

Digimon Tamers: **In the World of Digital Darkness**



A Modified Storyteller RPG Based on the Anime *Digimon Tamers*
By Laura "Tamara" Henson

Digimon Tamers: In the World of Digital Darkness

© 2009; Laura “Tamara” Henson

This book is copyrighted but you are encouraged to make copies and printouts as needed. This PDF has been published as a free download – if you are asked to pay for it, you have been a victim of fraud.

This document is a set of rules for playing digimon (© Akiyoshi Hongo) and their tamers in the World of Darkness. It is designed for use with Werewolf: the Apocalypse published by White Wolf © 1994-2004 and a copy of that (or another original World of Darkness rulebook) is recommended to play this game.

All incidents, situations, institutions, governments and people are fictional or used in a fictional context and any similarity to persons living or dead is strictly coincidental.

Printing Instructions: Print the front page and this page single sided. Print the remainders of the document double sided. The last page should be printed singly and used as the back cover.

Disclaimer:

“Ungrateful little lab rats, why don’t I ever get any credit huh?”

- Impmon, “Snakes, Trains, and Digimon”.

This book is not published, authorized by, or associated in any way with Bandai, The Upper Deck Company, Fox Kids, Akiyoshi Hongo, Toei Animation, Saban Entertainment, Disney, or White Wolf Inc. No money is being made with this supplement, which was created in homage to both a great show and a great role-playing game system. As far as I know all the art is official and taken from various websites or directly from the TV show using screen capture. None have been drawn by me but are © the staff of Bandai and Toei Animation.

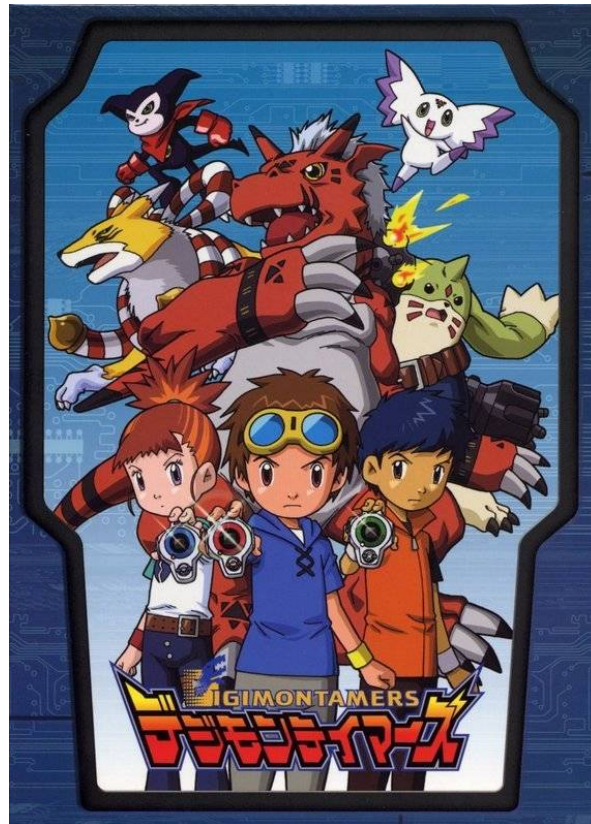
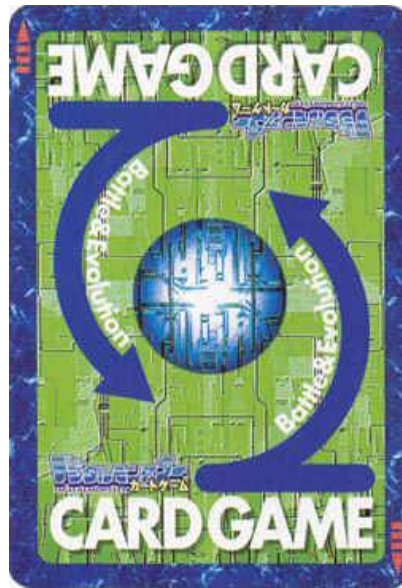


Table of Contents

Introduction	4
Isn't Digimon the same as Pokémon?	5
Digimon Tamers Episode Summaries	6
Sources of Inspiration	25
Digimon in the World of Darkness	27
Creating A Human Character	34
Creating A Digimon Character	39
Sample Character Creation	48
Combat & House Rules	56
	Initiative 56
	Attack Rolls 56
	Damage & Soaking 56
	Combat Maneuvers 59
	Size & Healing 66
Common Digimon Powers	67
Digivolution & Life Cycle	71
Renown & Experience	75
Charms	77
Modify Cards	104
Friends & Foes	
	Digi-Gnomes 111
	Digimon & Digital Net Spiders 111
	Rookie Digimon 113
	Champion Digimon 123
	Ultimate Digimon 148
	Mega & Chou Digimon 164
	D-Reaper Agents 175
The Digital World	181
Blank Character Sheets	186
Storytellers Screen	190



Introduction

"Digimon and Humans-both of them working together in harmony"
-Yamaki, "Beelzemon's Big Day"

Digimon started out in Japan as a variation of Tamagotchi (a popular v-pet in the 1990's) called "Digital Monster." With the toy a kid could raise a monster to adulthood then two children could connect their toys together so that their monsters could fight. The toy was popular enough that it was introduced to America under the name "Digimon" in 1997. The toy spawned an animated special that same year titled *Eiga Tamagotchi Honto no Hashimoto* (AKA *Tamagotchi Video Adventures*). This cartoon special spun off into the television series *Digimon Adventures* in 1999 and several other shows based on the concept soon followed.

To date there have been four different digimon animated series- *Digimon Adventure* (including *Digimon Adventure 02*), *Digimon Tamers*, *Digimon Frontier*, and *Digimon Data Squad*. In America the various shows are all lumped under the title *Digimon* (so Tamers is called *Digimon*, season three) but in Japan only the two seasons of *Digimon Adventure* take place in the same fictional universe, the other "seasons" are completely separate shows that all occupy their own unique worlds. These various shows were very popular (especially in Japan) and spawned many spin-offs including various card games (the most popular being called *Hyper Coliseum* in Japan and *Digi-Battle* in America), video games, movies, and even children's plays.

In all the shows "digimon" are "monsters" created from a mixture of the Artificial Life projects of the 1980's and humanity's creative unconscious. These creatures inhabit the Digital World, an extra dimensional plane that is a manifestation of the Earth's communication network. The stories tell of a group of pre-teens who are destined to defend both worlds from various evil forces. To help them surmount in their quest the children bond (in a wizard and familiar type partnership) with special digimon who have the ability to digivolve into much stronger monsters. To defeat the evil the children must fully accept their inner beast, symbolized by their digimon, while avoiding falling to the dark side of their psyche.

As previously mentioned the third Digimon series was "*Dejimon Teimâzu*" which came out in 2001. In 2002 it was dubbed into English for western audiences under the name "*Digimon Tamers*. Tamers is set mostly in the West Shinjuku district of Japan. Its history and events are generally those of actual reality though with the gothic punk flair common to anime. The characters are a group of (mostly 13 year old) kids that are familiar with Digimon from the card game and *Digimon Adventures* cartoon but do not think they are real until the day they get their own digimon partner.

The plot of Tamers revolves around real digimon appearing in the physical world and the government's attempts to hide the fact that creatures that look alarmingly like demons are materializing on city streets. A group of kids befriends some of these monsters. The kids then take it upon themselves to police their neighborhood to destroy those digimon who want to harm people. To help their digimon fight off their "evil" counterparts the kids use modify cards that give their digimon certain powers similar to those they have in the card game. Unlike previous *Digimon* series, Tamers was intended for a much older audience. In fact, the show has a surprisingly dark tone and is full of Lovecraftian references, death, and horrific images. It is thus a perfect setting for a World of Darkness game where it is Ok for the characters to be Heroes, not just full of angst.



