

Digimon: Digital Adventures

A Digimon RPG

SUPER **0.08** UPDATE EDITION!

Beta Edition 0.08

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Check out #tgdigimon on the Sup/tg/ IRC at
irc.thisisnotatrueending.com!

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Chapter 1: Digimon: Digital Adventures Roleplaying Game

Hello and welcome, new and returning Gamemasters and players to Digimon: Digital Adventures, the game about playing kids and their Digimon partners as well as their adventures in the Digital World. In the game, you take on the role of the DigiDestined children or Digimon Tamers as they are sometimes called, and their Digimon allies. One player, however, takes on the role of the Game Master (GM for short) and narrates the actions and scenes that you and your Digimon would encounter along their travels, be it humans or other Digimon.

Your adventures in either the Digital World or reality are likely to be fraught with danger, evil Digimon who wish to rule both worlds, humans that wish to destroy one world for the sake of the other, and even your own problems seem to catch up with you eventually.

One can say that the Digimon series as a whole is about children growing up and learning to face their problems just as much as it is an adventure series. Kids themselves tend to have problems that they face in reality. Over the course of a season, the DigiDestined kids recognize their problems and grow up, maturing enough to deal with the responsibility of having to save not only the Digital World, but also their homes and lives in reality as well.

Not only do the children change emotionally, but their Digimon partners change as well; only their changing is a lot more physical than it is emotional. Each Digimon, by virtue of its existence, can evolve and change into higher forms in a process called Digivolution. Normally, this change and evolution is permanent in Digimon, but it is not quite the case for Digimon partnered with humans! By channeling the willpower, emotions, and desires of their human friends through a Digivice, Digimon partners can Digivolve temporarily to deal with threats, reverting to lower forms once the danger has passed.

The Digital World

The Digital World is a strange dimension that has existed alongside the human world ever since the internet was born. It is here that the Digimon live and battle, growing and evolving as they accumulate more and more data. The Digital World itself follows the basic laws of our world – Up is up, down is down, fire is hot, and water is wet. Depending on the location, however, basic physical laws may be ignored with some areas being weightless and others being survivable, despite the fact that being too close to lava would cause your clothes to light on fire!

Starting out as a government project to share files quickly and efficiently, the Internet has since blown up into a major invention that has spread around the globe! Once it went public, the Internet soon became the repository for vast sums of human knowledge. What we did not know is that with the Internet came the creation of the Digital World. When we started creating more and more advanced programs and data, the Digimon came to populate the Digital World. Despite their origins, many Digimon hardly resemble their data of origin; though it has a slight influence on them creating the distinctions between Data, Vaccine, and Virus attribute Digimon.

The Digital World itself is composed of many areas, each one about as unique as the last. Many areas tend to be situated right next to each other, often with jarring transitions between landscapes. A forest might suddenly go off a cliff and into the sea while arctic zones may coexist right next to hot and humid jungle biomes. Each area has Digimon that are unique to them with grouping names based on their home of choice.

While in the Digital World, Chosen Children tend to be oddities. If they walk into a village of Digimon, many are going to stare with the younger ones coming up to them and asking questions. Sometimes, depending on the world and such, humans and Digimon exist side by side. This little detail is often up to the Game Master as they go about creating and fleshing out the Digital World.

Getting to the Digital World itself is an often marvelous act, requiring high technology or even the bizarre magic of the Digital World itself impacting the human one to bring the Chosen Children over. Sometimes, bizarre and unseasonal weather transports them into the middle of the Digital World, or the kids must answer a literal phone call to adventure and travel to a place that technically should not exist. Often times, Digimon Tamers are stuck in the Digital World until they are able to defeat the forces that threaten are eliminated. Occasionally, the Chosen Children are able to go back and forth between the real world and the Digital World at will, often requiring specific entry and entry points in both worlds.

While in the Digital World time may flow differently than reality, often with time sort of on pause while the children are inside the Digital World. Occasionally, time continues as it normally would and both worlds follow the same time of day, down to the second. Such flows often create the need for a certain amount of time spent in both the real world and Digital World, and stress a balance of both one's personal life and that of being one of the Chosen Children.

The Digimon

Digimon, short for Digital Monster, are the native inhabitants of the Digital World. Each Digimon is created from data that has gained form and thought, Digimon live and battle in the plane of the Digital World. Coming in many shapes and sizes, each Digimon is as unique as the last, many with their own motivations and often-unique powers.

Typically, you can judge the power of a Digimon by its Stage. A Digimon's Stage refers to how much data it has acquired and how long it has existed past hatching. Once it has hatched from an egg, a Digimon is said to be in its Fresh Stage, often looking like some small ball of fuzz or goo with eyes. Soon after, it begins to absorb ambient data and become a more complex creature that is referred to as the In-Training Stage. From there, the branches of Digivolution take hold and even a small herd of Fresh puffballs can become different monsters. Many Digimon stop evolving at the Rookie Stage, where they stop absorbing the ambient data in the atmosphere of the Digital World and if they wish to advance and Digivolve further, they must battle. When a Digimon is defeated, all of its stored data is released and the winner can choose to load up and absorb the data to reach higher levels of power. After the Rookie Stage comes Champion, which is where most Digimon stop Digivolving. Past Champion there is the Ultimate Stage and then the Mega Stage which are reserved for very powerful or very old Digimon.

When defeated, a Digimon releases its accumulated data back into the Digital World. Often times, the data is immediately absorbed by the winner of the conflict that killed the monster. Upon death, a Digimon also releases an egg, called a Digitama, which heads off back to a unique area of the Digital World called The Village of Beginnings. It is there that the egg will wait to be reborn into a new Fresh Stage Digimon. The process of digital reincarnation, however, can be upset if something manages to stop the egg from hatching and destroys it, be it an opponent who is not happy with just defeating their opponent, but must destroy them utterly and remove their code from the Digital World forever.

Each Digimon has an Attribute designation, one that differentiates them from similar looking Digimon. These three Attributes often function as quick archetypal designations, with each one being a general idea of how the average member of that group of Digimon acts, though sometimes even a Vaccine Digimon can be an evil tyrant and a Virus Digimon can be benevolent and kind. Vaccine Attribute Digimon are often just and loyal, remaining true to their virtues and ready to crush evil wherever it may rear its ugly head.

Data Attribute Digimon are neutral in the war of good and evil, preferring to live quietly and in peace with the others around them. Virus Attribute Digimon are often quite malicious, ranging from impish pranksters to full-blown evil warlords that wish to crush other Digimon beneath their heels. As they grow and change, a Digimon's Attribute may change slightly, or even completely flip in opposition of its previous Attribute. In a game similar to rock-paper-scissors, Attributes can trump each other with the Virus Attribute beating the Data Attribute beating the Vaccine Attribute beating the Virus Attribute.

