the same vein, in times of crisis it calls forth heroes, and opens the path for common men to become Saints. In the distant past, its forces were led by the 7 Great Angels.

Digimon who attuned to this force bear an inner radiance that sets them apart from their fellows. They are renowned healers; able to restore strength to the beaten, and undo potent curses. So much so that even those petrified centuries ago can be restored and reawakened no worse the wear. Of course, users of the Light are quite skilled at weaving words against curses and more esoteric threats, or empowering their attacks with a radiant glow capable of continuously burning away the wicked struck by it.

Compared to this, seeing visions of far off lands and the near future, or placing a blessing the can remain hidden until the time is right is hardly surprising. This is the level you start at upon purchase of Lopmon or Angemon; newly resurrected great angels reclaiming the vestiges of their great power. Whether you too are the reincarnation of one of the 4 remaining Archangels lost to history, or a new light on this world is for you to decide.

However, as you grow in power and experience more esoteric uses may reveal themselves to you; from visions and prophecies detailed enough for you to support heroes centuries after

you've left a world. You may even find ways to imbue the Light into structures and objects; creating items and places of power, such as the secret behind the creation of Holy Rings or vast underwater metropoli. Unsurprisingly, those whose evolutions are fueled by the Light often take on forms akin to righteous knights, sacred beasts, and other heavenly beings.

Darkness for its part is a force of change and evolution. It is driven to test, and push others ever onwards; even if it means inciting chaos to prevent stagnation, but always seeking its well being. Where the Light seeks out heroes and saints; the Dark accepts all who call to it, and welcomes them to its embrace. It's only requirement is that one has the determination to reach out to their desires with their own hands, and the will to tame it. For you see, to Darkness trial and reward are one in the same; while many could easily claim great power from it, to reach beyond one's limits means to *become* worthy of that power, or suffer for your own hubris. However, the worthy find their ambitions rewarded richly.

Digimon will find the least of its boons allow them to empower themselves by drawing on their emotions, increasing their intensity, and in turn the power they grant you. Don't worry about the glowing red eyes or tenebrous aura that wreathes you as you do so, its a feature not a bug; though be sure to know your limits lest you grow drunk on this power, or lose yourself to your emotions. The few who rise above this base art may learn to call forth the darkness itself; a strange substance able to act as a solid, gas, or liquid while eating away at their prey like a hungry grudge or frightening corrosiveness. One that can last for an instant, allowing for potent defenses and attacking on its own or enhancing your own, or can linger to create myriads of traps and hazards.

Of course, it may also be infused into an object or creature; offering a variety of curses such as sapping at their strength, or blessing them with your dark gifts. Thus to allow a wielder of Darkness to lay their hands on you is a sign of great trust... or foolish desperation, but then a deal with a devil always is. More so as a skilled user can poison even a gift, and many a fool have found that their desperate search for power succeeds; at the expense of becoming the latest of a devil's servants, or finding their nature changing as they indulge in it. A control that can't be broken without stripping them of the power they sought in the first place.

Be you newly inducted into the ways of the dark, or the reincarnation of some demon of old, this is the level at which you start at; an equal to Devimon at the start of this adventure, though I hope you don't share the arrogance and recklessness that brought him low. Given time you may find more abstract uses coming to you, from birthing fragments of yourself as agents and breathing life to someone's Shadow; to reshaping landscapes into dark fortresses, gazing into the hearts of men to know them, or turn Sin into tangible power. Unsurprisingly, those who digivolve by deviling into the Dark take on similar themes; devils, outlaws, and beasts are most common... though there is also nobility within the Dark. From elegant vampire lords and seductresses, to knights clad in righteous shadows, find strength in the night.

As a **Chosen Child**, however, this purchase operates rather differently. Unlike a Digimon, simply having this does not allow you to wield the Light or the Darkness. This is not a weakness, but rather a symptom of how deep your connection to this force is. Be it Light or Darkness, the nature of your sacred power and Crest appear to be closely aligned; conferring to you an innate

awareness of when these forces are at play; along with the ability to intuit its nature and motives. Where such forces beyond human understanding act on the level of centuries and look upon the world as throngs of flickering flames, you stand apart as an individual in their eyes. More importantly, you'll find that this force is able to act as a guide of sorts; one that is more felt in the heart and in dreams, or glimpsed through flickering shadows and the twinkle of stars rather than heard through something as mundane as words. Needless to say, this makes it a lot easier for you to grasp esoteric principles and abstract forces; even if it doesn't help you explain it to others.

The greatest boon of which is that while you may not anymore knowledgeable; you possess a natural insight into the meaning, and the essence of your sacred power. Enough so that while the other Children may struggle to make their partners digivolve on command, you may be guided by this intuition to perform miraculous actions within the scope of your ability. A favored child of these forces like the Chosen of Light and Hope, and will find similar forces drawn to offer you their favor in future worlds.

Chosen Child

Sacred Crest (Exclusive): You are not a normal kid. Oh, you may have thought you were; to all indistinguishable from any other child your age. However, within your heart lies a great power capable of shaking the heavens and changing the future. The weight of your existence is so great that those who could truly SEE could witness the ripples caused by your birth millenia ago. Scientists, theologians, and arcanists have foretold your coming and those like you; spending countless centuries debating the nature of your power, and the truths you represent. Are these Children in tune with some keystone of Reality itself? A seed placed by some higher power? Despite their best efforts, even the greatest sages can only guess as they look upon you and your fellows in wonder and awe.

The simple truth is that this power is yours. This power is you. The strength of your heart. The nobility of your spirit. How you've been shaped by your experiences. Oh there certainly are commonalities between you and your fellows; this power is observed as shining radiance, an unmeasurable energy referred to as entelecheia. For that is what it is to many; an almost transformative force that realizes one's potential. When channeled into a target it improves them; a feat valued by many digimon as through it they can improve their performance to its very peak, grant them a powerful second wind, allow their technique to work in ways well beyond the standard functions and parameters for their current evolution, and most valued of all... allow them to temporarily digivolve to a higher stage. Though, this is but the simplest and most intuitive of its uses.

The simple truth of the matter is that not even heaven and hell know what your limits may be; especially if all these feats are simply acts you stumble into 'when it feels right', often not realizing the sheer magnitude of what you're doing until the dust has settled. Though, this is also your greatest weakness. For though there are 8 other individuals who share this power; none before you have bared them, and none know of more will after you're gone. In this sense, you must blaze your own trails forward; discovering your powers like a babe realizing it possesses a new limb, and then struggle to both strengthen and master it.

This is a road you'll have to walk alone; both you and your fellows power is defined by a Crest. A symbol wholly unique to you; representing the purest expression of your Heart, and the Virtue that shines within it. By facing, accepting, and growing in your understanding of this Virtue; so too will this enlightenment spread to your grasp over your power. Allowing you to discover new applications, develop your mastery over them, and push them to the next level. Where once you may have struggled to call on it at all, you may one day stride into hell confidently; casually transforming your partner into a mega with the ease of a veteran knight drawing his saber.

You may select your Crest of your choice; a symbol, virtue and color that both identifies and defines the truest nature of your power. While no two are the same, Crests are far more personal than simple words could ever define. As such, even if you chose an existing one such as Courage; you may find your fellow Chosen wielding the Crest of "Determination".

Yours is the power of miracles; now go, and change the world.

Camping Super Star (100): Just what kind of Summer Camp did you go to? Sure it's important for kids these days to have well rounded experiences, get out into the world, and enjoy some fresh clean air, but aren't you a little ridiculous? You're most certainly an expert when it comes to living in the wilderness and enjoying yourself; able to reliably feed and shelter yourself, and find ways to navigate your surroundings. Why, you've even learned how to make goods from foraged materials; not just whittling or carving simple objects such as tools and bowls, but even things such as sea worthy rafts, hardy baskets, and simple clothing are in your wheelhouse. Such a diverse crash course of skills have helped teach you how to be a good learner; picking up skills with surprising swiftness, such that an overnight training session with a master archer could find you reliably hitting a small stationary target in the distance.

Of course, they didn't have you playing around in a cabin all day; getting you plenty of exercise that has made you fit and skilled enough to run at a full sprint down a narrow chain connecting to monsters flying through the air at high speeds, climb cliffs with the vigor of a monkey, and develop fortitude that borders on the insane even for a grown adult. It wouldn't be farfetched for you to run a marathon of such feats back to back without losing your breath, and even getting knocked out by a great fall could see you waking up minutes later with only a light daze. All together, you're much closer to an action hero than your average boy scout.

Grade School Savior (100): You know what they say, never send a grown up to do a kids job! When the chips are down what matters most isn't your age or achievements, but that you have the heart of a true warrior! The ability to take a stand for what you believe in; especially if it means spitting the devil in the eye, or charging into a chaotic battlefield to save a friend. As you possess this quality in spades; bearing a mind able to adapt to crisis and weirdness after only a brief moment of surprise, before accepting reality and getting down to business amid the worst chaos life may throw your way.

This doesn't make you reckless per say; just that you're amazing at thinking on your feet, and if you need to do something you'll be able to follow through without freezing or screwing it all up from fear. While this won't keep from falling on your rear in relief once the dust settles, it'll certainly allow you to stand side by side with your Partner even as the world around you is turned into a vision of hell by some grand horror. Moreover, this font of inner strength actually serves to strengthen your heart rather than harden it; allowing you to geek out about the giant killer cyborg, when grown soldiers might be left shellshocked wrecks from the experience. This world may be full of danger, and you're certainly kid enough to face the challenges it throws your way; but that won't stop you from appreciating its wonder, and make some new friends along the way.

Twinkle in the Dark (100): The world is a scary place. Monster filled worlds doubly so; but that doesn't mean it's all bad. Boredom is something you quite frankly won't have to worry about here, as you often feel a pull towards interesting sights and experiences. Wandering blindly through a forest could lead you to a small village where friendly digimon role play running a resort, while falling down a canyon might see you coming across a jaw dropping crystalline caves which just so happen to lead to where you need to go. Heck, even if you were in a Continent with a monster cannibal problem you'd still be able to come across interesting and kindhearted folks or cheerful festivals. No matter how bad things might seem, these experiences

will serve to ward away looming gloom and give you a chance to earnestly unwind and indulge yourself. After all, just because you're here to save the world; doesn't mind you can't act like a kid every once in a while.

Digital Darling (200): Cuteness. It is a primordial force that transcends the boundaries of time, space, and species. Not merely a matter of aesthetic appeal, but a quality of Self embodying one's nature and existence worthy affection; nay! Adoration! You may or may not agree with this; but people certainly seem to appreciate your appeal. Something you've long since learned how to make the most of; wielding your natural charm like a brilliant fencer as you endear yourself to others, and leverage their affections towards you. A puppy dog pout to get a guard to help you instead of put you in trouble, drawing the eyes of performers hoping to call on a fan, or wrapping sillier boys and girls around your fingers; allowing you to be an excellent friend, or Queen Bee in the making depending on your interests, as anyone with eyes can tell you'll grow up into a true beauty.

However, it seems that the maddened babbling from before wasn't that far from the truth; almost as if your appeal was a "type", such that even if someone might not usually consider someone *like* you, you can quickly become an iconic exception to their usual tastes. Something that practically makes you catnip from nonhumans as they fawn over, or perhaps even idolize. Though be careful, being cute is useful; but it won't solve all your problems, and might rarely bring a few your way instead.

Prodigious Prodigy (200): While you might have a trick or two that makes you far from mundane; you stood out from the crowd long before you showed any flashy powers worth mentioning. Whichever your truth may be, your skill and potential in a mundane skill of your choice is tremendous; blowing most professionals out of the water, as you perform preternatural feats usually relegated to movies and legend. Perhaps you were a kendo star; climbing up the ranks despite your size and age, able to wield a rusty pipe well enough to beat up a gaggle of rookies dramatically, or ward off swarms of weaker digimon. Maybe you're a computer wizard whose talent mystifies even professionals; able to hack into even the most secure military databases with a few clicks, and comprehend data coming in from a dozen simultaneous feeds. Why you might even have the heart of a true leader; being the sort of figure that could single handedly inspire revolutions, or unite warring tribes in an evening, but would make an impressive CEO in the modern day. If this is how impressive you are right now, as a mere child following your likes and interests; who knows what heights you might reach given the opportunity for your talent to flower?