“Isn’t Digimon the same as Pokémon?”

“Those rotten humans, they’ve made him a pet...A digi-poodle!”

-Impmon, “The Icemon Cometh”

In America Digimon is often criticized as being a rip-off of the more popular Pokémon franchise, as both have similar names and feature interaction between kids and monsters. *Tamagotchi* however preceded the Pokémon Nintendo game and, in any case, the two shows belong to very separate genres.

Pokémon belongs to the “collect em’ all” genre along with *Dinosaur King*, *Monster Rancher*, and *Chaotic*. It focuses on catching as many monsters as possible and storing them in some sort of portable holder such as a poké-ball or a card. In Pokémon the owner, after catching (or buying) the monster then trains it for combat in an arena. In the arena, the monsters fight until one submits and the winner often gets the losing monster for his own. A pokémon is only a trained animal, very few can do more than speak the syllables of their name, they are neither good nor evil and only do what instinct or their trainer commands them to.

In contrast, *Digimon* belongs to the same genre as *Alice in Cyberland*, *Dragon Drive*, and the British live action show *Primeval*. It focuses on the relationships between human and nonhuman beings and their ability to work together in order to defeat an evil force from another place or time. Also in Digimon, the monster is not only a sentient being in possession of speech but is able to make its own decisions including siding with good or evil. The evolutions also work very differently, Pokémon have a set evolution much like a real animal but Digimon can change into any other digimon seemingly at random due to the mystical nature of the catalyst. There is also no object to hide the monster in, or, as Takato found out, just because you put your digimon in a box doesn’t mean its going to stay there.

Another major difference between the two shows is the violence. In *Digimon* (especially *Tamers*), fights are no game and death is common. I can remember some debates on the internet a few years back about whether or not Digimon had blood. When Growlmon slashed Mihiramon blood splashed everywhere, yet there is not even a drop when Beelzebumon slashes his claws through Leomon’s chest. Obviously, it depends on what effect the animator is going for, the Leomon scene is bloodless because the point of the scene was on Jeri’s reaction not gore. So if you are playing this game with older players go ahead and make your digimon bleed buckets worth or play it bloodless if using these rules to introduce younger players to role-playing games.

I often compare the two shows to two book series that both involve domesticated dragons on other planets. *Pokémon* is comparable to Jane Yolen’s *Pit Dragon trilogy*, a children’s series of novels in which dragons are raised for pets and fighting. *Digimon* however has much more in common with Anne McCaffrey’s *Dragonriders of Pern* with people working together with dragons to stop an alien menace. Indeed, I consider McCaffrey’s novel *Dragonquest* recommended reading for Tamers fans.



Digimon Tamers Episode Summaries

"It looks like it's gonna be up to the six of us to save the world from any evil digimon from now on"

- Henry, Snakes Trains & Digimon

Like most Japanese cartoons Tamers has more episodes than American shows and several short "movies" that fill in the blanks between episodes. All together *Digimon Tamers* has 51 episodes, 1 radio play, and 2 movies that can be divided into four story arcs, each one about as long as a typical US season of 12-14 episodes. In the summaries below I am going to use the American names, as they are the ones most English speakers will be aware of.

Story Arc 1: Know Thyself Episodes 1 to 12.

Story Arc 2: Attack of The Devas
Episodes 13 to 34. The first Tamer's movie, *The Adventure's Battle* is set between episodes 18 and 19.

Story Arc 3: The Digital World Episodes 24 to 38.

Story Arc 4: The D-Reaper Episodes 39-51

Epilogue 1: Message in a Packet
The sequel episode released as a CD drama in Japan, set 6 months after episode 51

Epilogue 2: Runaway Locomon (AKA Runaway Digimon Express)
The second Tamer's movie set a year after episode 51.

1. "Guilmon Comes Alive"

Takato and his friends are playing the Digi-Battle Card Game before school. As Takato rushes to put away his cards he finds a strange blue colored card and, curious, he slashes it in his Card Reader. It seemingly does nothing. By the time Takato gets to school, he is late and has to stay after school as punishment. Instead, if doing his assignment, however, he spends this time designing a dinosaur-like Digimon that he names Guilmon. When he gets back to his cards he finds that his card reader has turned into a D-arc (called a D-Power Digivice in the American version of the show) and the blue card has vanished. When Takato gets home, he tries to slash his doodle of Guilmon into the D-arc. Since he foolishly tries to stick the entire notebook in the device, the pages naturally get stuck. As he is called away to go eat dinner the Digivice begins to tear out and scan each page that has Guilmon on it all by itself! Later Takato comes back to find out that there's a pulsing DigiEgg on the screen. The egg hatches but where's his Digimon? Takato follows the compass on the Digivice to find the newly materialized Guilmon. Meanwhile, the young digimon Calumon escapes into the Real World.

Note that, while it never actually says so, it is implied that the digi-gnomes were responsible both for creating Guilmon and for sending Calumon to Earth.

2. "Digimon, Digimon Everywhere"

Takato tries to sneak Guilmon in his house by hiding him under a cardboard box. His parents think he is trying to sneak in a cat. Takato has a dream about a girl (Rika) and her Digimon (Renamon) battling. Takato tries to hide Guilmon in an ally behind some boxes while he is at school- but of course, Guilmon follows him. Guilmon stays under the box until the principle (thinking that's it's a student fooling



around) orders him to take it off. As a result, he ends up scarring the principle and several teachers. When Takato finds out about this he rushes off to find his missing dragon but meets Henry and Terriermon instead. The rabbit-like Terriermon calls Takato a bad Tamer because he lost Guilmon. Sobbing in humiliation Takato runs away in search of Guilmon. Finally he looks on the roof to find Guilmon looking at a tall building (the Hypnos building) located in the center of town. On the way home Guilmon is suddenly attacked by the fox digimon Takato saw in his dream.

3. "To Fight or Not to Fight"

As the fox digimon (Renamon) and Guilmon battle, Takato tries to make Rika break it up but Rika wants to fight. She wants Renamon to be stronger and as far as she's concerned, Guilmon is just food for Renamon. Luckily, Henry and Terriermon arrive and break up the fight. Takato's parents tell him he can't keep the pet he snuck home in the box so Takato needs another place to hide Guilmon. He finds an abandoned bunker in Shinjuku Park and hides Guilmon there. Meanwhile, Rika ponders what Digimon are really for. To her they were made to fight! Renamon on the other hand wants to become stronger but thinks there must be a better way. The next day Takato goes to the park and sees several government vans. When he can't find Guilmon, he thinks the government took him and, as Takato is having "Alien Autopsy" flashbacks, Guilmon leaps out and startles him. It turns out Guilmon was just playing hide and seek. Later that afternoon Rika confronts Takato in a parking garage and Guilmon and Renamon start fighting. Henry finds them and Terriermon gets hit by Renamon's attack. Terriermon, against Henry's wishes, digivolves to Gargomon and goes berserk, shooting at everything that moves. He begins to attack Rika but Guilmon saves her life. The furious Henry puts Gargomon in time out.



4. "It Came from the Other Side"

Henry's version of Time Out is making Gargomon stand on his head in the hope that it will change him back to Terriermon. On the way home from the park Henry and Takato are chased by a strange fog that engulfs Henry. Inside the fog is a Gorillamon. Guilmon tries to fight the gorilla but can't beat him. Henry has a flashback to the time when his dad bought him a Digimon video game and while using Terriermon as a character he battled a Gorillamon and lost! Concerned for the badly hurt Terriermon, Henry slashed the first modify card he could find into the game slot. The card was a Blue Card and slashing it in combination with Henry's belief made Terriermon real. Now here he is confronting the exact same Gorillamon that was in the game! Desperate Henry slashes one of Takato's cards in his digivice allowing Terriermon to defeat the Gorillamon, but Henry doesn't let Terry absorb the data.