Each Digimon also belongs to a Family, or a grouping of like Digimon based on where they live and what they look like. There are ten total Families in all, each one as different as the last. In alphabetical order, the ten Families are: the Dark Area, the Deep Savers, the Dragon's Roar, the Jungle Troopers, the Metal Empire, the Nature Spirits, the Nightmare Soldiers, the Unknown, the Virus Busters, and The Wind Guardians. For more information on Families, see page 19.

With each Digimon having a common Attribute and Family, most Digimon have unique Types. A Digimon's type refers to the expression of its form, so a Family can contain a multitude of Types all in one. Many Digimon along a similar path of Digivolution have a Digimon Type in common, somewhat grouping them specifically and creating Families within Families.

As they grow and fight, Digimon will Digivolve. Naturally, this process occurs rarely and only after the Digimon in question has had a lot of battle experience. In the case of Digimon partnered with human children and teens, however, they can change form quickly and frequently by utilizing the purity of the young heart and the will to succeed to spur their evolution onwards for a short period. Digivolution is a tricky science at best and what few Digimon scholars there are believe that Digivolution is much more like branches on a tree than straight lines. Generally, one can expect one stage of Digimon to be able to Digivolve into another if it and the next stage share at least any two of the following in common: Attribute, Family, and/or Type.

The DigiDestined

Often called the Chosen Children or simply Digimon Tamers, the DigiDestined are a group of human children and teens that have been chosen by some strange force to save both the real world and the digital one. Many times, these Tamers are linked by some common event that they all shared in their past, such as watching Digimon appear in the real world, playing a similar card game, receiving the same call to adventure as many other kids, or even being friends and classmates that already know each other. Whatever the reason, each of the Chosen Children has received not only a Partner Digimon, but a Digivice to aid them in their quest to save both worlds from darkness.

While often children between the ages of 8 and 11, the age of a DigiDestined means little to the forces of fate and destiny, just as long as the person in question is pure of heart and possesses exemplary qualities. Sometimes, the DigiDestined are chosen based on properties they possess or did not know they possessed like courage, knowledge, or even ones as esoteric as love and reliability and come to discover these properties over the course of a story. Occasionally, children are chosen because of a lack of these properties and their experiences within the Digital World helps them grow and change as individuals to grow up enough to accept their duties as the DigiDestined and keep both worlds safe. It is possible to find DigiDestined as old as 15 or even 18, though it is quite rare that one finds adult and elderly Digimon Tamers.

For some reason, each DigiDestined kid has issues, the kind that will bug them and even make trouble for them as the story continues. These troubles are referred to in the game of Digimon: Digital Adventures as Torments. While they can range from things as minor as being the new kid in school to as serious and terrible as watching your elder brother die in front of you, Torments are as varied as the DigiDestined themselves. Ideally, Tamers learn to cope with their issues and various traumas as their adventures in the Digital World go on and become better individuals than when they started, growing up and learning how to deal with the pressures and responsibilities of not only being a DigiDestined, but being a child turning into a young adult as well.

Chapter 2: Character Creation

A player character in Digimon: Digital Adventures is actually two! Each player creates a human Tamer and then his or her Digimon partner, both built with pools of points. The human character, while often frail and incapable within the realm of Digimon-on-Human combat, can occasionally hold their own against smaller and less powerful Digimon. Against more powerful Digimon, however, their Digimon partner is there to help and defend. Most Digimon are often incapable of the more complex skills of a human character, and so require their help. Both halves of the Digimon-Human partnership complete and complement each other.

Each kid as things that they are good at and these skills and abilities often have significance within the system of Digimon: Digital Adventures. For instance, one kid could be a computer genius, while another is charming, while another is a contender for the state karate championship. These skills and abilities are the core of the human character in the form of Attributes and Skills. DigiDestined children also have Aspects, things that define them beyond Skills and Attributes, often in the forms of phrases and descriptors. Aspects add additional facets to a human character as well as provide a bonus to things that the character does that are related to an Aspect. Finally, a human character has Torments. Torments are issues that follow the poor kid around and are ideally resolved while they are adventuring in the Digital World.

Digimon themselves have five core attributes, each one rolled for when things get hairy in the realm of combat. From those five attributes, they possess three derived attributes based on the core attributes. A Digimon's Stage also influences how much health it has while its size determines how fast they are in their various forms of movement. In addition to the above, each Digimon can buy up special qualities that are based on their forms or based on various preferences that the Digimon might have, as well as detailing the various attacks that a Digimon might have.

Human Character Creation

Starting out, human characters have 30 creation points (Or CP) to buy up their Attributes and Skills. Each kid has all five Attributes at 0 and all 15 skills at 0, with both Skills and Attributes capping out at 5. You spend CP on the two areas on a one-for-one basis, increasing them until you are satisfied with your human character, with no more than 15 CP spent in any one area. Attributes are limited to having one at four and the rest no higher than three at creation. The same applies to Skills. What follows is a short summary of the Attributes and Skills.

For older DigiDestined, some GMs may allow additional CP to be spent as well as raising the limit on attributes. For teenagers, distribute 40 CP and raise the limit on Skills and Attributes to 7. For adults, have players distribute 50 CP, up to a maximum of 10 in an Attribute or Skill. Do keep in mind, that the basic system assumes that players will be playing children aged 7 to 12.

Attributes

Agility – A measure of a kid's manual dexterity and general reflexes. Agility covers throwing things, jumping out of the way of objects or monsters, and your overall coordination.

Body – The sum of the Tamer's strength and constitution. Body is often used with skills that govern your endurance and physical power.

Charisma – A kid's force of will and persuasiveness. Charisma measures a DigiDestined's overall persuasiveness and likability, especially when telling someone what they want to hear.

Intelligence – How smart and knowledgeable the DigiDestined is. Intelligence is how well-read you are in a variety of subjects as well as figuring out what people say or want.

Willpower – The Tamer's sense of self and overall focus. Willpower is commonly linked to skills that rely on your force of will as well as your ability to perceive the world around you.

Skills

Agility Related

Dodge (Agility)

- Used in rolls where the character must dodge an incoming attack, either from a human or a Digimon.

Fight (Agility)

- Used in rolls where a kid is in combat, be it melee or ranged.

Stealth (Agility)

- Used when a character must hide themselves or others from searching enemies or sneak by unseen.

Body Related

Athletics (Body)

- Used in rolls relying on swimming, climbing, running, and jumping.

Endurance (Body)

- Used in rolls where the kid's ability to go without is tested, often required when food and water has run out or when the desert sun is bearing down.

Feats of Strength (Body)

- Used in rolls involving the kid lifting heavy weights or pushing large objects.

Charisma Related

Manipulate (Charisma)

- Used in rolls where the character's abilities to manipulate others are tested, usually when lying or misdirecting.

Perform (Charisma)

- Used when a character's ability to sing, dance, or use an instrument is called into question.

Persuade (Charisma)

- Used in rolls where how persuasive and convincing a character is comes into play.

Intelligence Related

Computer (Intelligence)

- Used in rolls relying on skills in using a computer, such as internet look ups and programming.