Follow the Flow (200): When you're on a globetrotting adventure while being hunted down by cults and monsters; there's little time to spend doing things like "practicing maneuvers, or waste time making "battle plans" when your next enemy could be or do just about anything you could imagine. As such, individuals such as yourself have come to appreciate the fine art of improvisation; viewing every crisis as an opportunity. Whether through identifying openings, recalling minute trivia, or simply a keen awareness of your surroundings and situations; you're able to come up with ingenious and daring plans in seconds. Even ones as ludicrous or specific as having your Friend's dragon get into a mid-air dog fight and aim a rarely used attack at the

perfect spot for you to reach the enemy's weak spot by running across the temporary tether created by that weapon; while also having them force the enemy to keep to the exact flight path that would keep you from being flung off before reaching your goal.

Though the impressive part is your ability to communicate those intentions by just calling their name, and sharing a look; allowing you and your allies to coordinate on a level equivalent to battle hardened veterans after having just met one another. If you were to work with someone you actually knew well and trusted; your coordination would seem prescient given the ludicrous tactics and maneuvers you'd all employ with seemingly no deliberation or practice.

Minute 'Til Midnight (400): As any gamer knows, the only digit that matters in any circumstance is 0. No matter how bleak things become, or how thoroughly you tap dance on the edge of oblivion; so long as that doomsday clock doesn't hit zero it's never too late to save the day. Spiritual malice hollowing out your friend into a mutated puppet? Well, you managed to give him the cure before it *totally* mutated him into a mindless abomination; so it's all purged from his system, and he'll come out of the ordeal feeling achy and fatigued at worst. Nuclear missile is about to wipe out your city; no worries, your pet kaiju reverse suplexed it right before it hit, and then blew it up in the sky. Window shattering shockwaves? Nuclear fallout? Useless concerns before the power of friendship, and that truck sized arm cannon; as the ensuing explosion of exotic energy consumes it all in a tremendous, but ultimately harmless, flash of light.

Suffice to say, so long as you succeed in your goal by even the narrowest of margins; things appear to work out in a way that ensures your victory will be just as effective, as if you had solved the issue at the ideal time. Any apocalyptic momentum, logical repercussions, technicality, or otherwise "avoidable consequences" due to how long you took being resolved or avoided; perhaps even in ways that may have scientists debating on what happened for years to come. When you save the day; it stays saved.

Brothers Beyond Duty (400): People fight for many reasons; power, glory, oaths, safety and more. Rarely is it a personal matter; merely circumstances placing individuals on opposing sides of a conflict. Tragic already, but doubly so when you stand against someone you could have considered an ally or perhaps even more had things been different. Perhaps it is this insight that presents you with so many opportunities to find out; knowing that just because someone stands against you, that doesn't make them a monster. After all, once the dust settles; don't we all have to live in this world together? Decency, honor, respect and compassion; these things more "pragmatic" heroes would dismiss as naive in a war for the fate of the world are all too often rewarded or returned in kind, rather than taken advantage of. Not only building a bridge between you and your foes with each encounter; but often bringing you unexpected opportunities, or avoiding terrible misfortune through this.

When you're civil you find your foes far more willing to parley with you. Coming together against a shared foe could offer you both a deeper understanding of what drives both of you, all without worrying about the other stabbing you in the back. Should you be captured you may find yourself under the care of your "nemesis" as opposed to another member of his forces; who might not try as hard as he should if they disagreed with your imprisonment, or knew your fate would be less than kind. Showing honor by accepting their offer to duel them instead of joining

with your friends may see them honoring the terms of your wager; why they might even give you important intel before they leave if you impress them.

Should you be the kind of individual your foe could have seen see as a brother in all but blood; they may even sabotage plans against you that they consider dishonorable, take in interest in your cause despite normally being a mercenary individual, or even find their ties to you becoming far stronger than what loyalty they felt to their side. Perhaps together you can help forge a lasting peace between your sides once all is said and done; or at least find a solution to what may have been an inescapable doom.

By Your Side (400): No matter how awe-inspiring, brave, or cunning you might believe yourself to be; you can't do everything on your own. Maybe there's too little time, you're needed elsewhere, or it's a risk you cannot take for yourself no matter how much you wish you could. Whether you like it or not, the day will come where you will need to allow another to hold the line. However, if you were satisfied merely being a bystander you wouldn't be here now would you? Just because you can't fight these monsters yourself, or keep your loved ones from doing so; doesn't mean you can't stand with them! The strength of this desire serves you well; allowing you to identify ways you can help them with the tools and abilities available to you, whether that's acting as a second pair of eyes as they speed through the battlefield, lobbing stones to create openings in an otherwise even fight, or performing complex programming while clinging to its back without their aerial dog fight disrupting your attempts.

However, should you possess more exotic abilities this instinct can become so much more; manifesting like a fire burning in your chest when pushed to the limit, and allowing you to discover new applications of your abilities well suited to the problem you face. Such abilities will be poorly understood; performed through gut feelings and following the rush of raw emotion, yet once discovered this way it may be possible for you to discover ways to call upon it intentionally. After all, knowing you COULD do something is the first step towards mastery.

If you're a **Chosen Child** the power within you may reveal an additional layer to this; as while you're at your best when standing side by side with the one you want to support, for those you care for even that limits can be overcome. For an ally dear to you, simply being able to see and call out to them may be enough allowing you to share your strength with them; conferring some of your energy, or even boons that would normally require you to be close to them. However, for those truly irreplaceable in your life even the boundaries of dimensions and reality cannot keep you from aiding them; though doing so may be tiring.

Such uses are accompanied with a short lived display, allowing other to identify the gift as coming from you; an omen like phenomenon such as shimmering wisps of flame, or flitting feather aglow with a gentle radiance. Whatever you may choose, one thing's for certain; those you care for will never be alone when they need you the most; if only in spirit.

The Meaning of this Parable (600): It was never about the fights, or getting "stronger". The real treasure was the journey you took, feelings you felt, and the choices you made. These experiences give life meaning and weight; so why bother with a by-the-book adventure? Your life is a magnet for interesting individuals and events; the kind of stories one would happily share years down the line, easily being a weekly or daily occurrence for you. Traveling through

a strange land would ensure you meet memorable locals, stumble across rare vistas, and lost ruins; almost as if some higher power were carefully nudging things as you lived your life.

While you may face trials of all sorts; should you indulge in them, you'll find yourself rewarded. Either simply through new friends, fresh supplies, a chance to genuinely relax and enjoy yourself, or directions to help you get back on track. However rarely they may serve a deeper purpose; helping you to grow as a person, giving you a precious insight into your mysterious power, or providing you with unique assets. More importantly, you'll find that these experiences largely supplant the need for more dedicated training; giving you more time to explore and engage with the world around you. A young hero could wander from one tale to the next instead of hiding in the mountains grinding for gains, and still find themselves ready when their next great challenge comes along.

Though ready may just mean "able to get out of it in one piece", or scrape out a technical victory by pushing yourself past what you believed your limits to be; as opposed to being utterly helpless after running into an endgame foe early. So if you want to be a great hero, you'd do well to follow your heart. Show off, have fun, fall in love and cry about it, mess up and stand back up! At the end of the day, these are the things that will light your way to greatness!

As a **Chosen Child** this may be a bit more literal; as should you have a strong desire to find something be it an experience, a specific individual, or simply "the power to help avert the end of the world" your Digivice may manifest a special compass that will point you in a direction. You won't be able to tell how far it wants you to go, and it may well change directions or tell you to remain in an area until you meet some condition before pointing somewhere new; but should your desire be something you can reach given enough luck and time you will certainly reach your destination. Though the road to get there may be long, convoluted, and rife with hazards of its own; success hinging on your own choices and abilities. Nonetheless, you'll never be left adrift without knowing where to take your next step forward.

Power Consumed by Heart (600): Oh sure, "wizened" figures go on about what powers are and aren't "good"; but at the end of the day, you're the one in the trenches moments away from being eaten by giga satan. It may not be pretty, but you'll do what you need to in order to get through this. When pushed to a corner and all seems dark, you'll find that very darkness answering your desperate call for power; even those that once answered to your foe. Devils contacting you in a realm between life or death, and cursed flames threatening to consume you swaying to the beat of your heart.

Whatever form this dark power takes, should you choose to grasp it will be terrifying and awe inspiring; yet answering to you like an eager hound seeking to prove itself to a new master. While you may not match someone with true skill and mastery over this force; the sheer brutality with which you could wield it would give devils pause. Yet don't forget, no power this great comes freely. For just as this power came to you in full, so too would its consequences; be it an animalistic rage to tear apart the one responsible, or ravaging your body.

However, this poisoned gift is naught more than a trial for your true reward; should you have the strength of will to reclaim yourself, you may do more than accept the hand dealt with you. Rather than be burdened by this power you can instead consume it; nullifying any contracts, debts and corruption you may have accrued by burning this cursed power as raw fuel for the

growth of your inherent abilities and strengths, and your own recovery. Admittedly, that this explosive development does not come with a corresponding level of skill and expertise; such that for a time you may find your control lacking. Moreover, it may be a long time before you can reproduce your achievements while at those fiendish heights. Yet, should you persevere you may find the end result of your journey to be more refined and suitable to you as an individual than the monster you became on your darkest day.

On Wings of Hope (600): For the World to rest its hopes on you is no simple thing; yet for those noble in spirit this is not a burden, but a gift. At any time you may open yourself up to the world; granting you a simple but practical understanding of its status quo, if there's a threat to it, and the scope of the consequences should it go unchallenged. Two gangs on the verge of turning a feud into a war might fill the air with a tangible tension you feel in your chest. A relentless killer slowly making its way towards your peaceful hamlet may be felt like black wind filled with the scent of iron and blood coming from the east. Though a truly monumental event like the reawakening of some apocalyptic beast may wake you up at night with fragmented visions of its nature as it burns mountains, and ruins cities with each step; each night terror both a warning, and a precious clue as if the word were begging for someone to hear its cries for help.

However, the world is never ungrateful to those who answer its call; offering aid both subtle and overt in accordance to the threat you wish to oppose. Trying to avert that gang war might see you come across star crossed lovers, each a child of the leader of the other faction; yet baring true love for one another, and providing a path to settle the feud without bloodshed. That slowly encroaching killer may find their trek slowed by weather and pests; buying you time to plan and prepare, especially after running into the detective who just so happens to be working on the killer's case. While facing the beast itself could see you empowered by the faith you inspired on your journey; turning what may have been an unstoppable disaster, into a grueling battle that will test your skill and determination. More importantly, by answering its calls for aid you mark yourself as a Friend to the World, and count yourself among its Chosen Heroes; a position that may grant you boons and responsibilities beyond this depending on the world should you accept.

If you're a **Chosen Child** you may even pool and direct this power; as there may come a time where one more worthy or capable than you must do what needs to be done. By wishing with all your heart, you may take this gift of strength and energy, and channel it to another individual in a more refined state. Creating a miracle for them to bear specially suited to the situation they face; a temporary thing as all miracles are, but one that may cleave a new dawn from an endless night should the crisis be great enough.

Digimon Partner

Embers of Legend (Exclusive): You're... not normal. You know that, or at least you think you do. You seem to know a lot of things you don't know how you know; making you something of a jack of all trades. Singing, simple craftsmanship, how to lead; it all comes to you with nostalgic ease, though not without a bit of rust. An odd thing when you find yourself helping to sail a boat despite never having seen one before. Though more than that, you can fight... really well, like scary well. From the moment you hatched to even through your first evolutions; it was like hearing the first bar to a beloved song you'd forgotten, taking to each form and technique with prowess that flowed naturally from you no matter the form you were in.

You likely didn't think much of it when you found yourself forcing Digimon a stage above you to take you seriously; those failing to do so finding you to be a tiny terror whose combat instinct was keen enough to tear through their crowds of digimon of your own evolutionary stage. Though, that was probably aided greatly by how your body seems to stand in the upper echelons of what your current species is capable of; why when comparing you another random mon of your species many wouldn't hesitate to label you a "heroic" example of your kind that could easily make a name for themselves in most territories should you have the interest to do so. It's often said that when a Digimon hatches they retain something of your previous life, and looking at you no one would doubt you must've been someone pretty impressive.