5. "Dream A Little Dream"

After Calumon has vandalized the school's PE shed and field (in an attempt to play soccer) Takato and Guilmon discover him. Takato and Henry try to find someone that they think would make a good Tamer for Calumon but are unsuccessful. Later as they visit Guilmon's shelter to feed him they find that Calumon has persuaded Guilmon to go to the school so they can play. In their confused attempt to make a soccer field the two digimon draw a magical diagram on the lawn that summons a demonic digimon, a Vilemon! Henry and Takato enter the Digital Field only to find Vilemon attacking Guilmon and Calumon. Renamon and Rika appear, kill the Vilemon, and collect its data.

6. "O Partner, Where Art Thou?"

Rika's mother is a famous model who is always working and wants Rika to be just like her. This puts Rika in a bad mood and she and Renamon go out and challenge an Allomon. Renamon destroys Allomon but does not digivolve to do so. In a flashback, we learn that Rika is the current Digi-Battle game champion

and that on the night she won her title of “Digimon Queen” several digimon showed up and begged Rika to become their partner but Rika choose Renamon instead. Now Renamon feels that she has failed Rika by loosing the fight with Allomon and goes off by herself to mope. As she sits on some telephone wires, she is discovered by Impmon. The gremlin tells Renamon that he feels sorry for her and that that she shouldn't let Rika be so hard on her, all the while hinting that he would like to be more than just friends. Renamon thinks his “class A material needs more work” and leaves. As she is going, a digital fog moves in. Rika seeing Impmon through her digivice thinks Renamon is fighting with him and runs to her rescue only to find Renamon in a fight with a hungry Dokukumon. The giant spider, wanting fresh meat, tries to attack Rika but Renamon leaps in the way and takes the damage. Renamon is fatally injured and Rika, realizing how much she has grown to care for Renamon, begs her not to leave. Rika's love causes the red triangle on Calumon's head to glow and Renamon Digivolves to Kyubimon. The newly rejuvenated Kyubimon then defeats Dokukumon. Rika hugs Kyubimon and Impmon leaves in disgust at the mushy sight.

7. "Now You See It, Now You Don't"

Rika can't understand why Kyubimon saved her; after all, if digimon are just data they shouldn't have feelings. Meanwhile Guilmon starts to fade out of existence. Takato tells Henry, who thinks that it means Guilmon will go back to the "other side." Takato wants Guilmon to stay, and thinks if Guilmon digivolves, he'll be strong enough to fight whatever is pulling him back into the spirit world. As the three friends and their digimon walk home, Guilmon completely disappears. Henry and Rika send their own partners away before they can be affected as well. The three humans then look for Guilmon, following Takato's digivice compass to an underground tunnel. There they find an odd cloud and save Guilmon from being deleted. The kids don't know it but the cloud is the result of an experiment being conducted by Hypnos, a government agency that is trying to exterminate all bio-emerged digimon in Japan.

8. "A Question of Trust"

Takato spends his time at school drawing a picture of what a digivolved Guilmon would look like and names the creature in the drawing Growlmon. Takato's teacher tells the class that someone is scaring necking couples in the park so no children will be allowed in there after dark. The reason for the curfew is that the adults think the perpetrator is a kid, but it's really Impmon! The teachers are forced by their district to patrol the park looking for the kid. Takato is afraid the teachers will discover Guilmon and runs to the park. There he runs into a police officer who thinks he is the delinquent but his teacher, Ms. Asaji comes to his rescue. Ms. Asaji begins to lead Takato home but Takato runs away. Meanwhile, Impmon has persuaded Guilmon to play with him. Guilmon doesn't understand the thrill of scaring people, and leaves. Lonely and bored, Impmon finds a Devidramon stuck in a Digital Field and makes fun of it. The teasing gets the dragon so angry it fully materializes and flies forth to terrorize the city. Takato and Guilmon meet up, Takato thinks Guilmon is the one scaring people and yells at him. Feeling unwanted Guilmon wanders off and the Devidramon attacks him. Terrermon sees Impmon cheering on the fight and tells Henry and Takato that Impmon set Guilmon up (an event that makes Impy dislike Terry from then on). Takato tells Guilmon that he forgives him and their friendship (with Calumon's help) turns Guilmon into Growlmon. Growlmon easily defeats Devidramon, and absorbs his data.



9. "Not As Seen On TV"

Takato is scared of Growlmon causing the big lizard to cry. Realizing that his partner is the same person on the inside despite his appearance, Takato apologizes. Growlmon wants to turn back into Guilmon so no one will be scared anymore, but he doesn't know how. Takato tries every trick in the book to get him to de-digivolve including, exercise, a cold shower (by sitting in the park fountain), and even prayer to no avail. Giving up Takato tells Growlmon to hide in the underground tunnel and goes to bed. Later Growlmon

appears at Takato's house wanting Takato to rescue him from Calumon who thinks 2 AM is the best time to play! Takato scares Calumon off and Growlmon returns to the tunnel to go to sleep. Impmon is looking for fun and finds the sleeping dinosaur. Growlmon tells Impy that he is not allowed to play with him any more. Impmon is furious and annoys Growlmon until the dinosaur is forced to leave the tunnel. The exhausted Growlmon falls asleep in the park and awakens to find a group of children playing on him. Managing to escape, he hides in the woods. Takato, Henry, and Terriermon paint him with camouflage paint, but it starts raining and the paint begins to melt. Takato starts bawling because he can't afford oil-based paint. A rainbow comes out and, the now relaxed, Growlmon de-Digivolves to Guilmon.

10. "The Icemon Cometh"

Rika wanted Renamon to digivolve so, now that she has, Rika still feels dissatisfied. As Rika walks down the street a cold feeling comes over her and, in the spirit world, an icy clawed hand reaches for her. Rika encounters Calumon who wants to play. Rika's mom leaves her work early and meets Rika on the street. She sees Rika with Calumon and, much to Rika's embarrassment, gushes over the how her little girl is finally being feminine and playing with cute toys. Impmon appears and tells Renamon that Terriermon said she was fat so she ought to beat him up. Renamon tells Impmon that she can't fight Terriermon because Henry won't let his digimon fight. Impmon thinks that he can easily beat Terriermon himself if the rabbit won't fight back. The cold hand appears again but when Renamon tells Rika she will protect her, Rika yells at her. Meanwhile, Impmon confronts Terriermon and Terriermon literally blows him away! Rika sees the Icedevimon she has been sensing all day and chases it but it captures her. Rika finds herself in a cold penumbral room filled with frozen digimon. Icedevimon tries to persuade her to become his Tamer. She tells him she already has a partner. Henry and Takato run to Rika's aid and Guilmon and Terriermon try to fight Icedevimon but he freezes them solid! Renamon arrives and Icedevimon and Renamon fight. Renamon digivolves to Kyubimon but Icedevimon's still winning. Henry uses an expansion card to break Terriermon and Guilmon out of the ice. Guilmon attacks Icedevimon and wins. Rika says she "hates all Digimon" and runs away.



11. "Much Ado about Musyamon"

Rika has thrown her cards and digivice in the trash. Henry spots a Digital Field and Hypnos spots the Bio Emergence as well. Henry still won't let Terriermon fight but that's OK because Hypnos seemingly deletes the wild one. Terriermon tells Henry he's going to have to fight some time. Henry leaves Terriermon with his sister Susie and goes to talk to Renamon. Takato boasts to his friends about being a real digimon Tamer. They say, "prove it"! Takato shows them Guilmon but Kazu and Kenta get scared and run away. Juri on the other hand thinks he is the cutest thing. Terriermon escapes from Henry's sister, and goes to find Henry. Guilmon tells Takato that he smells a digimon nearby. The "wild one" bio emerges and Musyamon appears. Guilmon rushes into battle but is outclassed. Henry and Terriermon arrive just as Musyamon is about to attack a little girl. Henry lets Terriermon fight and he digivolves to Gargomon. Gargomon wins and saves the child. Henry realizes that sometimes there are things worth fighting for.