Decipher Intent (Intelligence)

- Used in rolls where the character is attempting to figure out the intentions of others, whether through body language or their spoken words.

Knowledge (Intelligence)

- Used in rolls where the DigiDestined has their memory and overall learning tested.

Willpower Related

Perception (Willpower)

- Used in rolls where the child's ability to sense the environment around them is tested, either by sight or by another sense.

Survival (Willpower)

- Used when a character needs to gather materials to survive in an otherwise hostile environment, such as finding shelter or gathering edibles for the day.

Aspects

Each kid has something unique about them that sets them apart from others. Some might have brains, other brawn, or some have finely developed social skills. Your kid has three Aspects about them that will aid, and possibly harm them along their journey. These aspects should be descriptive and add to the character, though they may have a small chance of hindering a character on occasion. Some examples are Great Sense of Justice, Funny Fat Guy, or Wise Beyond Your Years.

When an Aspect might come into play for a stat roll, the player adds an additional +2 to the roll. If you have a Great Sense of Justice, it may add to a related roll to face down a bully. The Funny Fat Guy would get a bonus to Perform rolls to help lighten an otherwise gloomy mood. Someone Wise Beyond Their Years would gain a +2 to a related roll when they're being reliable and dispensing much needed advice and planning.

If an Aspect would otherwise hinder you in some situations, you take a -2 to the roll in question. The person with a Great Sense of Justice would take the penalty when they are facing an evil opponent who is much stronger than they are. The Funny Fat Guy would be out of shape and have a -2 on an Athletics roll when they're trying to outrun the rampaging Digimon chasing him and his friends. Though they may have wisdom, someone who is Wise Beyond Their Years is still treated like a kid by adults and sometime their friends.

Aspects can also describe the environment around your characters. A cave is not just a cave, it is a Dark and Cramped Tunnel. These Aspects can seem very negative at first glance, but can be beneficial if you look for the right cues. A Dark and Cramped Tunnel is a great place to hide, especially from some Digi-creep that is out to get you. In such a situation, you would get a +2 to your 3d6 + Agility + Stealth roll to hide yourself. Successful rolls mean that whoever was after you happens to overlook you and goes on their way.

Torments

Each DigiDestined kid has a problem. Some problems are worse than others are and are more deeply effecting. These problems will Torment a kid throughout their adventures in the digital world. With effort, kids can come to terms with their problems and even maybe become better individuals for them.

Failure results in your kid becoming sullen and withdrawn for a short time and making no progress towards resolving your Torment. A result of 5 or lower, your kid becomes sullen and withdrawn to the point where others notice it and probably aggravate the situation to the point where you ditch the group. 0 or less causes you to become catatonic or reduces you to a blubbering mess, quite possibly at the worse time. Note that players can activate their character's Torments once per session per Torment. Anything after that is done at the whims of the GM.

In addition to the above traits, give your DigiDestined character a name, gender, age, and perhaps a few quirks of dress and a short physical description. These help to flesh out their traits and make them feel more human in an otherwise Digital World. The following are ten questions for you to think about to help flesh your Tamer out.

- What does your character look like? What sort of distinguishing features do they possess?
- What is their home life like? Their parents?
- Does your character have any siblings? What are they like?
- Is your character religious or superstitious?
- Does your character excel in school? If so, what subjects are their favorite or what are they best at?
- What sort of activities does your character participate in (such as after school sports or clubs)?
- Do they have any fears or things that make them anxious?
- What are their hobbies?
- What would your character be carrying in their pockets or their backpack?
- Does your character have a special talent or skill?

The other half of the your player character team, the Digimon partner is not only well-versed in combat and most physical challenges, but has a working knowledge of the Digital World as well. Most of the time, they will be an invaluable tool in combating the evils of the Digital World, as well as a high constant companion.

Digimon are built in the same way as children, but have quite a few differences. Partner Digimon are built with a pool of points called Digi-Points, or DP for short. Rookie level Digimon start with 25 DP to place in six separate areas which are ranked, buying up one rank per DP spent. The six stats are Attack, Damage, Dodge, Armor, Health, and Qualities. Each stat but Qualities requires that it has one point placed into it at the least.

The following is a basic explanation of the five core stats of a Digimon:

Accuracy: This area determines how many dice you roll for your Digimon partner's attacks, rolling a number of dice equal to your ranks in this stat. A Digimon with high Accuracy is keen-eyed and perceptive.

Damage: If you successfully hit a Digimon in combat with an attack, you add the leftover successful dice to your Damage Rank to determine how many wound boxes they mark off. A Digimon with high Damage is strong and powerful.

Dodge: This area, like Attack, determines how many dice you would roll, but for a Digimon's dodge roll to negate damage from attacks. A Digimon with high Dodge is agile and speedy.

Armor: If you are successfully hit in combat, Armor reduces the amount of wound boxes you would mark off, to a minimum of one. A Digimon with high Armor is tough and tenacious.

Health: This area determines how many bonus wound boxes your Digimon has. You add your Health rank in wound boxes to your Digimon's base amount for their level.

Qualities

In addition to these five core stats, a Digimon has Qualities. Qualities are innate things about a Digimon that are represented mechanically with advantages you can buy with your pool of DP. Each one has a name as well as a specific cost listed next to it and the bonuses and modifications that a Quality adds to the Digimon partner. Keep into consideration that many Qualities are linked to things that are specifically about or related to a Digimon's physical form, such as a Seadramon being able to swim and a Piximon being able to fly. With those thoughts in mind, what follows is a list of the purchasable Qualities.

- **Agility (2 DP):** While defending, you can soak even the hardest of attacks. You may re-roll any dice on a Dodge roll that show up as ones, once per fight.

- **Area Attack (2 DP):** With clever positioning, you can hit everyone in an area. As part of an attack, you can choose to have it affect all Digimon within the reach of your attack with a -3 die penalty for that attack's Accuracy roll.

- **Armor Piercing (1 DP/Rank, up to 3 Ranks):** Choose one attack. For each rank in this Quality, that attack ignores the first point of Armor the defending Digimon possesses +1. If you have 2 ranks in Armor Piercing, then the attack ignores 3 ranks of the target's Armor.

- **Attack Effect (1-3 DP):** These Effects modify how an attack works. An Effect's duration is determined by the amount of net successes left over from the defense roll, equaling the duration in combat rounds. This adds [Effect] to your attack's tags. For more information on Effects, see page 14.

1 DP Effects: Fear, Immobilized, Knockback

Taunt

2 DP Effects: Poison, Paralysis, Confuse, Stun

3 DP Effects: Blind, Paralysis, Charm, Weaken

- **Brainy (1 DP/Rank, up to 3 Ranks):** Add the Ranks in this Quality to your Digimon's Brains derived stat.

- **Certain Strike (2 DP/Rank, up to 3 Ranks):** Choose one of your attacks. That attack negates a successful die per rank on an opponent's Dodge roll.

- **Charge Attack (1 DP):** Choose a [Melee] tagged attack. When you make this attack, you can move up to your speed without having to use a Simple Action.