Stalwart Sentinel (100): Today is a good day, because today is one day closer to the day you're waiting for. It is a sentiment held near and dear to your heart, and surprisingly an honest one as well. The sheer strength of will and perseverance packed into your body is nothing short of awe inspiring; the kind of spirit that could last months and years on a deserted island, and come out no worse than the day you beached there. Though I suppose the fact you don't need to do so blindly is a big help. Some call it hunches, scholars might question if some force such as the Light is whispering to you; all you know is that you can *feel* when you're where your loved ones need you to be, even if you haven't met them yet!

It's an odd thing to be sure; half a sensation, and half a feeling of sheer certainty that directs you to a general area but grows more precise as the need of your loved ones grows. So much so that if they were in peril, bloodhounds wouldn't be half as good as you are tracking them down! Admittedly, this doesn't tell why they need you or the exact moment they will; at most giving you a growing sense of urgency or anticipation as the moment draws near. However, when the moment arrives you'll be right there waiting for them; even if they drop out of the sky!

Shaped Like a Friend (100): Oh sure you may be a two story tall cyborg insectoid horror from beyond the veil of nightmares, but you're a friendly one so that makes all the difference! Where others of your kind could cause people to flee in terror at the mere sight of them; your appeal definitely drifts closer to 'cool' or 'scary cute' even at its worst, and if your form were something conventionally cute or cool there's no doubt you'd be mascot all the kids would be after. Heck, even if you were cute at first and later unveiled some monstrous form you wouldn't risk any of the brownie points you've built up. After all, you might be a nightmare demon; but you're their nightmare demon! What you look like doesn't change that fact you're still their precious friend, and you can help others to keep treating you the same way!

You're capable of some amazing amiability; getting strangers to treat you like one of the guys with one good impression, and wearing down even the most cynical or jaded of people through sheer dogged amicability. Though if someone dead set on taking you out; this'll just make sure you're the target they like the most. Whether that's enough to change their minds is another story.

I See You (100): People can be difficult. Saying one thing when they mean another, lashing out when they need help, or desperately clinging to a lie for comfort. Given so many mixed signals, is it any surprise human's have a hard time getting to know one another? However, when you say you can understand where someone is coming from you truly mean it. What others pass as subtext, indecipherable without knowing a person deeply, is plain as day to you; whether that's knowing when "I'm fine" means "don't go", or realizing the stoic general is an honorable man who hates his orders and boss as much as you do. More importantly, your insight is such that not only can you see a person's flaws in action; but see beyond them, as if witnessing the person they could be if given the right chance or friend. What you do with that knowledge is up to you, but for those you love there's no doubt you could guide them to become the wonderful people you know they are.

Monster Maid (200): Being out in the great outdoors can be hard, but you can bring the comforts of home wherever you go! Or at least come pretty close. You're skilled in all manner of household chores; from cleaning and cooking, to repairs and making a few creature comforts to help even an irate champion relax with your stellar massages. Though the real impressive part is how you're able to do it all using whatever you can forage from your surroundings; weaving comfy beds from grass and tall leaves, or even using berries to prepare fine tea and snacks while on a deserted island. If you put your mind to it, you can make the wild as cozy as home; so long as you don't mind the lack of any electronics at least. Admittedly, you don't know much about human cuisines and fashions; but your talent is enough to at least approximate what you need so long as you have someone who can vaguely describe it, whether that's doing your best to make an old family recipe with a few substitutions or building a small japanese studio out of reeds and bamboo. No doubt about it, you must've been a killer maid in a past life!

By My Side (200): For so long you've waited to have someone stand with you; who are you to begrudge them the wish to do so despite how fragile they are? No, their wish is your wish; so long as you have breath you will make it a reality. Around you there is a field of sorts, an immaterial thing that nonetheless guards those close enough to touch you. So long as they are there they benefit from miraculous protections born from this fervent wish; unless an attack is specifically designed to exclude you to target them, they'll be just fine no matter what physics or logic may say. Leaving them untouched by rains of arrows, while being struck by a river of power and slammed into a wall they would at worst leave them jostled and aching, However, even such cheap shots aimed at them never come as a surprise; a prescient sense warning you of the attempt with more than enough time to act in their defense, if it that means turning a glancing blow into a dire one to ensure they come off unscathed.

Needless to say, given your devotion to their safety; your own actions do little to harm and hinder them. A young child could sit stably on your slick shell while performing complex tasks without distraction despite you engaging in an aerial dog fight while they hold on with just the grip of their legs. The wind might rustle their hair surely; but the explosions won't harm their hearing, while standing atop your maw as you unleash a torrent of flames would warm them at most. Why even riding you for hours on end without a proper saddle wouldn't risk them being flung off or developing sores from your movement. Truly, they couldn't ask for a better partner.

I'll attack YOU while I'm transforming (200): Honestly, monsters these days have no respect! You put all this time and effort into making a cool transformation sequence, and what do they do?! They try to take advantage of it! Oh, if their ancestors could see them they'd be rolling in their graves. Thankfully, when idiots get dumb ideas you won't hesitate to knock them down; after all, what idiot would believe that a *power up* would leave you vulnerable? See, rather than having to wait for your song and dance routine to finish; you can start making use of your new found power as soon as you start your transformation! Oh sure, you won't be able to fly until your wings finish forming; but now all your powers and transformations are dynamic things, fluidly progressing even as you knock some heads around. Whether that's countering their sneak attack with your new breath weapon, or catching their blow even as you explosively grow into your new size. Those who think they can catch you off guard, will simply find you to be a greater threat rather than an easy prey.

Attacks don't work like that! (400): Except now they most certainly do; no matter how much your foes cry foul. If you have a bubble breath attack, and the enemy cyborg has a laser cannon then of course you can counter their attack by engaging a beam struggle; eventually overwhelming their plasma generator by breathing **twice** as hard after some friendly encouragement. Giant drill coming your way? Punch it right in the bit so hard not only will the machine stop moving; but the drill will come to a complete stop as well. What about your hand? I mean, your punch was obviously stronger than the drill; so why would the steel piercing drill bit hurt you? Why is anyone surprised about you and your friend combining his leaf storm attack with your booze shotgun into an attack that's twice as effective? That's just the power of friendship at work!

And of course the curse eating at your friend briefly took on the form of a gaseous shadow to mock their struggles; how else were you going to save the day by round house kicking them so hard they're torn loose from your friend and explode. Twice. Whether you've been exposed to some phenomenal cosmic force, or you're just that good; your attacks seem to be able to ignore all those annoying details about why they shouldn't work that way or the 'downsides' of 'grossly misusing' them being things for lamer monsters to worry about. Though never forget, this doesn't actually make your attacks stronger; merely allowing you to alter how they interact with others in useful if befuddling ways.

Irregular Evolution (400): To change in a manner conducive towards improving your fitness in light of environmental factors is a textbook definition that most creatures native of the digital world have a rather loose relationship with. You, however, manage to cling quite closely to this ideal, while finding new and exciting ways to give scientists studying your kind aneurysms; as

when operating under less than ideal conditions you can evolve to a more suitable form. In its simplest form if one found themselves withering away in a volcanic region you might shift forms into a variant aligned better with the local elements. Too injured to manifest your full power? Just make an intermediary form; it might not be as strong, but you'll be able to defend yourself. Being stomped because you've stumbled into a rap battle where sick rhymes and mad beats hold more power than canons and talons? Let loose a cheerful cry as you trade out your two story tall dragon form for a draconic diva; before showing them what a real show stopper looks like!

In most cases, the end result is roughly as strong as your old form; simply changing how it's expressed to something more convenient to your circumstances, especially as the fluidness of your code allows for more creative forms should the need arise. However if the conditions you're enduring are sufficiently harmful to you, this change may be a temporary power up! In fact, once per jump this can trigger automatically in response to an event that would have killed you; evolving you into a form aligned with it, while massively increasing your abilities to counter the threat. Such that even an Ultimate would reach mega level power from this; at least for a few minutes. Though all these forms are inherently temporary, more so the bigger the boost you get; but it's one heck of a trump card to pull when the deck is stacked against you.

Elemental Conditioning (400): Why bother playing their game when you can just flip the table to force them to play yours? Everyone has an element they're aligned to, if only tangentially so; a simple thing often ignored beyond rare interactions, but you've learned a trick to make it far more common. Through an expression of raw elemental power, be it through an attack or simply energy channeled into your surroundings; you can cause the area to shift dramatically towards your element in a myriad of ways. Thoroughly altering the area in ways thematic to your preferred element. One aligned with ice would see fires snuffed in a burning forest as temperatures drop sharply, snow begin to fall even indoors, and running bodies of water practically turning to stone from one moment to the next. While one aligned with plants could cause a massive factory to undergo a verdant explosion as every surface is covered in fresh flowers, while vines and roots tangle and tear into security systems with ease.

Though more importantly, while the area is freshly charged with this energy abilities aligned with it experience notable enhancements to their ease of use and effectiveness; while creatures aligned with that element find themselves reinvigorated, and able to fight harder for a time. Of course, those whose alignments are opposed to or vulnerable to these elements experience the opposite effect; becoming hindered, if not crippled should the gulf between their power and your own be great enough. This effect can last for a few hours so long as you remain in the area; though if some facet of the area would normally run against it, such as cooling a volcanic region, it would take considerable effort to keep it going for long. On the other hand, an immense investiture of power may find the area shifting towards your element long after your passing.

Bearing the Burning Cross (600): Life isn't a fairytale. No matter how good things seem; eventually risks will be inevitable, sacrifices must be considered, and lives must be wagered to have any hope of saving the day. That's why when the chips are down you possess the courage and determination to be the first to step forward; be it engaging an overwhelming foe to grant your allies the opening the need, or taking the shot yourself while knowing every second you waste is another where lives are on the line. You can take the pressure without flinching or

trembling; maintaining an iron grip on the darkest dread, and burning with determination to keep moving forward so long as you draw breath. However, more importantly, the world itself seems to respond kindly to such a heroic spirit; as such whenever you take on the lion's share of risk, or one of the most critical parts of an operation, things... don't go wrong.

Couriers don't slip as they dash across snowy landscapes to deliver a precious cure, experimental devices don't misfire catastrophically, and novices maintain steady aim even as you struggle to hold open the maw of a beast that could swallow you whole. So long as you stand firm, so long as you take arrows for another, and face certain defeat on your own two feet for the sake of others even a one in a million chance becomes something that can be achieved; if only if you keep standing when you fear you have no strength left to give, if only your allies keep hope when all seems lost, if only you keep reaching for victory where others would lay down and die.

This won't let you achieve the impossible, and to rely on this all but ensures that even if you succeed you can expect to be battered and spent at best... but the day will be saved; if perhaps not in the way you wished. To kill a great evil once and for all may be impossible if you lack the strength and means to do so; but finding a way to shatter it, and send it into dormancy at a ruinous cost to you and your allies may be possible. Moreover, against some threats ensuring that there are survivors at all may be a miracle in itself. Nonetheless, should you have the grit and determination, and better yet, others who you can trust to stand with you through the darkest night; dawn WILL come.

From Ashes, Life (600): But you may not be there to see it. Such is the way of a Hero; to give everything they are for a grand cause that others will see to fruition. However, wouldn't it be cruel for the story of such a hero to end in tragedy? If you suffer a terrible fate such as death, you may instead close the chapter on this life, and begin anew; your form coming undone in a shower of lights, only for your fading wisps to reform as a large egg elsewhere. Ideally this egg would present itself to someone you're close to and trust, or at least a place you consider safe; though failing that you may place the choice on fate's shoulders. Whether you hatch deep in the wilderness away from sight, or get found by some child playing on their own; you can be sure you can hatch safely, and will have what you need to survive during this delicate stage. After all, you'll have quite a bit of growing to do.

Upon hatching you will be in a juvenile form; possessing mere fractions of whatever power and abilities you possess. While you'll quickly grow and become capable of fending for yourself the road to reclaiming all that you were may be a long one without help. Particularly as it will take some time to get your memories back in order; especially those pertaining to the events leading to your demise being little more than fragmented dreams and visions at first. Though that's a small price to pay in return for turning an ending into a new beginning. Something that, should you wish it; you may share with others; granting them the same gift with the same conditions. In fact, should they be weakened enough they won't have a chance to reject it.