12. "Divided They Stand"

Rika tells Renamon she hates her. Renamon seeks advice from Impmon on living without a partner. She finds Impmon sitting on a roof watching some very young children. Impmon has a flashback in which we learn that the two kids were his partners but while fighting over him they nearly pulled his arm out of its socket. The kids are fighting over a teddy bear and end up ripping one of its arms off causing Impmon to hug himself and shutter. When Renamon asks him what's wrong Impy jumps up guiltily and pulls off his tough guy act. Renamon asks Impy why digimon need a partner and Impmon tells her that she has the power inside her but must find how to use it herself. Spotting a digital field, Renamon challenges three Flybeemon. Rika arrives, but after seeing Renamon defeat them by herself, she leaves. Renamon decides she doesn't need Rika either. Takato and Henry stumble across Yamaki who tells them to stop playing with

the digimon - they're dangerous! A Harpymon appears and attacks Renamon who is in desperate need of help. Rika, seeing Renamon nearly die, comes to her senses and stabs the harpy in the back with a stick! Rika's bravery allows Renamon to digivolve and she destroys Harpymon.

Note: the American version is much milder than the original Japanese version. In the USA, the kids tug on Impy until he yells at them to "Stop It!" but in the original they tug until the imp screams in pain while a red slash (symbolizing tearing flesh) slashes across him.



13. "Juggernaut"

Takato and Guilmon have just made a Darklizardmon surrender (unlike most battles this seems to be a challenge of strength between two digimon instead of a fight to the death) when Yamaki and his crew arrive and kidnap the dark lizard. Yamaki tells Takato that Guilmon is dangerous and should be destroyed. Takato gets mad but Yamaki just smirks at him and leaves. At the lab at Hypnos, they study the Darklizardmon then kill her. Yamaki then calls his bosses and explains about how much of a threat digimon are. They think he is exaggerating. Angry, Yamaki creates the Juggernaut program. He hopes the Juggernaut will destroy all digimon in the city and keep other digimon from materializing. At Henry's house, his father sees some ghost like figure from his past. This really freaks him out but when he yells and grabs at the apparition Henry is there instead. Yamaki tests the Juggernaut and it acts like a magnet and drags hundreds of digimon towards it before destroying them. All this released death energy creates a portal in the Juggernaut's core and something bad is coming through!

14. "Grow Mon Grow"

Over the screams of the deleting digimon, a voice announces that the Real World will soon belong to a new Master as the sky rips apart to reveal the Digital World. All of the Tamers meet up and try to defeat Mihiramon, a tiger deva. First Kyubimon then Gargomon fail and it is all up to Takato. Growlmon leaps into the fight and is bitten by the tiger. Takato, feeling the bite, passes out. He has a vision in which Growlmon tells Takato that he can take the deva if Takato gives him his strength. Takato tells Growlmon that he believes in him. He wakes up, grabs his Digivice, and Growlmon digivolves to WarGrowlmon! He uses his Atomic Blaster, and destroys Mihiramon. Standing by watching is Kazu, Kenta, and Jeri.

15. "Snakes, Trains, and Digimon"

The three tamers make a vow to protect their neighborhood from evil digimon and Takato makes a team flag that everyone else thinks is lame. The next morning Takato calls Rika and Henry at dawn asking if they will patrol the city with him, but they both decline. Takato introduces Guilmon to the rest of his classmates. They go to play in the park while Impmon watches. Renamon appears and talks to Impmon then flirtatiously runs off. Meanwhile a red-eyed shadow appears in the subway. Rika's digivice detects a Digimon. A monstrous white cobra, Sandiramon, appears and attacks the people on the subway. Rika and Henry are soon fighting for their lives and are unable to get back up from Takato because he is not near a phone. Impmon has followed Renamon and runs to get Takato, giving him a well needed lecture on responsibility in the process. Takato and Guilmon show up and help defeat Sandiramon.

16. "Back To Nature, Back To Battle"

Takato and Henry are going on a class field trip camping and take Calumon, Guilmon, and Terriermon with them. After various escapades, the tamers go for a midnight stroll and Takato and Henry detect a digimon and, not wanting to bother their partners, sneak off to see it. The friends determine that the bird spirit is too small to be dangerous and leave. However, the little bird is actually the deva, Sinduramon. The chicken

deva eats all the electricity from the city, causing Tokyo to have a total blackout, and grows to the size of a house. The next morning the friends are in the woods swimming in the river when Impmon appears. Takato says that Impy can play with them again so the gremlin leaps in the water to play. The swimmers are then literally blown out of the water by a giant chicken. An owl, possessed by some spirit that gives it glowing eyes, appears and announces that the Deva “who feeds on the light of man” has arrived. Guilmon and Terrermon run after the bird leaving their tamers behind. Henry, Takato and Calumon determine that the light of man is electricity and that Sinduramon is heading for the hydroelectric power plant. The friends arrive at the plant to find their digimon in battle and evolve them to Gargomon and Growlmon. The two digimon work together and destroy the bird deva freeing the owl from its possession.



17. "Duel With the Deva"

Henry receives a digi-battle card from a friend that turns out to be a blue card. Henry has his dad examine the card then searches for its original owner but gets inconclusive results. Later that day Impmon challenges Terrermon to a rematch. Henry's dad discovers his children with a real digimon and runs towards them. Impmon, thinking its some crazy guy, throws a couple of fireballs at him. Confirming Impy's opinion, Mr. Wong continues forward wanting to touch a digimon that clearly does not want to be petted. Afraid for Henry's dad Terrermon makes Impmon stop. Impmon, thinking Terrermon is crazy too, leaves. Realizing that Terrermon is also real, Mr. Wong turns to talk to his son but Henry runs away. Later that day two digimon appear downtown and begin tearing up the local shops. The digimon are Pajiramon, a sheep deva, and Vajramon, an ox deva. The tamers arrive and Henry uses the blue card to digivolve Gargomon to Rapidmon. Rapidmon uses Tri-Beam and destroys Pajiramon and, he thinks, Vajramon. Come to find out Vajramon has simply teleported to safety. The ox approaches Renamon and wants to talk to her and Renamon follows him.

18. "Digital Beauty"

Rika's mother wants Rika to be just like her, so she sets her up for some photo shoots. Rika feels exposed, and the obnoxious prattling by the cameraman doesn't help, so she pushes the man out of the way and runs off. Later that night, Vajramon and Renamon reappear. Renamon tells Vajramon that she is not interested in working for his sovereign. Calumon appears and the ox attacks him until Kyubimon digivolves to Taomon and destroys Vajramon.

Movie One. "The Adventures Battle" (AKA Battle of the Adventures)

While on summer vacation to visit his cousin, Kai, in Okinawa, Takato rescues a girl from a digimon attack. The girl is Minami Uehara, daughter of the creator of the V-Pet, a program that is sweeping the nation. Later that night yet more digimon appear and attack Kai's home. During the battle a dog digimon, Seasarmon materializes from Minami's laptop and tries to fight off her attackers. The dog fails however and Minami is kidnapped. It turns out that Seasarmon is the original V-Pet which was created to replace Minami's dead dog, Mei. The captured Minami is taken to VP Labs, the company that produced the V-Pet. As Takato and Kai go to rescue her, they discover that the company president, Ryuuji Tamashiro, is actuality the digimon Mephistomon, in human form. Mephistomon is searching for the V-Pet vaccination program which would stop the demon's plan to use the V-Pets to plunge Earth's electronics network into chaos. It turns out that the V-Pets are a computer virus that eats the data on computers then opens a portal that allows Mephistomon's digimon allies into the real world.