- **Combat Awareness (1 DP/Rank, up to 3 Ranks):** When combat is about to start, you may add the Rank of Combat Awareness to your initiative roll.

- **Combat Monster (3 DP):** Whenever your Digimon would take damage, your next attack action gains a number of bonus dice equal to the health boxes of that you suffered to its Damage rating.

- **Counterattack (2 DP):** Once per fight, if an enemy would miss you and deal no damage, you may make a free attack on them. Your target rolls half their Dodge pool.

• **Data Optimization (1-2 DP):** The Digimon is geared more towards a certain method of fighting than others. When you buy this Quality, choose one of the following options for the Digimon's Data Optimization.

Close Combat Optimization (1 DP) - The Digimon gains +2 dice on [Melee] accuracy rolls, but suffers a -1 die penalty on [Ranged] Accuracy rolls.

Range Striker Optimization (1 DP) - The Digimon gains +2 dice on [Ranged] Accuracy rolls, but suffers a -1 die penalty to Defense rolls against [Melee] attacks.

Guardian Optimization (1 DP) - The Digimon has a +2 die bonus on Damage rolls, at the expense of a -1 to its base speed rating.

Effect Warrior Optimization (2 DP) - The Digimon has +2 dice when making an attack with a [Effect] attack.

Speed Striker Optimization (1 DP) - The Digimon's base speed is increased by +3 at the expense of -1 to Dodge rolls.

Brawler Optimization (2 DP) - The Digimon is considered to have an Accuracy rating two ranks higher for the purposes of Clashing.

• **Digger (1 DP):** Your Digimon is at home in the dirt and earth. It can maneuver through soft earth at a rate equal to its base speed + 2 or stone and rock at half that rate.

• **Flight (2 DP):** Your Digimon can fly at a rate of its base speed + 2 meters.

• **Hide in Plain Sight (1 DP):** Some Digimon are really, really good at disguising themselves. When someone is rolling to notice a hidden Digimon, the roll is made at a -4.

• **Holy Ring (1 DP):** The Digimon is an avid hunter of evil and as such, gains +2 to Accuracy when making attacks against out and out evil Digimon.

• **Huge Power (2 DP):** When making an attack, you know just how to hit them. You may re-roll any dice on an Accuracy roll that show up as ones, once per fight.

• **Improved Derived Stat (1 DP/ Rank):** Choose one of your derived stats and add the ranks in Improved Derived Stat to the total of the derived stat after calculating it.

• **Mighty Blow (3 DP):** Whenever you deal damage to an opponent and deal damage equal to or greater than twice their Body score, the opponent is Stunned for one round.

• **Mode Change (2 DP):** Once per round of combat, as a simple action, you can choose to change your Armor and Damage stats.

• **Quick Healer (2 DP):** The Digimon is very good at pulling himself together. When rolling your Health rank to recover, you can re-roll any dice that show up as ones, once.

• **Resistant (1 DP/Rank):** Add additional dice to when attacked with [Effect] attacks equal to the Ranks in this Quality.

• **Speedy (1 DP/Rank):** For each rank of Speedy, add 2 meters to your Digimon's base speed, up to a maximum of twice its base speed.

• **Swimmer (1 DP):** The Digimon is a competent swimmer and can swim at a rate of its base speed + 2 meters. It can also stay underwater for an indefinite amount of time.

• **Weapon (2 DP/Rank, up to 3 Ranks):** Choose one of your attacks. This Quality represents a weapon (be it swords, claws, clubs, or guns.) that a Digimon may have that can be used as part of that attack. You add a number of base damage to the attack equal to the rank of this quality.

Digimon Attacks

The next step after building the basics of your Digimon is to detail its attacks. Each Digimon has between two and five attacks, each one having different effects. To describe attacks, we assign them tags that give a player of GM an idea of what the attack does beyond just being an attack.

Attacks have either the [Melee] or [Ranged] tag, meaning that the attack can only be performed on enemies that are near the Digimon if it has the [Melee] tag, or the attack can be performed at a distance if the attack possesses the [Ranged] tag. Attacks with the [Ranged] tag follow special rules for their usage, called Range and Movement Rules, which can be found on page 13.

Other times, a GM might wish to have one start off with a Digimon that is of an overall lower stage than the rest, having it quickly catch up with the others in terms of power, or having a game centering around raising and caring for a Digimon from a Digitama. These use the same rules for building higher level Digimon.

The rules for building Advanced Digimon are the same as building a starting Digimon. Reference the following chart for the amount of DP you can use as well as the increased wound boxes that an Advanced Digimon or basic Digimon receives.

Stage	Base DP	Base Wound Boxes	Brains
Fresh	5	0	-1
In-Training	10	0	+0
Rookie	25	2	+1
Champion	40	5	+3
Ultimate	55	7	+5
Mega	70	10	+7

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Rol l ing

When performing a roll with a human character, you roll three six-sided dice (3d6) adding the relevant skill and the linked attribute to the result against a Target Number (TN) decided by the GM. Most often, the target number is 14. If you would possess no points in a skill, you instead roll $3d6 + \text{Attribute} - 1$. The following chart gives one an idea of what rolls they would need to make in order to achieve a difficult goal for an early teenager.

If you happen to exceed the target number by five or more, then you critically succeed at your task, often doing it better and with style and flair. If you happen to roll five lower than the target number, then you critically fail. This means that you not only fail, but accept a minor consequence as a result of your failure.

Stunts

If you do a little something more with your in-character actions, called Stunting, the GM may reward you with a +1 to whatever dice roll your character might be attempting, all the way up to a +3 if the GM and group find it to be a very good description. Your Digimon can also benefit from Stunts. If you get creative enough, the GM could award extra dice to the roll, anywhere from an additional d6 if it was a little above average, all the way up to 5d6 if the Stunt was spectacular and can be used to great effect.

Teamwork is often essential to survival in the Digital World. If kids want to work together to complete a difficult task, have them decide on who is going to be the one leading all of them. Other players then roll just the associated attribute and if they roll a 14 or higher, the leader gets +2 to his or her roll for the task.

Once certain conditions have been fulfilled, a partner Digimon gains the ability to Digivolve past their Rookie level form and into a Champion, Ultimate, or even Mega level. These basic conditions are often best summed up as being: the partner Digimon well taken care of, their DigiDestined partner is in trouble, and the reason, or Digivolving falls in line with one of the virtues. As a rule of thumb, Digimon gain the ability to reach Champion level when they've defeated five foes of equal or greater level, Ultimate when they've defeated a total of ten or more enemies of Champion level or higher. Mega Digivolutions are often the thing of legends, requiring a total of fifteen defeated enemies with additional requirements.