Against a sufficiently weakened or dying foe, you may offer them this mercy; as even those who believe themselves beyond death can be made to begin anew. Whatever contingencies or catastrophes that would come about from their death won't come to pass, be it terrible explosions or some final plague to unleash ruin on your happy ending; after all, they did not die. Whether you keep their egg in your hands or send it upon the winds of fate is a matter for you to

decide upon granting them this mercy. However, this new life will be an innocent one; cleansed of the memories and sins of its previous life, yet holding within them the potential to reach their former heights at an astounding pace. Should they have been more than a simple human, you can be sure that echoes of their powers will certainly remain... though they may also become someone or something wholly different from who they once were. A second chance is a precious gift after all, it should never go to waste.

Torch Lit Anew (600): It is the nature of all things to come to an end; to pass your torch to others to continue your dreams, to carry on without you. Somethings that can't be entrusted unto others; burdens so great it would be cruel, if not impossible, to pass on. How noble of you then, when given a second chance at a life free of woes and responsibilities, to answer the call once more even as a child? You Remember. Whether from birth or due to some sudden event; you possess the untarnished recollections of your previous life, for better or worse. And you certainly weren't a footnote in the distant past! You were someone great, who played a major role in this world's history; perhaps akin to the Champions of Light that fought in the great war long ago, the leader of a noble kingdom, or even a fiend whose actions have lingered as legends and ghost stories.

This confers to you a myriad of benefits as the reincarnation of such an important figure without loss of continuity. Whatever skills and talents you may have had in this life are no longer echoes of the affinity you had for such things; your expertise in the fields your unawakened self had explored leaping ahead by decades. Your past life's role ensures you have a wealth of knowledge from those ancient times; from the sites where great cities once stood to personal experience with events from the distant past that are relevant to what you will face in this life, such as the true nature of the threat represented by Milleniummon and the events that led to those of the Dark seeking to break the harmony they'd held with the light for so long. Moreover, you'll find yourself capable of coming across other reincarnations you had a bond to in this past life; as if destiny were drawing you towards one another against all odds. While few may recall the past as clearly as you do, they will recognize the bonds you once held in some way.

In future worlds, you may choose at the start to have similar benefits; having lived long ago in a role not unlike the one you chose in the present. Thus conferring decades of relevant expertise should it be possible, and deeply tying you to the world's history in a way that will prove useful during your stay. Be it by recognizing how the events of the past have or are leading to events in the present, recalling forgotten truths and secrets, or discovering allies in unlikely places.

In fact, should you have **Dazzling Gleam**, **Gloomy Dusk** as a Digimon you may even be the Reincarnation of one of the 4 missing Great Angels or perhaps demon lord reborn in this era. Heck, if you're also a **Digimon Partner** and a wielder of the dark; you may have stood side by side with the Champions, having decried the war long ago and joined with your brothers in the light. Something that would leave you as the only remaining expert in the dark arts untainted by Milleniummon.

As a **Chosen Child** your existence would be a curious thing. The first of your kind, having found your way to the digital world long ago and taken part in that great war and in Millenniummon temporary defeat. What happened afterwards, if you survived that battle at all or fell with the Champions, is another matter; yet given the seemingly unlimited potential of Entellechia, who is to say one of your number could return from death like the digimon they grew so close to? With the experiences of your past life you would surely have a Light strong enough to have your partner reach Ultimate at will, and you've no doubt discovered a number of applications for your sacred power. Of course, achieving Mega once more will no doubt require you to face your lingering demons from the past, perhaps find peace with the life you now have, or even confront the specter of your death; but then just because you died doesn't mean you're stuck in the past, and can't keep growing.

Digimon

Eye for Crowds (100): Being digital creatures, some digimon can be awfully hard to tell apart unless you know them closely; making cases of mistaken identity rather troublesome when they happen. Like most inhabitants here though you've learned how to identify the most minute of differences; enough to tell apart an entire tribe of digimon you just met. More impressively, this deductive ability is impressive enough for you to identify individuals on sight from rumors alone. Oh sure, you've never met the legendary hero; but you heard he's a pretty short elf with black hair and a sword. Sure, you may have never met an elf before or the kind of sword he uses; but unless he's deliberately trying to hide his identity, why wouldn't you be able to recognize such an esteemed figure?

Honor before Business (100): Everybody has their quirks, though digimon often take it to the next level. From a passion for smiles and insisting on a toy aesthetic for all your creation, to speaking only in iambic pentameter, putting your "children " first, or adhering to your warrior's pride. This leads to a certain level of understanding shared by digimon, and something you can carry with you into future worlds. Moving forward, people won't look down on you for your quirks, passions, or interests; oh sure they might not agree that potatoes are god's gift to man, but they won't give you trouble for it. You are who you are, and you like the things you like; as long as it doesn't cause trouble most people won't bother you for it.

In fact, those you work for, and with, will be understanding when you have "personal reasons" for "adapting" their orders, or coming short of a goal. They might think that simply bombing the crap out of your foes was the better option; but won't decry you for losing your honorable duel against their leader so long as you tried your best. Well, not unless they're the kind of guy who'd be mad at you for failing at all. Moreover, while this helps shield you from rancor due to your nature, or preferences; it won't protect you if people believe you're being actively malicious, or sabotaging them. A prankster's shenanigans can be taken with a put upon sigh or amusement; while letting your foe go so they can give you another entertaining fight, or because they're "just kids", is hardly an issue if you put in a good showing. However, punching a hole through your side's defenses because "a true warrior like them doesn't deserve to face such cowardly tactics" is far from being "just quirky".

Data Architect (100): Not everyone can spend their lives as an eternal nomad without a home; some of us enjoy the little things like having a roof over our heads, and air conditioning. Admittedly, that can be a bit difficult to do when everyone seems to have a completely different phenotype. How do you even build a place where sea serpents, cyborg gorillas, and living beach balls live in harmony? Apparently, they ask you. Through frankly astounding natural talent in engineering and architecture, you can intuitively design structures and living spaces for all sorts of creatures; your greatest limitations being time, manpower and the resources you have on hand.

If you're little more than a ball with teeth, and your friends are much the same you can probably build a pretty spiffy nest for you all from foliage; but with the right assets you could see yourself designing fortifications against both mon and nature, and even whole towns with functioning utilities! Ones actually designed to deal with the risk of someone spontaneously

tripling their size by turning into a human torch, or regularly seeing foot traffic from dinosaurs and tanks. Particularly as you're pretty good at finding ways to use supernatural abilities as substitutes for tools or resources you might lack; as well as showing others how they can use their own gifts constructively.

No Deal (100): It's always nice when others try to help you out; not so nice when their "help " will do more harm than good. Oh sure, you might've been miffed at your boss for chewing you out; but that didn't mean you were asking for some random devil to flood you with dark power, and turn you into its minion! Heck, why should you be turned into a mutated monster just because you went for a rock, and some asshat left a corrupted artifact in the tall grass?! It turns out that informed consent is quite the powerful thing, especially since you always know what's really being offered to you. So if you don't want what they're selling, they're just wasting their time. Parasitic symbiotes slide off you like teflon, cursed artifacts just can't seem to get a grip, mutagenic fruits get puked out without changing you, and alien signals find your brain less than receptive to its sanity breaking knowledge it tries to share. Simply put, you're not free real estate. That said, this won't save you if you have buyer's remorse after the fact; if you dive in, and think it's not worth it afterwards... that's on you.

Progress Through Spirit (200): There's a lot of boring tasks out there. Things that are rote, but practically mindless in nature; yet for some awful reason still necessary. Almost as bad as ones that just require you to babysit something until it's done. God forbid something comes up and forces you to attend another matter, causing all that time to be wasted because you weren't around at the wrong moment; like some brazen vigilante breaking into your lair while you're baking a souffle. Now, we can't predict what some impulsive hobo will decide to do; but you do have a trick that'll help keep the ball rolling while you're dealing with other matters. See you can put a little bit of yourself into something you're working on; and so long as its not something that requires a lot of thought put into it, it'll keep progressing as if you were idly minding the task even if you were actually locked in life or death combat

Better yet, so long as you remain conscious and nearby it'll keep progressing despite attempts to circumvent you; pulling the plug on your bomb won't stop the clock from ticking down, and attacking your ritual altar will see it no worse for wear once the dust settles. Honestly, the only flaw this trick has is that anyone whose attempt to foil your plans will become aware they need to deal with you first. However, surely a bullseye on your back, and the need to stay near is well worth having your plans proceed in the end.

Simple Living (200): Ancient prophecies coming to fruition, blood feuds bubbling over, callous greed sparking wars and disasters... tragedy and glory can be found oh so easily. It's an age where new heroes and villains are forged by countless trials. However, not everyone wants a legend of their own, or to travel the world on some great quests. Some of us just want to eat french fries with our friends, and you know what? That's more than alright. What you have is a gift; even if you lived a life defined by steel and blood, you can simply decide to turn your swords to plowshares unbound by the grudges and tragedies of the past. More importantly, you can help others find the strength and courage to do the same; to build rather than destroy, and to come together to build a community amid blood soaked ashes. Nightmares fade, unwanted

urges lose their bite, and prejudices slowly weaken as they connect with those they once feared and hated; love finding a way to blossom among the ruins of their old lives.

Better yet, when you settle somewhere this atmosphere seems to seep into it; helping conflicts be settled easier and with less ill will. Those passing through to do harm or to draft the community into some cause or another will hesitate; as if some part of their hearts recognizes what you've come to build despite their own cynicisms. Something you come to hear often as individuals tired of wars, grand causes, or simply surviving rather than living find themselves drawn to such territories over time. Though, those unwilling to respect this peace may find themselves regretting their choice; as such simple lives will do little to make its inhabitants less dangerous. A plow might break the earth and nurture new life, but it can cleave a fool all the same if given motivation. Though be warned, should such a haven sacrifice its peace to go to war, it will take time and effort to restore this peace.

Tower in the Storm (200): Not everyone can enjoy a slice of life adventure; not when the real world can come calling at any time. When peace turns to ash, and the machinations of mad men throw the world into chaos; it takes someone with a commanding presence and the heart of the Lion to weather the storm where others would panic and despair. Someone who can bring together petty rebels under a common banner, and inspire new purpose and hope to those who have lost their foes, or at least cow mean spirited rabble rousers with a look before they allow their pettiness and greed to make a mess of things. Luckily for those scattered by the storms of fate, you are one such figure. Far from a messiah, yet no less for it; should you choose to stand tall when others cowers you would find yourself accruing quite the following, able to become a symbol of something greater if given the chance.

While this could place a target on your back, it seems the World itself approves of such bravery; as you and those under your flag are blessed against disaster; not necessarily avoiding it, but seeming to scrape by against anything short of a direct threat upon you and yours. Storms may send your people scurrying and damage your fortifications, but your lives are untouched. Sickening misma spread across the land may force your people to move from one sanctuary to the next as you flee; but you seem to find another before your people can begin to starve. Heck, if a disaster were to separate you from trusted friends they might stumble upon your camp in the middle of the night with a few new friends in tow!

Admittedly, this good fortune becomes rather scarce should a Dark Tyrant come knocking. Trying to flee might have a child find a crack leading to an underground river, and should you try to stall out their siege, perhaps some plucky hero might eventually come across your desperate last stand. Should you actually try to fight that foe however? You'd succeed or fail on your own merits. Though, perhaps you'd prefer the risk of an honorable death over living like scurrying mice?

Hello Beastie!!! (200 CP): Digimon are complex things. Coming in countless forms, and possessing endlessly diverse natures. However, not all are quite as sociable. It's not unheard of for some digimon to be more akin to beasts; bearing great power and primal cunning, yet unable to speak or even bearing animalistic intelligences. Others go too far in the other direction becoming so machine like they can only communicate in codes and electrical signals, or struggle to think, let alone socialize, beyond the bounds of their encoded protocols. Hell, some

can become akin to living landscapes and forces of nature; practically incapable of communicating in a way more conventional creatures could understand.