Omnimon, guardian of the boundary between the Real and Digital World, transports Rika, Henry and their partners to Okinawa so they can come to Takato's aid. Seasarmon tries to defend them from Mephistomon but is fatally injured by the demon. As Minami begs the dog not to die she calls him Mei. It turns out that Mei is the digital dog's true name, as he is the spirit of her dead dog come back to protect her, and, just before he dies once more, he activates the vaccination program within him. The chaos wreaked by the V-Pets is undone. The Tamers think they have won but Mephistomon digivolves into his mega form of Galfmon. The Tamers' digimon assume their ultimate forms, and combine their energies to form the Trinity Burst attack, which destroys the monster.

19. "Impmon's Last Stand"

Some pre-teens coo over Calumon until the disgusted Impy frightens them off. This intrigues Calumon who follows him hoping to see him scare more little girls. Meanwhile Henry's karate teacher tells him about the deva's, creatures from Hindu mythology. Indramon, the horse deva, appears, and Impmon apparently has a score to settle with him. As this is personal, Impmon wants to fight Indramon himself and is furious when Renamon causes the horse to vanish into the umbra. Impmon goes on a rampage, setting fires, breaking things, and stealing ice cream from babies. When the police turn up to arrest him, Renamon rescues him. The resulting argument ends up with Renamon learning that Impmon once had a tamer. Indramon reappears and Impmon runs back into battle, followed by the rest of the team. Impmon wants Renamon to let him fight alone and when she wants to know if he is suicidal, he tells her he doesn't need her pity. Renamon lets him fight on his own and prevents the tamers from interfering. Impmon uses his strongest attack but Indramon is not even scratched. The horse beats Impmon to a pulp until the tamers come to his rescue. The tamers then evolve their partners to champion but when they all attack together Indramon sucks their attacks into his horn and use the energy to grow to the size of a skyscraper. He then uses his Horn of Desolation attack to blow Growlmon, Kyubimon, and Gargomon across the park. The barely recovered Impmon charges into battle and the episode ends on a cliffhanger.



20. "Out of the Blue"

Impmon rushes to Indramon and the horse hits him so hard he is literally knocked out of the park. Yamaki releases the Juggernaut program on Indramon and it seems like it's about to delete him but Hypnos has a power problem and the program shuts off. Indramon vanishes again. The Tamers search for Impmon, but don't find him and assume he is dead. Kazu wants to be a part of the team and makes a "blue card" for Takato out of cardboard and crayons. Indramon comes back for another fight and is winning until Takato uses Kenta's handmade "blue card". The power of Takato's belief is enough to evolve Growlmon to WarGrowlmon. WarGrowlmon then defeats Indramon with his Radiation Blade Attack.

21. "Jeri's Quest"

Kazu, Jeri, and Kenta are spying on Takato, Rika and Henry when the boys discover that Jeri is a digimon card collector. Meanwhile Henry's father and some old friends (the Monster Makers) are hired by Yamaki to work on creating a code that would affect the digimon. Later Jeri finds Calumon and feeds him cream puffs. She wants to be a tamer and concludes that Calumon is the one for her. The rat deva, Kumbhiramon, appears, and attacks them. In answer to Jeri's cry for help, Leomon appears from a rainbow bridge and comes to her rescue! To Jeri it is love at first sight and she thinks its destiny for Leomon to be her partner. After a comical chase, Kumbhiramon reappears and uses Deva Clone to multiply. Leomon is outnumbered but with Gargomon's help, the rat is destroyed. Leomon then tells Jeri that he works alone and walks into the sunset.

22. "The Boar Wars"

Walking home Henry sees a poster of the Chinese Zodiac and realizes that the animals in it are the devas. They realize that they still have five more devas after them, a pig, a dog, a monkey, a dragon, and a rabbit. Meanwhile the team keeps being followed by a very strange-looking boy who runs away when confronted. Suddenly a severe earthquake rocks the city. Impmon, not dead after all but badly injured and overwhelmed with depression, feels it from his hiding place in a storm drain and wonders if the Earth herself is against him now. Another quake is accompanied by a digital field from which emerges a pig the size of the superdome. The shaggy furred boar is unstoppable, the military and tamers helpless before it. In desperation, the kids simply wish they had blue cards and one magically appears in their hands, brought into existence by their belief. Using the cards the team evolves their digimon to ultimate and rush to rescue the city.

23. "A World Apart"

Even with the combined power of three ultimates, the boar, Vikaralamon, is unfazed. Takato lets out a shriek of anger that lets WarGrowlmon know he is willing to fight with him. WarGrowlmon can feel Takato, and channeling Takato's Rage the dinosaur grabs the boar by the tusks and flings him aside. Vikaralamon is then defeated by dragon fire. The mysterious boy then shows himself and when the kids demand to know who he is, he turns his head 360 degrees! Even this Linda Blair impersonation doesn't tip off the Tamers who still think he is just a weird kid. The "kid" then reveals that he is the Monkey deva, Makuramon. He snatches the terrified Calumon from Jeri, and leaps into the Digital World. When Leomon attempts to save Calumon, a fiery bird (whom we later learn is the God Xhуqiaomon) shoots needles of light at Leomon. Leomon falls to the ground and Jeri runs to him. Her love gives her a Digivice and she uses it to heal Leomon. Jeri is now a Tamer. The kids make a vow to enter the digital world and rescue Calumon.

24. "The Journey Begins"

Henry's dad examines his D-arc but Henry is too nervous to tell his dad about the team's plans. Leomon and Jeri talk and Leomon says Jeri may be little but that she has the heart of a lion. Rika's grandma discovers Renamon. She says that she always knew Rika had a guardian angel and thinks that Renamon is beautiful. She asks the kitsune to protect Rika on her journey. The Tamer's are trying to find the portal to the Digital World that the deva's are using so they can go rescue Calumon. Guilmon discovers that the portal was right under their nose, buried under Guilmon's shed in the park. Meanwhile a portal opens up near Impmon and a mysterious voice tempts him to return home. The kids are so worried about the upcoming trip that they get in trouble at school for not paying attention. During detention, they write a note explaining that their leaving to go to another world. When the teacher reads the notes, she breaks down crying and runs out to try to talk them out of it. However, the kids say that this is something they must do. Takato ventures home to tell his parents. His mom gets very upset; she gets even more upset when she sees that the "cat" was really Guilmon. Takato's father however is willing to let him go. The team is just about to set off when Yamaki interrupts. He gives them a "COM Device" which will allow them to communicate between the dimensions. Bravely, the Tamers enter the portal.



25. "Brave New Digital World"

The Tamers travel through the portal and find themselves in a cloud of fog composed of symbols. They realize that the cloud is translating their physical bodies into data so that they can enter the Digital World. They then find themselves suspended in this area until Jeri says, "I think that way is down". The kids are then sent plunging through an area composed of glowing crisscrossing lines and circuit boards (the Pattern

Web) until they crash into the Digital World. The kids then find themselves in an immense realm of desert and badlands. They then find that the COM device is not working, in fact they cannot get any digital device to work. In the distance the Tamers see what they think is a building but as they get closer, they find it is just a large rock, Night falls. Rika spots a Meramon who jumps them. Leomon leaps to the defense, but it turns out the Meramon is friendly and had mistaken them for someone else. A heard of Jagamon appears and stampedes towards them, killing Meramon and barely missing the Tamers. The next day the Jagamon are calm so the team ask their leader if he has seen Calumon. The Jagamon saw Makuramon and point them to the direction they saw him go. Suddenly a Data Stream, a beam of light that connects a computer on Earth with the Digital World, charges towards them and there is nowhere to run!