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Game Masters should give out Experience Points and bonus DP at a standard rate. Generally, players can expect to receive between 1 to 2 Experience Points per game and between 1 and 3 bonus DP, depending on the strength and numbers of enemies that they have faced in the session. One can give out an additional two Experience Points if the players have completed a major story goal or arc, as well as an additional point if the group faced a significant challenge (be it group in-fighting or a clearly superior foe who has claimed the data of a Digimon ally) and come out for the better. DP should be awarded if the Digimon had fought a foe of at least a higher level and won, with additional points given out if the adversary was two or more levels higher than the highest level of Digivolution the group can consistently obtain.

In between game sessions, you may spend a number of Experience Points to do the following: Increase Attributes, Increase Skills, Modify an Aspect, and Mark Off Torment.

Chapter 4: Combat

In the Digital World, combat is inevitable, for the survival of the fittest is all that matters in the basic Digital World. Conflict is often what drives many Digimon and it is something that even the most devoutly pacifistic Digimon is capable of, as one must be able to defend themselves, after all. To support such a world, Digimon: Digital Adventures contains a system for Digimon-on-Digimon combat, though human characters can often get tangled into the mix as well.

How Does Combat Work?

In Digimon: Digital Adventures, combat is turn-based and determined by rolling Initiative to determine the turn order. Once it is your turn, you have actions you can perform: either two Simple Actions or one Complex Action. The Simple Action is often used for Digimon attacking or performing something anything other than an attack, such as movement. Humans can use Simple Actions to use items and help a Digimon Digivolve or even join in the scrap themselves. A Complex Action is something that often takes time and thought put into it, such as the Tamer using a skill to help out. The following is a list of Simple and Complex Actions that one can undertake.

- Attack – Simple Action – A Digimon attacks a target within range to deal damage. A human character can roll a dice pool equal to their Agility attribute + their Fight skill.
- Clash – Simple Action – The Digimon initiates a Clash.
- Digivolve – Simple Action – The Digimon partner goes up to a higher level, often from Rookie to Champion to Ultimate to Mega.
- Direct – Simple Action – The human Tamer can direct a Digimon partner, granting the Digimon +2 dice to either their next Accuracy or Dodge roll. The bonus is lost if the Digimon doesn't act on it for some reason.
- Move – Simple Action – A Digimon or human moves up to their Speed score in meters or move forward or backward one zone.
- Move in Hazardous Terrain – Complex Action – A Digimon moves through rough or deadly terrain up to their Speed score in meters or move up one zone.
- Scan the Scene – Simple Action – A human makes a 3d6 + Willpower + Perception skill roll to figure things out about the current fighting area, be it facts about the terrain, or even spotting weaknesses in enemies.
- Use an Item – Complex Action – The DigiDestined or Digimon uses an item to help out in battle.

- Use a Skill – Complex Action – The human character uses a skill to perform an action, often as part of an on-going process. A Digimon can use one of their derived attributes to perform some sort of action.

In addition to the two Simple Actions, the player has a choice of making an Interrupt Action. This is a special once per round action that can be used to make some sort of skill check for a human character or for a Digimon to perform an Interpose Action. In an Interpose Action, a Digimon takes a hit that would be otherwise meant for someone else. This Interpose Action is covered in more detail later on.

Once all the participants of combat have had a turn, the round ends and loops back around to the person or Digimon with the highest Initiative score until either one side is knocked out or surrenders.

Initiative

In combat, players roll 3d6 + the Digimon's Agility to determine an initiative order. Lone Digimon roll 3d6 + their Agility. If there happens to be a tie, the victor is the one with the higher Agility score. If the tie still persists, then the GM should favor the kid over the lone Digimon.

The players and GM then go down the Initiative list and then start again when everyone has had a turn. Kids and their partner Digimon act on the same turn. If kids have time to make a plan of attack, then they can add Intelligence to their Initiative roll. In the event of an ambush, the ambushing party adds an additional +5 to their Initiative roll.

Range and Movement

During combat, space is divided into interconnecting zones to determine where you and your Digimon are in relation to the enemy. Close Range is where your monster is right next to another, and it is here that [Melee] tagged attacks can be used to the best effect. [Ranged] moves can also be used, but often your Digimon partner can be caught in the blast or is at point-blank range anyway and takes a -1 die to the Accuracy pool for each being caught up in the melee. Beyond Close Range is Long Range, which is the gray zone between Close and Far. At this range, [Melee] attacks are ineffective and [Ranged] attacks can be used at no penalty. When you are at Far Range, the enemy is essentially across a large field and can only be attacked with [Ranged] tagged attacks, but at a -3 dice pool penalty due to the range. You may move one zone forward or backward as a simple action.

If your GM prefers a more tactical combat, they may outright state how far away the enemy is in meters, and you can use move actions to close the distance. For every 5 meters the enemy is away from you beyond the first 10, your [Ranged] attacks take a cumulative -1 dice pool penalty.

Some terrain can be hazardous or difficult to traverse. One can safely move across this terrain by taking a Complex Action to do so.

Attacks and Damage

When attacking with your Digimon's various attacks, you roll a number of six-sided dice equal to your partner's Accuracy stat. Counting the successful dice, the target of the attack then rolls their Dodge as a dice pool. Successful dice from the opponent's Dodge roll negate the successful dice from your Accuracy roll. If any successful dice are left over from your Accuracy roll, then you hit and deal damage. If there are no net successful dice or your opponent rolled more on their Dodge roll than your Accuracy roll, then you have missed.

When dealing damage, you add up your Damage stat plus the left over successes from your Accuracy roll. This is your total damage. Your opponent subtracts the total damage from their Armor rating. If there are no hits left, then you deal one damage to the enemy, regardless. This represents the fatigue that an absorbed attack can inflict, even if it is not very effective. Otherwise, you deal your total damage minus your opponent's Armor rating to them. The opponent then marks off a number of wound boxes equal to that damage. If they mark off all their wound boxes, then they are defeated.

Whenever you or an opponent is targeted by multiple attack actions, they take a penalty to dodge the attacks, meaning that the attack. For each attack past the first, the Digimon takes a -1 die penalty to their Dodge pools. This penalty disappears and resets at the beginning of a new round of combat.

An Example of Basic Combat

Taichi and Agumon are facing down a rogue Greymon, controlled by the Dark Ring attached to his tail. Taichi's player starts by having Agumon shoot off his Pepper Breath attack from a long range, mostly to test out the giant dinosaur's defenses. Agumon has an Accuracy stat of 7 and a Damage of 6. Taichi's player rolls 7d6 and gets 5, 5, 4, 1, 2, 3, 4. That is two successful dice for Agumon.

Greymon is a large and unagile creature, but possesses a thick hide. He has a Dodge of 5 and an Armor stat of 9. The GM rolls 5d6 for Greymon's Dodge pool and rolls: 4, 1, 4, 4, 6. That's one success and subtracts one from Agumon's Accuracy roll.

With one net success, Agumon inflicts 7 total damage. The GM subtracts the Greymon's Armor rating from the total damage and ends up mostly nullifying the attack. The GM announces that the Pepper Breath hit's the possessed Behemoth, but annoys it more than anything. The GM then marks off a single Wound Box for the Greymon and lets Taichi have his last Simple Action. His player uses it to call for help from Sora, Mimi, and the others to jump in! They are going to need the multiple attack penalty to help whittle down Greymon and pacify the giant digi-dinosaur.