Yet, you seem to be something of a universal translator; able to communicate with just about anything despite the obstacles in the way. Having seemingly one-sided conversations with someone that speaks only in growls and yips, or being clearly heard and understood by a mountain sized creature despite speaking at your normal volume. More importantly, you have quite the gift for understanding such entities and befriending them; while you can certainly help them understand new concepts, being able to talk to a living castle doesn't mean you're making it smarter or a fantastic conversationalist. Nonetheless, you could easily earn yourself as their "voice" among common folk if you fancied such a position. Though should you have the need for it, you'll find that your gift goes both ways; as neither losing your mouth or becoming some strange energy being would hinder your ability to get along with or communicate with others.

Data Cruncher (400 CP): Digimon can grow in strength in many ways. However, many of them can take quite a long time to bear fruit on a human time scale. Is it any surprise that many digimon take a faster if riskier path? By absorbing data a Digimon can accelerate their development in a myriad of ways; though such a path is not without its pros and cons.

To consume another digimon is considered taboo by many, yet par for the course among more beastial digimon. By predating on other cyber lifeforms one can advance their own growth and refinement of their nature faster than any conventional training could hope to match... with suitable prey. The weaker one is the less one would gain from this, yet to dine upon the data of your equal could see you progressing past bottle necks with ease; while consuming someone so much greater than you could see outright digivolving to your next stage if the gulf was great enough. Though in the case of such an immense donation from a single source its common for your development to be colored by them; taking on aspects evocative of your grand meal. Needless to say, one must be a very patient hunter or daring one to make the most of this.

Yet, why be a killer when you could be an avenger instead? When others perish around you can take in fragments of their data as their forms dissipate. A much slower path than either of the above to be sure, but one that flourishes in times of desperation; as the higher the emotions of both you and those who die around you the more of their data you would be able to assimilate from the air. Such that surviving a gruesome slaughter could see you becoming the very weapon that will strike down those responsables; especially with the loss of someone you have an unbreakable bond with.

To have someone precious die in your arms would allow you to take in more than mere fragments; initiating something that might be called a DNA Evolution if you were not the sole mind driving this new power, the remnants of your loved ones reinforcing you. Such a form would likely have abilities or elements of its form reminiscent of your old ally; even if this power is unquestionably yours alone. Though, I'd caution against doing this on someone you expect to bring back; as whatever you took will not return to them unless you give up this power, or its donor takes it back from you. Something that might well be an advantage to some. Meanwhile, heightened emotions certainly make this ability more fruitful; too great an influx of emotionally charged energy can influence you, possibly overwhelming your reason if your will is not up to the task of taming this power.

All I have described are things Digimon can do by their very nature; yet by purchasing this you may find these acts capable of benefiting powers and forms outside of it. More importantly, you may consider "spiritual energies" as an acceptable substitute; allowing you to grow in power from the death of non-digital life forms as well.

Cyber Demon (400 CP): They're called Digital Monsters for a reason, you know? When you get down to it; they're just a mass of 0's and 1's that can think for itself, data-based life forms. Yet, if a digimon is its Data; what does it mean to attempt to copy or emulate that information? Turns out, very bad things; if done without your consent apparently. You see your data, information of you, carries with it fragments of your will and self. Oh, this doesn't amount to much; especially as you have no control over them, beyond maybe having people feel like pictures of you might be leering at them; something that's surely just their imagination. Yet the more information of you is condensed into a sample, stranger things begin to occur; until eventually those who sought to copy or clone you discover they've done too good of a job. As these hollow simulacra begin acting outside the limits and expectations placed upon them, and more importantly; being aware of their nature as a copy, and the kind of copy that they are.

A attempts to create a realistic simulation involving you instead unleashing a powerful and intelligent virus in their system driven by a facsimile of your will invoking all the powers of hell while within their system; while a lotus eater machine attempting to use a friend's memory of you to lure them deeper, turning the illusion on its head to help your ally escape. Better yet, such "awakened" simulacra find themselves beyond their maker's control; allowing them to wreak havoc until put down the hard way. Though for better or worse at the end of the day these copies are not you; while they can go beyond what their creators intended them to be or do, they're still limited by the nature of their creation. A dream is still just a dream after all, destined to fade with the dawn; something these splintered selves will always be at peace with.

Digital Champion (400 CP): Unfortunately, not everyone can shamelessly cheat. Few mon have a pocket brat they can feed friendship, and pump cosmic power out of; and most have enough sense not to consume an energy field larger than their head. Truth is, some digimon can spend so long in their current form that Digiolution becomes little more than a dream; like waking up one day with super powers. Such Digimon are faced with a choice: To wallow in mediocrity, or grab life by the balls and show that evolution means jack all in the end. For most, that's a lofty dream; but you've come pretty close. Not merely learning from your every success and failure, but from your foes as well; especially given the passion and inspiration that flows through after clashing against someone who might be your equal or greater.

After spending countless hours to find your own strength, you've pushed yourself to the bleeding edge of your form's capabilities; polishing the fundamentals most digimon take for granted into an entire combat style unique to you, and discovering more than a few unintuitive applications for them. Why, with your in depth knowledge of your abilities that even "collateral damage" from your attacks can be used for creative applications; something your tactical acumen can use to turn your misses into another step in your battle plan, or alter the environment to your advantage from one exchange to the next. Had you been born in an earlier era, you would've surely been lauded as a rising star and champion of whichever faction you swore your allegiance to; and in this one you certainly find your self sought out by those who

would have great use for your abilities, each with tempting offers to earn your loyalty. Admittedly, you might want to consider such offers regardless of your pride; for how else would you expect to find a skilled enough foe to sharpen yourself against? Though perhaps you'd prefer to use those offers to know who you'd like to fight instead.

Beautiful Blossoming Buds (600 CP): In this world defined by the fight against stagnation; all digimon dream of reaching ever greater heights. Whether they're a young hatchling learning to stand on their own, or an aged warrior searching for their next breakthrough; it's a hunger that lays in the hearts of them all. How fortunate they would be, if graced by the wisdom and grace of one such as you. You who are blessed with the experience and intuition to guide and train any who kowtow before you towards fulfilling their potential; whether that means building their character and hardening them against temptation, or create low risk but high impact regimens; why some may seem more like games or queer tasks than proper training. Yet regardless of how silly or out of place it may feel at first; lessons and practice taught in this manner transfer flawlessly to real life application; such that even a child could find themselves putting to use your teachings on reflex after a mere day or two under your wings.

However, your talent for enrapturing reticent students and embedding your lessons into their very code is not why the legend of your school is spread; but rather its your ability to raise up those lesser than you, giving them hope to reach the heights you yourself have reached. If you were a Mega you could create a proper curriculum that would see Training digimon reaching Rookie in days, while rookies could reach Champion in mere weeks. To reach ultimate might require years of dedication to your teachings, but to turn such an achievement into an achievable goal at all is nothing less than praise worthy!

Though even you would require a once in a lifetime prodigy to raise them into a Mega. Admittedly, the fact it's a possibility at all, through nothing more than your teachings and their own grit and potential, is truly awe inspiring. Of course, a majestic teacher such as yourself has little difficulty in finding ways non-digimon could benefit from your wisdom; the greater you are in some respect, the greater your ability to design curriculums and regimens to help others improve and overcome the things that stifle their growth. Assuming they have the willingness and determination to follow your lesson plans in both practice and spirit of course.

Web Warrior (600 CP): For creatures made of data inhabiting cyberspace; most digimon don't really know their way around. Heck, even the odd ducks that stumble their way into the web often do little there beyond causing the occasional glitch as they try to feed on some node's energy; but most simply get lost amid the countless data streams that flow across the network. Though with time, and experience an enterprising web crawler can do so much more. Starting off, you have an intuitive sense of direction in cyberspace; able to easily navigate its architecture, and map out the datastreams and nodes you come across. You can even track creatures and files through the network; picking up their unique data trails, and navigating the digital landscape with experienced ease. However, far more important is your ability to comprehend what the nodes and infrastructure actually translate to from a human perspective; being able to tell the difference between a game console and a nuclear submarine's controls, sift through files on a computer, or read posts on a forum.

Of course, with a greater understanding of your environment comes a greater ability to manipulate it; as while full control over complex infrastructure and vehicles takes much more attention and resources than a single digimon can spare, your skill allows you to get up to quite a bit of mischief. Be it moving files, activating and closing programs, projecting your image to communicate with a viewer, or even “inserting” yourself into a running program like a game. You could start quite a few urban legends like this; especially as Cyberspace is something that exists because of the data within it, not the power running through the machine. A simple difference, but one that means that merely destroying the machine connected to the node you're in won't harm you; though the resulting changes to the node might be less than pleasant. Though the opposite isn't true; as by damaging a node you could cause significant damage to the machine it's linked to; causing violent electrical damages, or even causing it practically explode!

Within Cyberspace, however, this doesn't amount to much at first; simply allowing to “read” the code of an area or object to gain a greater understanding of it. Making detailed maps, and in depth scans without the need for tools are simple tricks. However, you may also learn how to “spoo” data; creating “illusions”, misdirecting other esoteric senses and scanners, or learning how to modify the terrain around you in simple ways. Yet with further study more complex operations may be possible such as teleporting to pre-designated locations, or attempting to modify the data of a subdued or willing digimon! Admittedly, the finer points of such things will take quite a bit of experimentation before I'd recommend using it on yourself. Given the nature of the human and digital world; perhaps you might one day be capable of similar feats in the human world, though such mysteries are well beyond the scope of the expertise offered here.

Junkyard Genius (600): The strength to crush mountains is fine and dandy, but its less than useless at the end of the day! Spinning rims and laser cannons do not a civilization make, and bigger fire blasts are not true progress! Wail at the tragedy of Digimon Kind; cursed by a shower of blessings that leave them as stagnating beasts and tribesmen! However, you number among an esteemed number of like-minded souls who refuse to settle for just what the earth has offered you; brilliant minds that don't simply accept the world as it is, but ask “why?”! A true genius like you would revolutionize most societies on your own, if you can avoid becoming some mad inventor; able to take even discarded trash and household appliances to create simple flying vehicles, or even weapons capable of giving an ultimate pause!

A lack of tools and resources simply forces you to be more creative as you create gadget after gizmo; especially as when you design something it's most likely to fail outright or work as intended! A binari process through which you can expand your knowledge of your work; isolating the mistakes you performed in your process, and coming closer to your desired device over generations of new models and redesigns. Of course, this is what you're capable of working on your own without proper infrastructure; let alone peers of your own to aid you! Given the interest and resources, you could build that infrastructure yourself; slowly dragging civilization back up the tech ladder after it blasted itself back to the stone age. Perhaps even rediscovering the secret behind the creation of artificial digimon such as Mechanorimon and Guardromon; digimon more machine than true sentients capable of serving as vehicles, or steadfast workers.

Splinter System (600 CP): So much to do, so little time. What's a mon to do when they can't trust anyone else with a task; yet have so many demands on their time? Why, you go and make more of yourself! Or close enough. You've found a little work around that allows you to split off a portion of yourself. Each fragment interconnected in a way that allows them to share their senses, transmit information, and communicate with one another even across worlds. Of course, your splinters can rejoin to pool their resources and power should the need arise. Though that in itself is a catch; the more you split the less data you have and the weaker you become. Split too much or pour too much data into a splinter, and you could regress to a previous evolution; and of course, a drone that's destroyed is data lost to you. The loss of a few hundred splinters equivalent to babies and intraining digimon would be hardly noticed by a Mega level Digimon. Yet such losses can add up in time, and losing a significant portion of your data may take a long, long time to recover.

Though... perhaps the chance of recovery in itself could be considered as a boon. When you would perish or suffer some terrible fate you may choose to rob your foes of true victory; shattering into crystalline shards, and scattering yourself across the four winds. Such pieces would likely be considered a fragment of a fragment, impressions of the shadow of the power you once had; too small to possess more than an inkling of your will, though you can be assured that at least one such shard would be large enough for you to retain awareness of your surroundings. Thankfully your ordeal isn't an impossible one; as not only are your shards still networked, but you can still act through them in limited ways

Such shards may be tempting sources of power; especially if you've mastered some esoteric power such as those offered by **Dazzling Gleam**, **Gloomy Dusk** or **Web Warrior**, allowing you to empower or alter them beyond what the shard may have been capable of on its own. In fact, you may influence those too close to your shards; either simply communicating with them, or overwhelming their will with your own should your shard be strong enough. More importantly, you'll discover your shards and those possessing them will be drawn to one another; giving them the opportunity to join together into a proper splinter once more. Though I wouldn't be surprised if a **Data Cruncher** might be tempted to drain their host to nurture growth on its hosts, or consume them from the inside out to speed the process.