26. "Kazu and Kenta's Excellent Adventure"

The Data Stream rapidly moves towards the Tamers. Everyone is able to dodge out of the way except for Kazu, Kenta, Rika, and Renamon. Everyone watches in horror as their friends are sucked up into the Stream. Next thing the swept up kids know, they find themselves in a valley filled with strong winds. The wind is so strong it throws them about like rag dolls, flinging them right through the front door of Jijimon and Babamon's house. The two elderly megas are very nice and lets them stay overnight. In the morning, Rika wants to leave to find Calumon, but Kenta and Kazu ask Jijimon and Babamon to be their partners. They think it is a good idea and talk Kazu and Kenta to fight each other to show them how it is done. Renamon gets them to stop and Jijimon and Babamon change their mind. Together they all build a large kite to get them out of the valley.

27. "Motorcycle Madness"

Now on their own, Takato, Henry, Jeri, and their partners discover what appears to be an abandoned village. As the team approaches the village, they hear a strange sound and turn to find a motorcycle heading straight for them. They dodge the machine and discover that it is seemingly running on its own without a rider! Suddenly a door opens in one of the village huts and a little Chucidarumon runs out. The bike heads straight towards him but Leomon is able to shove him out of the way before the bike hits. The little digimon's elders invite the Tamers in for stay for the night. Meanwhile, Impmon has entered the Digital World where he finds the dog deva, Catsuramon. Catsuramon tells Impmon that the Sovereign will help him digivolve if he destroys the Tamers. Impy refuses, so Catsuramon creates an illusion in which Impmon finds himself back on Earth. Thinking he is home once more, Impy runs to greet Ai and Makoto, his human partners, only to have them reject him in favor of a puppy. Feeling unloved and rejected, Impmon once more finds himself before Catsuramon where he, still somewhat reluctantly, agrees to the dog's offer. The dog roars "Then Surrender your SOUL!" Impy, realizing his mistake, starts to protest but it is too late and Beelzemon is born. After the Tamer's eat, the bike comes back. Gargomon and Leomon's attacks don't affect it so Guilmon jumps on, and knocks off a baby MetalKoromon. The baby tells Jeri that the bike possesses the mind of whoever rides it. Guilmon is now possessed and tries to run his friends over until Leomon hits him over the head. Knocked unconscious Guilmon falls off the bike, which wipes out in a pool of lava. Then, just when everyone thinks its over, the bike comes roaring out of the magma- with Beelzemon riding it! Instead of attacking the Tamers, as Catsuramon intended, Beelzemon just rides off in the opposite direction.



28. "Blame It on Ryo"

Rika, Renamon, Kazu, and Kenta (whom Rika nicknames "Team Babysitter") are still lost. They find themselves in a clockwork realm where they find a clock in which the second hand is sticking. A Clockmon and Hagurumon appear and yell at Rika not to touch the clock, but it is too late. Fixing the clock releases

Megadramon from his prison. The dragon attacks them and neither Renamon nor Kyubimon is strong enough to defeat him. Lucky for Team Babysitter Ryo and his partner Cyberdramon appear and re-seal Megadramon. Rika doesn't like Ryo. We find out that this is because Ryo was the only person to beat Rika in a digi-battle card tournament. Rika says she is tired of babysitting and heads off on her own with Renamon.

29. "Goliath"

Kazu, Kenta, Ryo, and Cyberdramon meet up with Takato, Jeri, Henry, and their partners in a city that is very similar to the Weaver city described in the World of Darkness. Kenta explains how Rika went off on her own. Ryo shows the team a castle where they stay overnight. Takato can't sleep so he decides to rummage through his backpack. He finds a note and good luck charm from his mom and he becomes homesick. Jeri sees Takato crying and goes to his room to comfort him. The next morning Ryo leads the Tamers to the desert realm. Unknown to the Tamers, Calumon has escaped from Makuramon and he has found and taken their flag. Now all the Tamers are lost. Calumon is happy because he knows his friends have come to find him and while chasing a data packet he becomes so overjoyed that he triggers three Woodmon to digivolve to Cherrymon. Overhead Makuramon and the dragon Deva, Majiramon spot the digivolution light and see the Tamers. Cyberdramon fights Majiramon and defeats him thanks to Ryo's use of the Goliath card. Cyberdramon is so filled with fury by the fight that Ryo and Cyberdramon run off looking for battle.



30. "The Imperfect Storm"

Beelzemon is looking for someone to fight. He finds a swarm of Chrysalimon (champion level digimon, not babies as often claimed) and tries his Double Impact attack on them. He destroys so many Chrysalimon that the remainder merge together into an Infermon. Beelzemon easily defeats the net spider and Caturamon appears and demands that Beelzemon live up to his end of the bargain and kill the Tamers. Meanwhile, Hypnos gets back online, but Yamaki has been fired. The new Head of National Security sets off the Juggernaut system and a huge storm starts in the Digital World. The Tamers hide in a cave and Takato is worried because they cannot find Rika. Takato's COM Device starts to work, and he gets an email through to Yamaki. Rika finds Calumon and meets up with the rest of the team. Beelzemon appears, and much to his distress, Renamon recognizes him. He tells the tamers that he traded his life for theirs and must kill them. The storm increases and Beelzemon rides off instead of attacking. Furious, Caturamon shows up and attacks the Tamers himself. During the melee, a Data Stream sucks up Takato, Terrormon and Henry and Calumon is taken by the dog deva.



31. "Kazu's Upgrade"

The team is split up once more and when Jeri asks if they will be OK Rika snaps at her. Renamon berates her partner and Rika apologizes. As they look for the others, Rika's group falls through the desert floor and land in a forested realm. There they stumble upon a battle between the hydra Orochimon and Andromon. Andromon gets badly hurt so the Tamers take him to a nearby village of Gekomon. The town is dominated by a huge sake factory where they mix the wine with data packets as a tribute to Orochimon to keep the dragon from attacking their village. The Gekomon help Andromon by giving them some old data packets that act as medicine. The cyborg is healed but de-digivolves into Guardromon. Orochimon smells alcohol on Jeri and kidnaps her. He then forces Jeri to make him drinks. Jeri plans to get the hydra drunk so that she

can sneak off when he passes out. Meanwhile, Gaurdromon has an idea to hide in the sake crates that the Gekomon deliver to Orochimom in order to surprise the evil digimon. Guardromon's plan works but all the data in the sake Jeri made him has made him too strong for the Tamers. When Guardromon suggest that they must change their tactics Jeri uses a LadyDevimon card on Leomon allowing him to use her Darkness Wave attack. Leomon's attack kills the hydra and the Gekomon sing a song celebrating their freedom. A D-arc appears in front of Kazu and he realizes that Guardromon is his partner.

Note: Children's television in America is not allowed to depict the drinking of alcohol. As a result, in the English version of this episode, the sake becomes milkshakes and Jeri's dad becomes a restraint owner instead of a bartender. Interestingly enough there are several European folktales in which a dragon is put to sleep by drinking milk so this change is in keeping with the mythology.

32. "Shibumi Speaks"

Takato, Henry and Terriermon appear underwater. They swim to land only to find that they are in an underwater cave. Henry wonders why the COM device did not get wet. He realizes that the machine is not alive so it would not know that it should get wet if immersed in water. This, of course means that the water is not real in the sense that water on earth is real. Therefore, Henry deduces that if he imagines not getting wet and that he can breathe under water, and then he will not get wet and can breathe. It turns out that he is correct so they use their imagination to travel in the water realm. They find a school of Otamamon and stop to admire them. They are then attacked by a Divermon. The Divermon thinks the Tamers are after the data of his offspring (the Otamamon), but soon realizes that the Tamers mean no harm. The Divermon shows the Tamers the way to another realm and they leave. The trio soon find themselves in a vast library. Inside they find a man, only he is transparent like a ghost! The man is Shibumi, one of the creators of the digimon. Shibumi explains many things to the trio including the fact that there are four Digimon Sovereigns. He also tells them about the Digi- Gnoms, and that he was the one who gave the kids their Blue Cards. Shibumi summons a huge D-ark shaped spaceship that carries the kids to "the highest plane" of the Digital World.