Stances

In combat, there are three types of stances: Offensive, Defensive, and Neutral. Stances modify the Accuracy and Dodge dice pools of the Digimon in question as they adopt either of these stances as a Simple Action. In an Offensive stance, you increase the Accuracy dice pool by half the amount you roll, and decrease your Dodge pool by a similar amount. If you would roll 8 dice for Accuracy and 6 for Dodge, you instead roll 12 dice for Accuracy and only 3 dice for Dodge. Defensive Stance is the opposite – if you'd roll Dodge, you increase the pool by half the dice rolled and decrease the Accuracy pool by half. If you roll 8 dice for Accuracy and 6 for Dodge, you would instead roll 4 dice for Accuracy and 9 dice for Dodging. The Neutral stance is the one that each Digimon starts combat in and it does not modify either dice pool.

Attack Effects

If you successfully attack with an [Effect] move, and score at least two wound boxes worth of damage, then you may successfully apply an effect to a target with a duration lasting as many rounds as you had net successes on the accuracy rolls. All durations count down at the end of their source's turn. Effects with the same name never stack.

- Fear: Target cannot attack you or Clash with you for the duration of the effect.
- Immobilize: Target cannot move for the duration of the effect. If it was flying, it falls.
- Knockback: Target up to your size is forced to move into an adjacent zone. This effect has no duration.
- Taunt: Target takes a -3 penalty to attack against anyone but you for the duration of the effect. Multiple uses on the same target override previous taunts.
- Confuse: Target takes a -3 penalty to Accuracy and Dodge for the duration of the effect.

- Poison: Poison has three times the duration of other [Effect] moves. Target takes 1 damage each round for the duration of the effect.
- Stun: Target can take no actions for the duration of the effect. If it was Clashing, the Clash ends.
- Blind: Target's attack, defense and speed are halved after all modifiers for the duration of the effect.
- Charm: Target's actions are controlled by you for the duration of the effect.
- Paralysis: Target can take no actions and takes a -3 penalty to defense for the duration of the effect. If it was Clashing, the Clash ends.

Clashing

Sometimes, attacks aren't as simple, and two Digimon in a scrap will Clash. Clashing Digimon engage in a mix of close quarters combat and grappling, often using just brute strength and raw power to attempt to overpower the other participant. Both participants have to be Close to each other and the one who initiates the Clash rolls 3d6 + your Body stat against a TN of 10 + your opponent's Agility stat. You gain a +2 or -2 bonus for each rank of size difference between the two of you, +2 for each category you are larger than your opponent and -2 for each size you are smaller than the creature. If you succeed, then you control the Clash. If you fail, then your opponent can either choose to take control of the Clash or not Clash at all.

When Clashing, both participants make the same check at the beginning of each turn. If your opponent succeeds and you fail, then it can gains control of the Clash and can choose to end it immediately or continue to take Clash actions. If you succeed and they fail, then you maintain control of the Clash and may make Clash actions as normal. If you both happen to succeed at the Clash roll, then the party who beat the TN by the highest margin wins. If the tie persists, the GM should favor the player over the enemy that they are tangling with.

While in a Clash, neither opponent can move away from the other without ending it and the Clash automatically ends. Pinning in a mid-air Clash will result in both Digimon falling to the ground. The one that controls the Clash takes no damage while the other takes Damage depending on the number of Zones it fell. If it was Far then the Digimon takes 12 damage, Long takes 8, and Close takes 6 damage and the Clash ends.

In a Clash, you can perform several actions. Each one is noted with the type of action it uses up during your turn and if it has any special effects.

- Attack – Complex – You roll to hit with a [Melee] tagged attack as normal. The target in the Clash cannot roll to Dodge.
- Throw – Complex Action – The one who controls the Clash throws the other Digimon. It lands in the Far zone or a number of meters equal to half the controller's Body stat. The thrower deals total damage to the thrown Digimon equal to its Damage attribute, reduced by Armor as normal. If the thrown Digimon is tossed at a group of other Digimon, then the thrower treats it as a normal [Ranged] attack, except that the Damage is equal to the thrown Digimon's Body.
- End the Clash – Simple Action – The Clash ends and both participants are at Close range.
- Pin – Complex Action – Your opponent does not roll to control the Clash on its next turn, which means it cannot end the Clash.

Interceding

If a kid or Digimon is targeted by an attack and they cannot defend themselves, the remaining half of the pair can choose to interpose themselves between the target and the attack. This action is called Interceding and is quite simple. The Accuracy roll does not change, just the target. The new target is not allowed a Dodge roll to negate damage. This might trigger Digivolution in a partner Digimon and give them the power boost they need to win.

Digivolving in Combat

In combat, usually after certain conditions have been fulfilled (see Digivolution, pg. 11), a Digimon will Digivolve into the next rank! This usually happens when the kid is in danger or is fighting a strong opponent, though the GM has final say in if a Digimon can Digivolve or not. The change to the next stage takes up a Simple Action in combat and the Digimon loses all marked off wound boxes and gains the stated out attributes and attacks of its new form.

Defeat

If a Digimon happens to have all their wound boxes marked off, then they are knocked out for a time. As is often the case, if they were being controlled by unseen forces, the control ends. If the attacking Digimon happens to score more damage than there are open wound boxes on an opponent, then an NPC Digimon often reverts to a Digitama and then disappears.

If the Digimon in question happens to be a player character controlled one, then it drops down to the next rank, often weaker and apologetic that it was not strong enough. If the damage is terrible enough (Often when a Digimon faces an opponent two ranks higher than it) then the PC Digimon reverts to a Digitama, but doesn't disappear.

When in the Digitama form, Digimon are extremely fragile, have no attacks or defensive qualities whatsoever. If they would be targeted by a successful attack, they break and their data is dispersed. It takes roughly a few days for the egg to hatch into the Digimon's Fresh form, and only a few hours to grow into the In-Training rank. From there, it turns into a Rookie after three to five days.

Kids in Combat

A Tamer can stand to fight alongside his or her Digimon partner in a fight. This is dangerous business, as human characters are not as strong or combat-capable as a Digimon. If it does occur, the DigiDestined can make rolls like a Digimon using a Dice pool. They are considered to have an Accuracy rating equal to total their Agility + Fight ratings, a Dodge rating equal to their Agility + Dodge ratings. They have Damage and Armor ratings equal to their Body score.

For all intents and purposes, the combative Chosen follows the same rules for attacking and damaging as a Digimon does, with the exception that if the Tamer takes a lethal blow from an attack, they are dead forever. Hopefully such an event never occurs, but if it does, the player is allowed to create a new character, one that is chosen by fate to be their former character's replacement in the world. Some Game Masters will have the new character inherit the old one's Digimon, while some may have the new character have a different Digimon. Such a matter should be discussed with the player.