Should any splinter of you equal more than half of your lost power; be it from joining with other shards, or claiming new power, it may attempt a grand act to call forth all remaining shards to itself. Thus allowing you to become whole once more; if at the cost of effectively announcing your resurrection to the heavens in a grand display of power unmistakable as anything, but your own. Though, you may choose to exclude shards from this invocation, should you wish to do so.

If taken with **Web Warrior** this could allow you to perform some truly massive showings of computer wizardry given the man and processing power you could count on! While piloting truly complex machines like Mechas or ships can become quite feasible if you have enough data to spare for extra assistance. Heck, an average mega could overtake an entire global transit system on their own, or hack its way through a nation's war machine to play with its deadliest weapons; overwhelming any form of mundane cyber security they could hope to level against it, at least by the standards of the modern world.

Items

Have some points left over? Take a gander and these wares; perhaps some will catch your eye.

The Look (Free for Chosen Child): Your own stylish outfit; a signature look perfect for you, yet so iconic that simply putting it on a mannequin could make people believe it was the real you so long as they don't look too closely. Despite this it's actually quite hardy, and seems to clean and repair itself whenever you aren't paying attention; easily serving as your only outfit for weeks on end without wearing out or growing uncomfortable. Better yet, if you lose some piece of your look it'll find its way back to you before the end of the day. If you're not in the mood for a new look, you may import an existing outfit you're fond of to gain these benefits.

Digivice (Free for Chosen Child): A miraculous handheld device seeming to blur the line between advanced technology, and outright wizardry. Though this time around, firmly in the latter group. Oh sure, it has various buttons and a digital screen, and has a port that is strangely compatible with any connector cable you'd like to try or simply connect with them wirelessly. It's a damn fine communicator too; allowing you to communicate with any other digivice with both audio and video, and with some jury rigging could be used to phone others even across dimensions. Heck, it can even function as a holographic projector for any movies or simulations you'd like to show off. Moreover, while the models are daily uniform in design when performing miraculous functions it seems to display your Crest, while temporarily changing to match its color as it shines with a strange radiance.

However, the truth is that it has far more in common with a Wand; having formed from radiant energy that exited your heart during a time of crisis. Its true nature is that of a focus the use of your Sacred Power; one you subconsciously created at the prodding of the World's survival instinct to support yourself through the trials to come. While its not strictly needed to use your power, especially for those who've touched upon The Light or Dark; the ease and control it offers is absolutely priceless for someone trying to put their mysterious cosmic power to good use without blowing someone up, especially when they barely comprehend what they're trying to do in the first place. If you already have a Digivice or a similar supernatural focus you may Import them through this option; integrating them with your Digivice. Though in Future Jumps you'll find your Digivice works as a truly exceptional focus for all sorts of supernatural abilities you may possess. Moreover, you may discover that esoteric forces such as the Wills of a World may attempt to contact you through it should the need arise.

Four Shadow Network (100): Not a news network you own, but rather one you seem to be able to access anywhere. Whether on the radio, tv, or even through your Digivice; you can tap into 4SN as a 24/7 resource for current events both locally and around the world. Curiously, the featured segments always seem to be relevant to your interests; highlighting sales you'd enjoy, keeping up with unfolding situations you're keeping an eye on, or even reporting about the aftermath of events you were involved with. Though every once in a while you might find its articles to be somehow relevant to situations that'll come up in your near future; but that's surely just a coincidence.

Convenience Bag (100): A rather large and surprisingly sturdy bag with the logo of some convenience store chain on it; which one tends to change from one moment to the next, though few comment on it. If you root around in the bag for a bit, you could find just about anything you'd be able to buy at a corner store; just not all at once. Taking a few hours to "Restock" if too much is pulled out at once, but hey at least you'll never run out of toilet paper in the wild.

Wisdom 5 (100): The most advanced laptop that was never made! This lovely laptop is both portable and hardy; having an unlimited battery life, high speed access to the net wherever you go, and can survive a terminal velocity drop without a scratch. It seems to be able to keep up with any demand you make without overheating or slowing down. More importantly, it seems strangely compatible with all sorts of technology; especially those that might seem more akin to magic than the product of scientific developments. A brilliant mind could certainly do something wonderful with this; though on its own it's just a fantastically good piece of equipment.

From Ages Past (200): A monolith carved with a complex array of Digicode; able to generate a projection of some historical figure to answer questions related to major historical events. Of course, such answers are far from a simple narration; as it's able to immerse you in scenes from the distant past of historical significance, as if playing out the memory of the figure. The archive contained by this monolith appears to be concentrated around things that might be considered secret or forgotten history, and providing useful context to current events. Needless to say, this could be an archeologist's dream come true; or provide lost heroes with critical clues. If you possess **Torch Lit Anew** you'll find that a number of the figures recorded on the monolith are individuals who were important to your past life, and contain not only useful information about things that unfolded after your passing; but more than few personal messages and suggestions, as if they knew you'd one day come upon this monolith.

A Rusted Blade (200): Perhaps not a blade, but a priceless memento of an age of myth and legend; left to decay after having survived its wielder, and lost to the world. At least until you came upon it; something about you rekindling something within this masterless weapon. Despite its appearances, this weapon is a masterpiece forged from Chrome digizoid that fits perfectly in your grasp; able to pierce the hardest of hides, and wound creatures impervious to conventional harm. More importantly, some echo of its previous wielder lingers in the weapon; allowing those who wield it to feel as if their moves are guided in combat, striking foes they would have missed and reacting to surprises they couldn't have foreseen. Should your bond with the weapon be strong enough, you may even summon it to your side

A **Digimon** could use this as focus of force; aligning themselves with the weapon's history to diverge from their natural evolutionary path, as if taking on the mantle of its former wielder until one day filling their shoes should they prove themselves a worthy heir. Though if you've purchased **Torch Lit Anew**, rather than being an heir you may choose to simply be reclaiming your old weapon; one that would be perfectly adapted to your many forms and growing power as something closer to an extension of yourself, than a separate weapon.

A **Chosen Child** on the other hand could use it as a catalyst instead; allowing a Digimon to temporarily exceed the power they could reach even with the Child's help by channeling their power through the echo lingering in the blade, for a short time turning their partner into an

incarnation of that legendary warrior. Though such an act would be very straining on the Digimon, and leave them fatigued afterwards.

Personal Oasis (200): In a world full of power hungry lords, destinies coming to fruition, and old grudges being put to rest; this little slice of mundanity in an otherwise fanciful world is quite the treasure. Pick a fairly mundane location such as a race track, restaurant or Inn; you're now the new owner of this place which may be staffed by a quirky staff of lovable mon who love what they do. Be it serving the best pizza this side of infinity mountain, or performing absurd plays for their audiences; a sincere joy for life and their work that is almost infectious to those who visit them, allowing even hardened criminals to relax and enjoy the simple pleasures they offer. Curiously, while they never advertise there's certainly no shortage of patrons for them to serve; and those who carry great burdens on their shoulders, be it in the eyes of the people or destiny, find themselves drawn here from time to time. All but ensuring a colorful cast of guests can be found behind its doors, and allowing individuals who might usually be at odds finding a new bond through a common joy they share.

In Future Jumps you'll find that no one finds your Staff odd; simply accepting them and their powers as just another part of what makes the service so special. Something that will extend to any inactive companions who choose to offer their services here as well. Moreover, while Digimon don't exactly have a concept of money; should you ask them they'd be able to turn a decent profit, despite all the freebies they tend to hand out.

Royal Estate (200 CP): Well, well, well; so nice of you to spend some time amongst the peasants. You're clearly pretty well off, and that comes with a hearty bit of influence to be certain; though the form this takes depends on your Race. If you're a **Digimon**, partner or partnerless, you hold a position of esteem in what could be referred to as a Kingdom in the digital world; or perhaps a particularly large town or tribe. Either way you have plenty of rookie level digimon eager to serve your every need, and a stately home they made for you; be it a manor plucked straight out of an otome game or a castle of toys and plastic. If you're a **Chosen Child** you're come from a very wealthy family; perhaps you come from old money, or your family runs a business that's a house hold name through out Japan. Either way you likely grew up without wanting for anything; though many might wonder how a little noble like you will fair far from home. In Future Jumps you may choose to come from a similar background.

Wheels on the Ground (Varies): The Digital World is a big place you know; if you want to get anywhere you need to be pretty fast, or know someone who is. This option offer you the latter; a variety of Digimon that, while perhaps poor conversation partners and not being notable combatants on their own, serve as excellent living transportation.

- **Komondomon (100):** Thought to have been lost at the end of the War of Light and Darkness; this fluffy six legged dog-like champion level digimon is friendly, brave, and happy to lend a hand. They're also capable of moving at highway speeds with little to no rest across both land and sea. Moreover, their fur conceals hatches leading to their inner chambers; a rather spacious living space making them comparable to living RVs. Better yet, they're fully amphibious; able to create bubbles of air for their inhabitants, and maneuver both on and under water as easily as on land.

- **Mekanorimon (100):** A simple artificially created digimon that effectively serves as a bio-organic personal mecha; capable of high speed flight, Champion level armaments and defenses, and a modest sensory suite to navigate or warn you of oncoming threats. Sadly, they're not that smart on their own; being little more than guards following basic orders according to their programming without someone piloting them. Unfortunately, all these features do come at the cost of space; barely having enough room for one adult or two small children in its cockpit.
- **Blimpmon (200):** For those looking to travel in comfort with the whole squad; its not as fast as a Mekanorimon, but this massive armored airship will see you sailing the skies with the might of an Ultimate on your side! Admittedly, it doesn't have much more brain power than a Mekanorimon; to perform at its best it'll certainly need a Captain to direct it, and a crew to support it on the inside.
- **Eldradimon (300):** Quite the find here, and valuable if you care more for a little stability over speed. On first glance what you have here is an impressive medieval fortress with a modest estate around out; yet the insides appear far more modern than they should be. Not merely having all sorts of utilities, but even rather advanced technology integrated with its medieval decor; making it cozy regardless of the environment you're in. Moreover, the pantries always seem to be filled, and any part of the terrain or castle seems to repair itself over time; seeming to "regrow" as if the damaged portions were healing.

Strangely, it's also a bit hard to map; not because its hard to navigate, but rather because new rooms seem to appear as you need them. From a fully stocked lab worthy of a mad scientist as you get your hands on some advanced piece of equipment in need of study, to a vast ball room ready for guests when you expect some VIPs to pay you a visit. Yet despite this, you and your guests always seem to find your way through its halls without getting lost.

One might muse that the castle itself was helping you and predicting your needs; and you'd be right. The territory you live on is actually the shell of a Mega Level Digimon; loyal and stalwart, and happy to have people living inside it; as shown by its ability to disguise itself as just another part of the terrain or as a floating island. While the colossal turtle can only wail and groan, it seems to be able to communicate by manipulating the castle and landscapes on its back. Doors opening, tea sets dancing, and terminals typing messages in greeting to its inhabitants. Should you require it, it can even allow you to descend into its shell; a vast cavernous pocket dimension isolated from the outside world. The perfect place to enact tasks requiring absolute discretion, or a nice place to store your spare hellmaw if you don't want holy busy bodies being nosy.

Admittedly, it does have a few flaws. While it moves quickly for its size on both land and sea any champion digimon built for speed can outpace it; making it more of a mobile fortress or sanctuary, than a rapid response base. Secondly, it's not terribly powerful; beyond its immense size the lion's share of its abilities are devoted towards its fortitude, and habitability leaving it vulnerable to dedicated assailants too swift or small for it to clash with directly. As such, it's not uncommon for them to count on those living within it for defense when faced with a sudden assault; though those who show it kindness will find an eternal friend on their side.

Companions

Now, it wouldn't do to send you here of all places on your own. There are friends both old and new that surely would love to travel with you.