33. "Rabbit Transit"

Henry's dad is confronted by his wife who wants to know where her son is. Needing to think Janyu takes Susie to the park where he meets up with Yamaki. As Susie is playing, a glow appears around her and she is sucked into the Digital World. She appears in the highest plain of the World where she meets the largest rabbit she could ever imagine. Susie greatly admires the rabbit who turns out to be the deva Antylamon. Susie tells the deva that she is lost and asks if Antylamon can help her look for her big brother. When the deva explains that she is working by guarding the South Gate and cannot leave, Susie starts crying. The big softy can't bear to see a child cry so takes her to look for her family. They run into Makuramon who attacks Antylamon for fraternizing with humans. They begin to fight as Antylamon protects Susie. Antylamon causes Makuramon to flee and a pink digivice appears in front of Susie. The Sovereign thinks Antylamon has betrayed him so drains Antylamon of her power and she devolves to Lopmon! The spaceship appears and Susie is reunited with her brother. Henry is furious because Susie has Lopmon. She is a deva after all but Susie holds up her D-ark to prove that Lopmon is her partner.

Note: In the Japanese version, Lopmon is male; however, his feminine voice and pink coloring gave him a sex change in most of the overseas versions.

34. "Lionheart"

Calumon ends up in a deep pit and he cannot get out. Lopmon explains that Calumon is the key to Digivolution and they need him to protect the Digi World. The Sovereign tells Calumon he is not a Digimon but rather the Catalyst brought to life and that the power inside him is needed. Calumon misunderstands and tells the God that he is not going to give anyone his insides. Meanwhile, Beelzemon rides up and attacks Takato, Henry, and Suzy. Takato wants to know why Beelzemon is doing this, after all he and Impmon are friends who went to camp together. Terrermon evolves to Rapidmon, but he has no

chance against a Mega. Takato screams out Guilmon's name and Growlmon hears Takato's voice coming from a Data Stream. The rest of the team enters the Stream and reunites with the trio. Kyubimon uses Dragon Wheel to restrain Beelzemon's arms but he breaks free. Kyubimon tries to reason with her former friend and screaming (as much as at his conscience as at her) BE QUIET, he brings his claws down to kill her. Suddenly Leomon grabs his arm and tells him that the power he has been given does not mean he has to hurt the children. Beelzemon shoves him away and his claws cut right into Leomon's chest, killing him. Laughing insanely Beelzemon absorbs Leomon's data. Jeri starts screaming and Takato's anger overwhelms him. Takato demands that WarGrowlmon digivolve and kill Beelzemon. Takato's Rage and evil thoughts causes WarGrowlmon to become Megidramon. Takato's D-ark disintegrates and the corrupted Megidramon is out of control!



35. "Give A Little Bit"

Megidramon attacks Beelzemon and tries to swallow him whole but Beelzemon grabs his jaws to prevent them from closing. The biohazard symbol on Megidramon's chest begins to glow and the Digital World starts to break apart as Megidramon begins to absorb the very energy of the realm. Makuramon appears and begins to yell at Beelzemon for not killing the children. Beelzemon crushes Makuramon's skull and absorbs his data so that he can use the energy to heal and try to defeat Megidramon. Using the monkey deva's Crystal Sphere power Beelzemon captures Rapidmon and Taomon and drains them of data. Using their strength Beelzemon is able to knock Megidramon out cold. Takato runs to the corrupted dragon and apologizes, telling his partner that no matter what he is still Takato's friend. Megidramon devolves back to Guilmon and Beelzemon shoots at them. Takato wishes that he could fight along with Guilmon to save his friends and his wish comes true, and he merges with Guilmon to form Gallantmon!

36. "The Battle Within"

A fierce battle begins between Beelzemon and Gallatmon. At first, it seems their power is equal, but then Beelzemon uses cunning to gain the upper hand. Circling his foe with his motorcycle Beelzemon causes Gallantmon to watch the cycle while Beelzemon attacks from behind. Gallantmon uses his Lightning Joust attack to cause Beelzemon's bike to fall into a pool of lava, apparently destroying it. The Sovereign tells Catsuramon to destroy Lopmon and the dog deva appears and attacks the Tamers. Gallantmon destroys Catsuramon but before Gallantmon can absorb the data, Beelzemon steals it. Kenta realizes that Takato is Gallantmon so when Beelzemon is about to attack, Guardromon interferes. Gallantmon uses the distraction to use Shield of Just on Beelzemon. Beelzemon yields to Gallantmon and the knight is about to impale the demon with his lance when Jeri begs Takato to spare him. Beelzemon thinks about all the bad choices he has made in his life and walks away. Takato and Guilmon separate and as Takato hugs his partner a golden D-ark appears.



37. "No Mon Is an Island"

The Tamers decide to take on the Sovereign and rescue Calumon. The Tamers (with the exception of Susie, Guardromon, Kazu and Kenta who stay behind) all venture forth to the monster's lair. Once in the presence of Zhuqiaomon the kids are petrified of the giant fiery bird. Henry charges into battle alone, not noticing that Terriermon was injured in his last battle with Beelzemon. The phoenix god bathes them with flame and Terriermon is badly injured. Susie watches the battle through her D-arc and prays for Lopmon's safety. Her

prayer is answered and she floats into the air and levitates to the battle. Henry realizes that he has been selfish and has friends that will help him in battle. This knowledge allows Henry and Terriermon to Bio Merge to MegaGargomon. MegaGargomon uses Henry's karate moves on Zhuqiamon then uses his Gargo Missile to bring the roof in on Zhuqiamon's head. As everyone celebrates the Sovereigns defeat, the phoenix (appropriately) rises from the ashes. You can't kill a god that easily.

38. "Azulongmon Explains It All!"

Zhuqiamon is attacking the Tamers and only Taomon's force field is keeping them alive. Guilmon and Takato Bio Merge to become Gallantmon again but even a Mega is no match for a god. The phoenix attacks once more and it seems that the kids are doomed when suddenly lightning strikes out and counters Zhuqiamon's flame. Everyone looks up to find that the huge cloud floating above is actually the dragon god Azulongmon. Azulongmon calms down the other Sovereign and tells him the humans may be their only hope of defeating the true enemy. Shibumi also arrives and both he and the dragon god explain to the Tamers what is going on. It seems that a horrible force called the D-Reaper is destroying the Digital World. The D-Reaper wants the Catalyst, the magical gem that caused digimon to evolve. To hide the Catalyst the digi-gnomes turned the gem into a digimon. That digimon was Calumon who was sent to the Real World to keep him safe. Zhuqiamon wants to use Calumon's power to evolve all the digimon in the Digital World to Mega in order to fight the D-Reaper. As the Tamers listen to Azulongmon, Ryo finds where Calumon is being kept and there he meets two more Sovereigns, Baihumon the White Tiger and Ebonwumon the Turtle. The D-Reaper has arrived there to capture the catalyst and the tiger is down there fighting it. Meanwhile the adults in the Real World are busy working on an Ark so the Tamers can return home.