Chapter 5: Game Master ing

This where the Game Master who's running the game can find tips, tricks, and resources to help out with running the game. Inside this chapter there are several sections: One for designing your own Digital World, Digivice creation, creating encounters, and one for expanded information and rules on established settings. Well, time to stop gabbing and get on with it. There's a Digital World that needs saving!

Your Digital World, Your Way

So, you've chosen to embark on creating your own Digital World. Good for you! In this section, you'll have a little walk through on the ins and outs of creating your own Digital World. This is done by responding to a series of questions, ones best answered with a sentence or two of detail. Along with the questions, you'll find a series of suggestions to go along with them.

1. How did the Digital World come about?

- * Normally, the Digital World is created when artificial intelligences evolve into complex forms in a Digital Plane and begin to take on more and more complex forms the more they fight and win.
- * The Digital World is as old as the Internet itself, perhaps a little less. This is somewhat limiting in the time and place you can set your game.

2. How do the Chosen Children get to the Digital World?

- * Sometimes, they're sucked into the computer and other times, its a real world building, transported into the Digital World by some bizarre methods and situations.

3. How do they get back?

- * Often times, going to the Digital World is a one-way trip until they take care of what is wrong with the Digital World.
- * Conversely, the DigiDestined can go back in forth with the help of some periphery device, or perhaps its a native function of their Digivices. Be sure to set up conditions for being able to go back and forth.

4. What are the physical and natural rules of the Digital World?

- * The Digital World operates on the same sort of physics as the real world. Up is up, down is down, fire is hot and water is often cool. However, there's exceptions to the native flora of the Digital World, which are often integrated with circuitry and machines. Vending machine trees and radio ferns abound.
- * The rules of the Digital World operate differently, depending on the area you're in. Dark Areas are often weightless and lightless, while other areas can have temperatures that are hotter than normal, but don't affect the kids as they should. Day and night would probably be on a different clock than what everyone is used to, with six hour days and six hour nights.

5. How does time work?

- * Within the Digital World, time going faster than in the real world, so a few days within the Digital World is the real world equivalent to a few seconds.
- * Time is very similar to that in the real world. An hour in the Digital World is an hour you're missing in the real world. Parents are probably going to be worried if you stay longer than a day without an excuse.

6. What are the needs of the children?

- * Do the kids need to eat? And what would they eat?

7. What's the environment of the Digital World like?

- * Each Digimon belongs to one of ten Family, and each Family has a sort of native terrain that you'd be likely to encounter them. Areas include: Forests and jungles, oceans and lakes, volcanic areas, deserts, tundra, urban areas, plains, ruins, and strange possibly angelic or hellish areas.

8. Are there settlements?

- * Settlements would consist of Digimon living together in a semi-urban area, often looking like it was cobbled together from garbage and spare parts. Often times, the leader of a settlement is the oldest or most powerful Digimon.

9. Who's in charge of the Digital World or the power behind the power?

- * Oftentimes, the Digital World is ruled by a power, be it the strongest Digimon around, or even a team or organization of Digimon. Sometimes, even those Digimon have some sort of backing or even a divine right to rule. These powers make for good antagonists and allies for the children to beat and befriend.

10. Just who are the DigiDestined up against?

* The biggest question. What endangers the Digital and real worlds? A rogue Artificial Intelligence bent on deleting everything? A group of evil Digimon with a taste for conquest and the desire to control the entire Digital World, as well as the human one? These are going to be your go-to bad guys.

With these questions answered, you should have a basic framework for building your own Digital World. It is up to you, as the Game Master, to provide your players with a world that they'll come to know and love as well as populate it with enemies and allies for them to meet with. Spend an hour or two before your game, familiarizing yourself with your Digital World and building things and Digimon that you expect your players to bump into. You can further flesh things out by giving each Digimon basic personalities and characterization.

An example I can give was when my GM introduced us to a little transient Digimon village and there we met a Palmon. She was unlike most of the other Digimon we met at that point, being much more curious than the standoffish monsters we had met with. For the camp, she was charged with helping to grow meat and she enjoyed keeping everyone entertained with a flute that she played, as she would dance around the campfire at night. When she would talk with us, Palmon spoke in a broken English that was played up as an adorable quirk of speech. Our GM did his job well, making us care about Palmon and eventually the rest of the Digimon at the camp.

You can build your Digital World from the top down or from the bottom up. Top down, you're looking at constructing the various places that Digimon would call home, the world's mythology and legends, and then going down to a personal level to create NPCs that the DigiDestined interact with. From the bottom up, you make the NPCs first, giving them personality, beliefs, and goals. You then expand to detail their allies, enemies, and where they live. Think of ideas as building blocks and as you build anything you want to, as long as there's reasonable connections.

ADVERSARIES AND ANTAGONISTS

Like any Digimon story, a lot of conflict derives from the antagonist's goals clashing with decency and righteousness. Sometimes, an antagonist's goals are as simple and straight forward as conquering both the human and Digital Worlds or as grey and ambiguous as retaliating for the perceived first shot at the Digital World by the humans. First, decide on your antagonist's goal.

A goal is fine, but it is enhanced by a motivation. Just as actors get into a role by figuring out a character's motivation for a scene and their actions, you as the GM can better understand the psychology of an antagonists goal by giving them a motivation. This can be as simple as giving them a one word motivation such as "Fear," or "Pride," or as complex as, "Desires to remake both worlds in his image."

With a clear goal and motivation out of the way, you can add some numbers to the antagonist. First, you decided what rank you require them at to stand up to a group of DigiDestined and their Digimon partners. Using the Advanced Digimon Creation rules on page (xx), you then build the Digimon as basic for its level as you like. Remember that the Advanced Digimon Creation rules are guidelines, giving you an idea of just how strong a Digimon should be for its rank and that you can raise or lower the base DP used to build the Digimon as you wish. If I wish to make a Champion level threat to challenge a group with some moderately strong Rookies, I would start off with a pool of 40 DP and build from there. Assigning a minimum of 1 to each category, I build this Champion as a bit of a glass cannon. The Digimon is strong enough to likely injure a player character controlled Digimon, but is rather fragile and a few good hits might take it out of commission.

Some antagonists are meant to slow down and hinder players and as such, really lack the staying power of the main threat. These smaller antagonists, called Mooks, only have as many wound boxes as their rank allows rather than Health plus the bonus boxes gained from their rank. These make for good fodder Digimon to harass higher level players, such as a swarm of Rookies that have allied with an Ultimate-level antagonist facing off against players that have Champions or Ultimates of their own. Any good hits will be enough to get rid of the small fry so that the players can then work towards defeating the leader of the Mook Digimon.