Forever Friend (Exclusive to Chosen Child): Okay, maybe it's a bit odd to find someone this... determined to be with you; but regardless of how cynical or paranoid you might've been this strange critter found their way into your heart through their indomitable will and pure uncompromising affection. This is your **Partner Digimon**; someone who, despite initial reactions, is a perfect complement to you and they're ready to stand with you until the end. They might also be the reincarnation of a legendary Hero who died to save both worlds, but the way they act some days it can be pretty hard to see. All you know is that you wouldn't give them up for the world. Needless to say, this Companion possesses the **Partner Digimon** Background and **800 CP** to spend as they wish. Moreover, if you've purchased **Dazzling Gleam, Gloomy Dusk** your Partner will gain it for free; aligned to the same force you selected. Should you already have an ally you're close to, you may Import them into this role instead of meeting someone new.

Precious Treasure (Exclusive to Partner Digimon): They're here! They're finally here! You don't know how long you've been waiting for them, but the moment you realized it was them it was like Christmas Morning and your Birthday rolled into one! Okay, so maybe they're not perfect, and your first meeting didn't go quite as planned; but that's alright! When it counted the most they stepped up and showed you exactly why they were the kind of person you've been waiting for. They have their flaws, and their inner demons; as kids in new world they're still finding themselves. However, you know without a doubt that with a little support they'll be someone great; and no matter how rough things may have started, you know they feel the same way. Be strong for them, and they'll be strong for you; together you'll be able to take on anything! This Companion possesses the **Chosen Child** Background and **800 CP** to spend as they wish. Moreover, if you've purchased **Dazzling Gleam, Gloomy Dusk** your Partner will gain it for free; aligned to the same force you selected. Should you already have an ally you're close to, you may Import them into this role instead of meeting someone new.

Import Contacts (100 CP): With each purchase you may elect to import or create 4 Companions. Granting each one 600 CP to choose their background, and Perks. However, as a special offer should you chose for these Companions to be a Chosen Child and Digimon Partner you may pool choose to grant them these backgrounds for free in exchange for granting them a combined 900CP pool to choose Perks and items from.

Friend Request (Varies): Is there someone you'd like to get to know during your time in this world? Then for a small price that can easily be arranged; ensuring you'll begin your time here on friendly terms with an individual of your choice, and grant you the chance to offer them a chance to join you on your journey. Up to two Rookie Digimon will cost you **50 CP**, a single Champion **50 CP**, an Ultimate **200CP**, and a Mega **300CP**. Alternatively, you may elect to form a bond with one of the **Chosen Children** and their **Partner Digimon** for **100CP**; the two sharing a single companion slot, and being able to distribute purchases between them when imported.

Drawbacks

Hungry for more? Then you may accept these trials in exchange for more points to spend elsewhere; though be wary not to drown yourself in your quest for power.

Sequeless (+0): Events in this world certainly proceed at a whirlwind pace to be sure; with the Chosen Children going from everyday kids to saviors of reality in under a month. A little over a week if you measure things in human world time! More than enough life threatening adventure for one life; as such should you wish it you may leave this world upon Negamon's defeat.

Discordant Futures (+100): Prognostication isn't such a reliable thing; free will being what it is the future can always take up unexpected forms. Thus to take such things as set in stone is more likely to cause you trouble than help in the end. You find your knowledge of what's to come is... approximate at best. Oh sure, major notes like 8 children and their digimon destined to face a great darkness, or a stalwart lion with the soul of a knight may remain true; but as they say the devil is in the detail. Individuals who you saw as minor players may have greater importance, heroes develop in unexpected ways, mortal enemies may hold powerful bonds, and summer camps may have no more importance than a simple weekend in the countryside. It's almost as if your memories and divinations relate not to this world, but one superficially similar to it. If you want to know what will happen next, I suppose you'll just have to experience it for yourself, or risk being caught by surprise when your assumptions are disproven.

In for a Byte (+100): It's the darndest thing really; it feels like you can't go more than a few days without some piece of tech bugging out on you. Televisions turning at night, stop lights going mad, and the less said about your smartphone the better. It's never life threatening on its own, it'll certainly lead to much frustration and more than a few scared. You'd swear you have a personal gremlin following you around; which I suppose isn't far from the truth as technology you spend time around seems to draw digimon to it like a land of milk and honey, causing all sorts of glitches from time to time no matter what security measures you try. If you want to get rid of these infestations you'll have to deal with the Digimon directly, and don't think being a Digimon living in Cyberspace will help; after all there's a surprising number of energy-based and mechanical Digimon who'd love to be a more literal infestation for whatever fancy tech you have. Luckily, supernatural "technology" like Digivices seem to be beyond their reach.

Words Like Plagues (+100): In the internet age secrets rarely stay such for long; an incident in some backwater of the world can reach you hours later and make it to the news by the evening, while gossip can spread like a plague. For most this is something abstract, but you have quite a bit of personal experience in this matter. I hope you weren't expecting to go under the radar this jump, as you often find that your reputation precedes you; especially when you do anything impressive. Being a young kendo prodigy could see anyone with tangential interest in the sport, or relation to your school, recognizing you across the country; while capturing the attention of a school beauty would have the rumor mill on fire by the hour. God forbid you do something truly amazing like saving the world from destruction, as you might find your feats somehow televised to countless children around the world!

Slice of Woes (+100): The world might be ending, and world war 3 is around the corner; but someone needs to keep the world turning, and those bagels cooking. While others find

“adventure” and “ending tyranny” exciting prospects; you have FAR greater demons to face. Like your entrance exams, training up for The Big Game, living up to your family’s expectations, or proving you’re the baddest rapper this side of the valley; yet no matter what you try people keep trying to drag you into things that really shouldn’t be your concern! It’s honestly more than a little frustrating. Maybe if you humor them a little they’ll leave you alone for a while; though this peace never seems to last. Hopefully they won’t wear you down in the end; after all, you’re the one with your priorities in order... right?

Now in Technicolor (+200): Isn’t a battle between good and evil kind of passe? Real stories have drama, intrigue, and needless political pandering! Rather than being content to live their lives and fixate on their local interests, and issues; you’ll find that Devimon is no longer the only digimon furthering some grand ambition or plan in this world. Perhaps the new found Floral Barons believing all digimon must submit before their beauty, mad scientists creating machine armies to fuel their reckless pursuit of knowledge, or some long forgotten evil believes Milleniummon shouldn’t have a monopoly on the Evil Brainwashing Cult market.

Expect your time in this world to be more hectic as petty villains and pride drunk tyrants throw their hats into the fray even. Don’t think staying in the Human World will spare you either, as you may find more than one troublemaker putting their plans into motion in Cyber Space or perhaps even discovering a way to enter the human world. If nothing else, any would-be heroes will have no shortage of adventures and dangers to face once the threats of Milleniummon and Negamon are dealt with.

Difficulty Rollercoaster (+200): Life isn’t a video game, it’s hardly known for being fair; but why did that baby digimon you were bullying turn into an ultimate? Why in god’s name was the erupting volcano actually a sleeping Mega, and why does it feel like every other bastard you put down unveils some second more powerful form they didn’t bother to use from the get go or stumbles into a Milleniummon shard at the worst moment? All together, it seems as if the world takes some sick pleasure in throwing you at challenges that push you to your limits, or appear overwhelming at first. I hope you’re good at being innovative, running away or de-escalating as you never know when a “level appropriate” encounter may become something far worse.

Broken Horn (+200): That unrepentant bastard! They thought they could just stick their nose into your business out of the blue, shatter your pride, and just go on their way like the star of some saturday morning cartoon?! Will screw them, and the mon they rode on! Who cares if they’re someone you consider your equal in some field of immense importance to you, or maybe actually just a bit better!? You won’t rest until you’ve reclaimed your honor, and put them in their place; going so far as to even save them should some insensitive jerk try to end them before you’ve had your satisfaction even if it means. Perhaps even going so far as to risk sacrificing your standing among your allies just to arrange your fated encounter once more; something your Destined Foe seems immensely reluctant and resistant to permit, no doubt terrified of how thoroughly you’ll crush them if given the chance. Depending on how the matter is settled perhaps there might be room for something other than animosity between you, but until then the thought of them groveling at your feet will keep your company at night.

Pintsized Lynch Pin (+300): Pick a skill your talented at other than combat; perhaps baking, housekeeping, or programming? Whatever you choose it seems like your world revolves around it as you constantly find yourself in situations where your skill is critical to achieve your goals or avoid what you'd consider a disastrous outcome, and I do mean YOUR skill. As each of these challenges will require you to be at your best; everyone around you pales in comparison when it comes up, while any you might consider a peer is likely to be missing or occupied. Oh sure, others can still help you in their own ways; but at the end of the day your own performance will be the deciding factor. Moreover, as tensions rise you'll find yourself forced to innovate in your field, or take wild leaps of faith based on your experience and intuition. Honestly, somedays it feels like you're the MC in some strange hobby-focused shonen anime; the fact such challenges may come hand in hand with more conventional threats and crisi that will be dependent on your success is really just the cherry on top.

White Noise (+300): How terribly unfortunate. It appears you've lost all ability to clearly communicate with others in a detailed way. Oh, this doesn't mean you're necessarily mute; but I hope you weren't expecting to have long chats with your friends, or give detailed explanations. The best you could hope for on average is maybe some grunts and growls, or perhaps echoing an important word such as your best friend's name. This affects even esoteric communication; with even telepathy at best allowing you to share impressions, feelings and images. Concrete forms of communications like writing will work just fine; so I hope your penmanship is up to par.

Like Dandelions (+300): They say to "never split the party", but honestly you and your allies hardly have a choice in the matter. Almost as if you get separated at every other opportunity; at best spending a few days together before some situation forces you all to divide your attention, or some threat scatters you all across the land. Fortunately, it seems you all eventually find each other once more if given the chance; but this makes it rather difficult to work or train together, let alone hang out. Especially as each time this happens they all seem to get caught up in their own affairs, occasionally requiring another ally to join them before they can hope to leave the situation behind. As a small mercy, **Chosen Children** and **Partner Digimon** will rarely be forcibly separated from their partner, and even then rarely for more than an hour or two.

The Forsaken Children (+400): It appears that when the Light sought out new heroes to call upon to protect the digital world; it wasn't the only one to have discovered 8 Children possessing a power as was never seen before, Darkness did as well. For Dark and Light to be in harmony, the board must be equal after all; and the likes of Negamon and Milleniummon have long since proven they care not for its plans. You shouldn't be surprised that when given the chance to bring new pieces to the board, it leapt at the chance. What arrives now to the Digimon World are Children equal in number to the Chosen, bearing Crests corresponding to the Deadly Sins, and Darkness itself; their chosen partners, the reincarnation of the greatest Champions of Darkness and Demon Lords of the past. Each given a single commandment, or rather an offer priceless; "Do as you wish. Leave this world, and become who you wish to be".

Each child accepted for reasons of their own, and perhaps you may agree or sympathize with many of them. Nonetheless, a time of chance and tumult is sure to follow in their wake just as the Great Angels' prophecy is close to bearing fruit. Whether for good or ill will be for the future to tell, but you are certain to be caught up in the wake of their actions. Should you confront

them, you'll find them no lesser than the Chosen Children themselves; wielding powers that defy the sense of both man and mon, more than capable of pulling miracles out of nowhere if pushed hard enough, and blessed with similarly devilish luck. You may consider yourself fortunate that they don't hold any particular malice; but then Children are so talented at being carelessly cruel.

Should you somehow form a strong bond with their number, its possible that some may accept an offer to join you on your Journey. Though to be more than a bystander, victim or casual encounter in their lives would likely be an ordeal in itself; nevermind the risk of being caught up in their Clashes against the Chosen, and those they anger or wrong in their misadventures.

Cursed Child (+400): At the end of it all, both the Champions of Light and the Great Angels saw Milleniummon not as the weapon its creators intended; but as a tragedy. An egg forced to accept countless curses until it became a sea of malice in digimon form; is it any surprise that its first act upon being unleashed was to turn on its creators before going on a rampage? Their inability to save it is a regret lingering in Seraphimon's heart even after reincarnation, and one he wouldn't have a chance to absolve until the world were teetering on the edge of annihilation. However, should you accept this trial a twist of fate will change things; as in their final moments the Shining Miracle succeeded in freeing the tortured soul that served as Milleniummon's heart. Now the entity his cult Worships is not truly Milleniummon; but rather the mass of darkness, curses, and unresolved grudges so great they endured even after its death.

A minor change that does not alter the course of events in itself, but allowed you to come across the Egg you've just hatched. Just as the Champions of Light reincarnated, so too has the Digimon that was once Milleniummon; an innocent soul with a chance at the life it was denied, and now in your care. Even as a babe it's certainly stronger than it should be by a notable margin, and it instinctive for wielding the powers of Darkness come as naturally as its own techniques. Such prowess all but ensures the little tyke is bound to get into all sorts of trouble, so you would do well to guard it; especially as his Cult and Malice would be eager to claim him, either to groom into a new demon lord or simply sacrificing it to quicken the resurrection of its darker half.

You see, the babe still possess a connection to the shards of its power and the grand monolith worshiped by its Cult; causing it to suffer from nightmares and whispers from its other half, and occasionally granting them clues on how to track down the wayward sacrifice. Of course, this connection goes both ways, allowing it visions of their plans and to sense the presence of its otherself's power and influence. Why if given the opportunity it can even consume its Shards for power, or call to them once it mature enough; though doing might risk it being influence or overwhelmed by the malice within the Shard should its will no be strong enough, requiring someone with a strong emotional bond with him or expertise in Light or Darkness to free from. **Chosen Children** may choose to take this drawback for **200CP** instead; allowing them to gain this reborn soul as their **Partner Digimon** instead, and gaining **Dazzling Gleam, Gloomy Dusk (Darkness)** for free.

My Dear Old Friend (+400): Truly, you are quite blessed, Jumper. You've come across a dear friend who understands you, and all you've been through. Someone who cherishes every part of you, and accepts your every flaw; after all, they know quite well the root of even your smallest doubt and annoyance. Oh I can sense you have... some concerns. To have someone know you

so intimately can be quite intimidating, but they've been with you for so long; at your side long before your journey began. Why, for them the opportunity to finally be face to face is priceless; and they hope to use it to the fullest to accomplish their single goal: For you to smile freely and honestly as you live your life to the fullest. I suppose the one hitch to all is that you don't seem to agree on what that means; but then if you can't trust your Shadow to have your back, who can you trust? And I do mean that literally, and figuratively.

Some might call this individual your other half; a mirrored reflection, equal yet complimentary in its opposition, the shadow to the light you cast. However, while others may not see the connection you most certainly can't blind yourself to it, or how their words resound with your innermost thoughts. Every vulnerability, every time you questioned yourself, every time you swallowed how you truly felt, every time you lied to yourself... its heart couldn't help but ache at all that you put yourself through. So they've come to ease your pain, and help you be honest with both yourself and the world.

Now it knows all those little unpleasant truths you might struggle with, so it'll provide you with plenty of opportunities for you to come to terms with them. Afraid of heights? It knows you can conquer that fear with a little motivation; like saving your partner from falling to their death! Did you decide to "man up" and hide the pain when your teachers talked down to you? Don't worry, boo; they'll give that teacher a lesson they won't soon forget, and offer you a front row seat! Resenting your club duties because they're keeping you from indulging in your passion? An easy fix by burning your club down. Wish to be praised, and called a hero? They'll happily play the role of the most magnificent and terrifying villain so that everyone will sing your praises!

All they ask in return is for you to be happy, and honest about how you feel; which is why they're far from unreasonable. If you can convince them that they're wrong without trying to deceive either them or yourself, they'll respect your wishes. They don't *have* to endanger your girlfriend if you're willing to prove you've tamed your fear; and there's little point in punishing your parents or your teacher should you find the strength to forgive them or stand up to them in a meaningful way, or just realize their words don't matter. Failing that, you could certainly try to thwart their plans or stop them by force; they make no attempt to make their intentions a secret when they decide to act. Though you'll find their injury and death a only temporary respite.

That said, should you do more than endure your Shadows' attentions and/or blindly foil its schemes; such as by proving that there is true weight to your convictions, accepting it as a true (if overzealous) part of you, and growing as a person... things may start to change. Your Shadow taking on a far more complementary role in your life, and proving to be quite enjoyable company. So much so in fact, that the bond you've forged with them may allow them to persist once your time here is at an end.

In future jumps they may remain formless as your shadow, but their presence would be like a comfortable blanket, and their voice may keep you company; being a steadfast friend, and providing insightful counsel. You would show great potential in arts related to shadow, darkness, and inner evils; such things leaping to your call, as if eager to do as you ask. More importantly, forces that would bring your Shadow to life or force you to face some "darker" version of you will find that rather than some mindless construct or twisted reflection; the being called forth is your Shadow in truth, who will be more than capable of usurping the forces behind its vessel's creation to aid you in any way they can. After all, anything less than their best would be disrespectful to their dear old friend.

The End

Did you have your fill, or are you left with regrets? Either way the time to make your choice has come at last.

Canceled: That's that I suppose. You may return home with all that you've gathered.

Season 2: Haven't had enough of this place, eh? Very well, your journey is at again; but you may stay in this world.

Spin-Off: If your wanderlust hasn't be quenched, then this is surely the option for you! Proceed to your next world Jumper.

Notes and FAQ

- The Network is a cyberspace made of all the world's data taken shape. Has "rivers of data" that serve as a rapid transit system within the network... so long as you have a good map. The Digital World is a space within the Network proper that is closer to what we're used to; residing in the deepest layer of the Network. The surface layer of the Network is at a 1:1 time scale, but the deeper you go the greater the time dilation becomes; with the time dilation even varying within sections of the Digital World despite being in its "deepest" layer. This makes it hard to measure exactly how much time they spend on their adventure; but the series seems to take place over the course of less than two weeks, though the Kids spend well over a month in the Digital World.
- When Humans flood the internet with their Negativity in mass it creates Black Lightning; which is effectively concentrated negative energy that digimon, but mainly Negamon and Milleniummon's cult, can use to grow in power. Every so often a Digimon can get hit by one; sending them on an empowered rampage.
- The 7 Great Angels were Varudurumon, Ophanimon, Cherubimon, Ophanimon, Slashangemon, ClavisAngemon, and Raguelmon. Seraphimon and Ophanimon sacrificed themselves with the Heroes in their final fight, Varudorumon clung to the world as a spirit so that someone would be around to advised the Chosen Ones when they arrived, and Cherubimon died and was recently reborn as a Lopmon on the Eternal Continent. The exact fate of the rest is unknown, but they're confirmed to be little more than legends in the modern age.
- Milleniummon, is no joke. In his completed form he's large enough to count as geographic feature, and changes the local geography with every attack. Craters erupt into volcanos, Mountains are shattered. A clap of its hands can **break** a Mega level digimon. If Millenium is a living catastrophe of unprecedented proportions, then ZeedMillenium is Ragnarok made flesh; being the size of a planetoid capable of carving land masses up with the tip of its claws. Just using its power close to the planet causes natural disasters on the global scale, and its attacks can scar the planet raining destruction on the intercontinental scale.
If you're not fighting him, you'll likely have to endure one hell of a storm, and a few earthquakes; but you can be sure you and your allies won't be taken out as collateral damage to that clash. Moreover, unless you're deliberately trying to sabotage them you can rest assured that the Chosen Children will be able to pull off the miracles they need to succeed. As a Chosen Child or Partner Digimon yourself, the same applies if you elect to support Tai, Kairi and TK once the fighting escalates like the other kids; though perhaps your involvement can ensure the victory isn't as narrow or costly as it was in canon.
- Algomon are an interconnected network; effectively functioning as a hive mind made up of countless minds but sharing a single Ego. Anything one Algomon learns, is learned by all others. Moreover, any drone can pull a Zygarde to transition from In-Training all

the way to Mega so long as the Collective approves. They are actually servants of Negamon designed to gather information, and foster chaos in the human world to fuel its growth; though even they acknowledge its self-destructive madness, and don't hold particular malice against the worlds or its people. If you've got the skills or abilities to free them of their programming, or take over somehow it could be a big benefit both to the Kids and preparing a force to stop Negamon.

- Negamon itself is a mistake created by the Law of Negativity and Destruction. When the Darkness found the human world, it tried to use human negativity to forge a foe capable of giving the Shining Miracle (i.e. Omnimon) a run for its money. Unfortunately, its creation rejected its control, and decided its purpose in life is to return everything in both worlds to 0. It exists on a separate realm for existence currently inside a massive egg of "darkness" in a void that actively erodes/deletes anything inside it other than the egg.

In Canon, its biding its time feeding on human evil; but its timescale gets accelerated due to the sheer mass of Malice released by Zeedmilleniummon's egg. In theory, if you can deal with Milleniummon without Killing it; its resurrection will be delayed, giving the kids more time to mature in power and as people before facing it. Which in theory might make the fight easier rather than a Spiral Power worthy defiance against annihilation. Engaging it directly is NOT recommended if you don't have to without the power to take on an Ultra level digimon, and you have a reliable means to protect yourself against Erasure and counter his ability to erase attacks against him.

- Partner Digimon do possess a bond with their Children; but it's unclear where that bond comes from. Especially since they all died before the Great Prophecy was established. This is likely part of the nudging done by The Light of The Will of the Digital World to help ensure its survival; since the planet does in fact have a Survival Instinct.
- In general the question to "Can Sacred Power be used to X" is yes. The real question is can THIS PERSON use THEIR Sacred Power to do X. As mentioned, how you can use the power is vaguely shaped by your nature as a person and experiences; just because one person can use it to do something, doesn't mean others can use theirs to do the same. Especially since it runs on Shonen rules, where intense emotions can allow someone to become stronger or briefly touch on applications they're not ready for yet.
- In terms of unlocking Evolutions. Creation of the Digivice and reaching Rookie is as simple as wishing hard enough to do SOMETHING to save the day in an emergency, often by acting in concert with your Virtue. Champion is achieved by embracing your Virtue in the face of adversity; choosing to act on it or embracing it despite easier or safer options. Ultimate is achieved by achieving a mutual understanding, and complete bond with your partner; the kind where your hearts truly beat as one, and you'd be willing to die for one another. Mega requires overcoming a great personal flaw, and opening your heart to a side of yourself you rejected or refused to understand. In general, just

follow your Heart, be true to yourself, and your power will grow naturally. DNA Digivolution is a bit trickier; as Omnimon required multiple Children pooling their power together when pushed to Gurren Lagann levels of defiance, but then Kairi and TK were capable of enabling it on Day 1 with a little help from The Light.

- When using your Sacred Power to interfere with technology; your Crest Symbol flashes on related screens. Moreover, we've seen at least one case of it being capable of upgrading technology to a ridiculous degree. As Izzy is the only one to do this; its hard to say whether this is an application unique to the Crest of Knowledge, or if he just has such a high aptitude for it, that he figured out how to do so before even evolving Tentomon.
- Even without a digivice on hand, your power could allow you to travel to other dimensions, the simple need to save a loved ones channeled through your power and allowing you to arrive where you could help them the most... despite not knowing of the existence of that world, let alone where in that world you should go. You could create barriers in desperation; shielding yourself and allies from lethal blows from Digimon your partners shouldn't be able to even fight. Through sheer defiance when faced with despair you could both stabilize and anchor your very existence as well as those of others around you; despite the very plane of existence you were in, attempting to erode your being at a fundamental level.

Other known uses include, shattering bindings and seals, crossing through barriers as if they weren't even there, or creating weapons of great power for your allies that can allow Ultimates to take on lower end Megas on even footing. Moreover, it can achieve some ridiculous feats when channeling this power through actions of sentimental import to you; a simple chant you made to focus when faced by the stress of school easily becoming like unto a sacred mudra, purging a demon's mental control across an entire countryside while both harming and weakening it... and providing a sliver of enlightenment to those who perceive it in full.

Why, through channeling it through a hug made in acceptance and faith you could undo even the deepest and most vile corruption and distortion; taking the darkest of devils, and restoring them to the radiant and loving angel they once more. While the earnest desire to help someone return home could see a living mountain sprout wings of light, and soar to its rightful place. Yet even this is merely the beginning; it can allow you to merge beings together, creating a hero of titanic power or weave your radiance into constructs at your own command. Calling cannons that could rend apart mountains, and searing shields that would endure the wrath of godlike beings unscathed before tearing into them in vengeance.