Sometimes, an encounter with an adversary doesn't go as planned. They're either stronger or weaker than you anticipated or the players had a run of good or bad luck. If this happens, you can change up the Digimon's motivation and goals somewhat, to align with the Digimon's apparent power level. If the monster was too weak or the party lucky, you can simply say that the Digimon was really all talk and no game, as it were. If the situation is the opposite, you can say that the enemy was really a lot more than he appeared to be, even going so far as to perhaps claim him as a reoccurring enemy. It's all in how you put the spin on things, just as long as you spin it in a way that makes sense for the story.

Not every enemy in a story is a Digimon. You can use humans as antagonists as well. The human antagonist in a Digimon series is often well-meaning and occasionally selfish and ignorant as to the consequences of his or her actions on the real and Digital Worlds, and blinded by their desire or by their pains. Often times, they have a force of other humans and even Digimon to help them secure their desires and goals. Making one is as simple as creating a normal kid, teen, or adult, possibly with a few more CP behind them than normal, so as to make them a cut above the rest.

Digivice Design

The Digivice is one of the most important items that players will get, for it allows their partner Digimon to jump to the next level of evolution. As long as the players have their Digivice on them, it can transfer the vital emotions, hopes, and desires onto their partner Digimon. If it happens to be stolen or lost, then their partner lacks the ability to transform to the next level.

Digivices often have unique powers or capabilities, often resulting from the unique natures of the Digivice themselves. Mechanically, a Digivice would have two slots on it that add in several features to the basic device. Choose two of the following items to place into the Digivice:

Card Reader: This function allows a kid to swipe and utilize various cards found in the real or Digital Worlds to augment their partners. The effects of a card last for a battle or a few rounds, depending. Below are various card ideas.

- **Attack Enhancers:** Adds half the Accuracy pool in rolled dice for the remainder of the fight. Often come with card art featuring weapons of war or sport.
- **Defense Enhancers:** Adds half the Dodge pool in rolled dice for the remainder of the fight.
- **Mobility Enhancers:** Adds in an additional movement tag to a Digimon for 1d6 turns or doubles their Speed for 1d6 turns. Cards like this feature images of wings, drills, or cars going at blinding speed.
- **Heal Floppy** - Heals a Digimon in combat for 1d6 wound boxes.
- **Status Needle** - Removes a harmful effect, like paralysis or poison at the end of a turn.
- **Digivolution Card** - Forces a Digimon to Digivolve to their next level. Be wary, for these cards could accidentally trigger a Dark Digivolution.

Data Scanner: A data scanner is a useful device that allows the kids to read and figure out information about a Digimon. It becomes even more useful if they don't have a native Digimon to inform them about things including their general status, health, and attacks.

Digital Map: The Digivice projects a topographical map of the current area, allowing kids to find their way in the Digital World. Comes with handy pinpoints locating you, your partner Digimon, and the other DigiDestined.

Communicator: With this device, kids can chat with each other as long as they are within a reasonable distance of each other. Quite useful for scouting and keeping in contact if the group happens to get separated.

Digivolve Pause: This feature allows the tamer to put their partner's evolution on hold for a time, causing them to shift down a step in their Digivolutions, often reverting Champions into Rookies. The effects of a Digivolve Pause last for a duration that is left up to the GM.

Digital Detector: Your Digivice now detects the presence of certain Digimon, objects, or even people, often reacting with a loud beeping noise that alerts you, and anyone close to you, to the presence of the object. The range and what it detects is left up to the GM.

Digi-Gate: The Digivice has a secondary function of opening up rifts between worlds, allowing you and your allies to travel freely from the Digital World to the real one. This gate, however, causes a compression in data, forcing most Digimon to downgrade into their In-Training forms.

Storage Digivice: This handy feature allows a Digivice to scan objects and break them down into their base data components, storing them on the Digivice's internal memory. As a Simple Action, you can store or release an item. Game Master's are encouraged to assign a limit in Gigabytes as to how much the Digivice can hold, as well as sensible amounts of space that an item would use up. For instance, a small pebble would only be a few kilobytes of data, while a whole tree or house might be a couple gigs, at the least!

Families, Types, and Digivolution

A Digimon's Family is the general classification of Digimon with a feature in common. A Digimon can belong to more than one family. There are ten Families in total.

- Dark Area
Members of this Family tend to be evil or apocalyptic Digimon, or those that dwell in the Dark Area.
- Deep Savers
Members of this Family are generally aquatic or polar Digimon, or those that live in marine areas.
- Dragon's Roar
Members of this Family tend to be draconic in nature or live in volcanic areas.
- Jungle Troopers
Members of this Family are generally insectoid or vegetation Digimon, or those that live in tropical areas.
- Metal Empire
Members of this Family tend to be mechanical or mutated Digimon that live in urban areas.
- Nature Spirits
Members of this Family are generic animal or monster-like Digimon, or those that dwell in desert-like areas.
- Nightmare Soldiers
Members of this Family are usually undead or demonic Digimon, or those that dwell in haunted areas.
- Unknown
Members of this Family tend to be mutant Digimon or those that do not fit in with other Families.
- Virus Busters
Members of this Family are sacred or angelic Digimon, or those who dwell in holy areas.
- Wind Guardians
Members of this Family are generally avian or flying Digimon, or dwell in grassy or lofty areas.

Beyond stranger Digivolving tricks, there is always the option of DNA Digivolution and Warp Digivolution. Warp Digivolution is easy to understand, as it allows Digimon to bypass the middle levels between one low stage and a higher stage. A Digimon often times uses Warp Digivolution to go from Rookie to Mega stages in an instant. Warp Digivolution should be an option granted to players once they reach a Mega stage in their Digivolution and usually after completing a story goal. DNA Digivolution is a little more complex. Two Digimon combine and form a single higher level Digimon that is one rank above the highest rank of the two component Digimon. Often times, it will be two players who utilize the power of DNA Digivolution, so both players must agree to the actions of the composite Digimon when it acts on the player's turn who has the higher initiative. This hybrid Digimon has an additional 10 DP to spend when creating the new form.

Game Masters are encouraged to work with players to help find a path that the player would like their Digimon to take that fits with them and the game's themes and whatever special rules that the GM decides on that pertain to Digivolving. Solving issues before hand helps to prevent them from popping up later and impeding game play.

One Last Note

As a GM, your duty in leading the players is to tell a story that your players will enjoy. If someone isn't happy with a certain rule or if you find that the game you wish to run would be better off deviating from the rules-as-presented here in this book, you are quite free to ignore, modify, or invent new rules as you need them. Or don't. Go out there, play some Digimon, and have fun with it.

As a rule of thumb, a Digimon that shares a Family with another one has a good chance of Digivolving into one of the same Family, especially if it shares a similar Attribute and a Type. Types are a much more varied version of Families, with each Digimon receiving a Type that describes its features. Sometimes, Types are unique to Digimon!

Just as Digivolving within the above boundaries of Attribute, Family, and Type are like a tree rather than a straight line, there are other ways Digimon can evolve. Some can use Digi-Eggs to perform an Armor Digivolution, and sometimes there are Spirits of Legendary Warriors that overwrite the path a Digimon would follow and it always becomes a single, unique Digimon.