39. "Song of Sakuyamon"

The D-Reaper is very near Calumon and must not possess him. Azulongmon carries the kids to rescue Calumon only to find that the "chaos" (as they call the D-Reaper) is increasing. Zhuqiamon decides to go down and fight it but, like Baihumon before him, he returns badly hurt without even getting near it. Rika thinks she could sneak in without the chaos noticing. She sneaks off to find Calumon and, unknown by her, is followed by Ryo. Rika finds Calumon but as she ready to go back up, she is nearly engulfed by the chaos and is rescued by Ryo who causes a rockslide to trap the D-Reaper. The attack slows the growth but not for long. Rika decides her destiny is to stay and fight, so she sends Calumon ahead with Ryo. Rika tells Renamon that live or die they will be together, and as they leap towards the chaos they Bio Merge to Sakuyamon. Using her powers, Sakuyamon seemingly defeats the D-Reaper. As she returns to the others however, the D-Reaper shoots up like a fountain and is worse than before. Meanwhile, Beelzemon has decided that his life is not worth living and shouting that he doesn't want this power anymore allows a swarm of Chrysalimon to attack him.



40. "Janyu's Ark"

The Sovereigns instruct Calumon to use the power within him and Calumon lets out his Shining Digiolution. The light causes Digimon from all over the Digital World to evolve to Mega and they all gather at the chaos. The Digital World is now ready for war! A tiny pink Mega named MarineAngemon tries to follow Kenta but the boy tells it to "Fly, be Free"! Takato receives an E-mail saying that the Real World is sending them a boat to take them home. As they wait for the ark, Jeri goes off to grieve. However, when she returns she seems curiously withdrawn and her eyes are creepy. Nobody realizes it yet, but the D-Reaper has possessed Jeri. Thanks to its human host, the chaos is now ready to make its escape to the Real World. Meanwhile Rika and Renamon go off to find Impmon. They find him, beaten almost to death in the desert, and pick him up to bring him home. The Ark finally arrives, but Rika, Renamon, and Impmon have yet to return.

41. "Homeward Bound"

As everyone boards the ark, Ryo decides to go and find Rika. Takato waits until the last minute to board and the ship takes off, leaving him behind. As Takato runs behind the ship, trying to catch up, his friends hold out their hands to catch him but to no avail. Guilmon prays for the Ark to stop and it does. Ryo returns riding Cyberdramon and with him are Rika, Renamon, and Impmon. The dragon snatches up Takato and they all fly to the ark and board it. As the Ark starts to return home, Kenta notices something moving in his pocket. It is MarineAngemon and he has a D-arc, Kenta is now a Tamer! The Ark materializes in Shinjuku Park. The kids reunite with their families, all except for Jeri and Impmon who are all alone. Feeling dejected, Impmon disappears into the woods, noticed only by Rika. Yamaki explains that Jeri's father called and told him, "She left on her own, and can return on her own." Takato decides to take her home on the subway. On the train, Takato pours out his heart to Jeri, admitting that he loves her, but she just stares blankly into space. Takato starts crying and Jeri suddenly speaks for the first time since the Ark arrived by reading a food label. When they arrive at Jeri's home, Jeri's dad is angry with Jeri and rude to Takato. Takato returns to the train station, and sees on the TV News that the D-Reaper has followed them home, and is attacking the city!

42. "Reunion"

Now that they are home, the kids have to adjust to their parents knowing about their partners. In Rika's case, her relationship with her mother has changed for the better. Her mom gives her a shirt that resembles her old one except that it has a full, instead of a broken, heart depicted on it. Her mom then reveals that she is wearing one too. Ryo's dad is very upset that Ryo brought Monodramon (Cyberdramon's Rookie form) back home with him. Takato's family now fully accepts Guilmon and decides to bake "Guilmon bread" in his honor. Henry's family and their digimon are just one big happy family but Kazu's mom thinks Guardromon is a useless piece of junk! Unfortunately, they soon learn that the D-Reaper is now in the Real World. D-Reaper is causing Hypnos and all other electronics to go haywire as it deletes communications networks around the country. Rika decides it is her duty to defeat the chaos. She soon finds out that Takato and Henry have the same idea and they all team up to save the city.

43. "Beelzemon's Big Day"

The Tamers watch as the army fires missiles at the D-Reaper with no affect. The Tamers then run from several dozen bird-like ADR-02s created by the D-Reaper. The three kids and their digimon then decide to hide at the school over night. When they wake up in the morning, they are hungry and go to the bakery to make bread. Meanwhile, Impmon has gone to Ai and Makoto's house only to find that no one is home. The kids however have left him a note on the refrigerator. Impy however cannot read so he runs about trying to get screaming, panicky people to help him. Just when he is ready to give up, Henry's sensei arrives and tells Impmon that the note says that the kids are at their Grandmother's house in Hongo. As Impy takes the subway to Hongo, Yamaki and his two associates visit the tamers. Yamaki explains that Shibumi has awakened from his coma (the Shibumi in the Digital World was his astral body) and is now at Hypnos trying to find a weapon that will affect the D-Reaper. The Tamers watch the army for a while and notice a differently shaped "D-Reaper Bird" (an ADR-03) floating out of reach. The kids wonder if the "bird" is the D-Reaper's brain and if they take it out maybe, it will destroy the whole entity. The digimon attack the ADR-03 but it just bounces their attacks right back at them.

Meanwhile, Impmon has finally found Ai and Makoto and they forgive each other. As they spend a little time together Impmon sees the Tamers on TV and tells the kids that it is his duty to go help the tamers save the world., Ai gives Impy a kiss for luck and Mako give him a toy squirt gun so he can "Blast the bad guys with it." As Impy runs across town to help the tamers, he realizes that he will be useless in the fight but his determination and desire to protect his tamers causes him to evolve into Beelzemon Blast Mode. He uses his Craft Technology charm to turn the toy gun into a laser cannon and then flies up to the



tamers and defeats the ADR-03 with one shot by severing the cable that connected it to the “chaos”. The D-Reaper vanishes.

44. "The Messenger"

Takato thinks that he saw Jeri but how could she have gotten all the way downtown so quickly? Worse, she seemingly disappeared, like a ghost. He is worried because of the way Jeri has been acting. He would be even more worried if he knew that, earlier that morning, Jeri had walked into the laundry room at home and vanished into thin air. The Tamers regroup at Rika's house, where they find that all the parents have prepared a feast in their honor. They eat until their D-arcs inform them of D-Reaper activity. The tamers go to the city where they find more D-Reaper Agents tearing the place apart. As before, an Ultimate digimon is useless against the agents. They must bio-merge to Mega but, because they are now flesh and blood instead of data, they cannot. They see a Goth girl and her dog running from some ADRs and save her. The girl says her name is Alice McCoy and her dog is the digimon Doberman. Doberman was sent by the Sovereigns to deliver to the kids the power to bio-merge in the Real World.

45. "The D-Reaper's Disguise"

The Tamers turn into data, allowing them to bio-merge. As the tamers go to fight the D-Reaper, Doberman gives Alice a last lick before disintegrating into data bits. Alice starts to walk away and then fades into nothing. The scene then shifts to an office building where one of the Monster Makers, Robert McCoy (AKA “Dolphin”) looks at a photo of his dead granddaughter. The girl in the photo is Alice. Alice is a ghost! Meanwhile the D-Reaper grabs Gallantmon and pulls him down inside the D-Reaper. Gallantmon's body begins fade then Takato and Guilmon split apart into their own bodies. They look about and find that the D-Reaper is slowly dissolving everything it touches. As they look about Jeri appears. Jeri tells Takato that humanity is evil and worthless and it is the D-Reaper's mission is to delete everything on Earth. The D-Reaper has a hard time deleting organic life and cannot understand why.

46. "When a Mon is Justimon"

A strange Mega digimon appears. It turns out that the newcomers are Ryo and Cyberdramon bio-merged into his Mega form of Justimon. A green humanoid ADR appears and Justimon fights it while the others try to find Takato. Meanwhile Takato cannot understand why Jeri would say such horrible things and becomes very upset. Guilmon tries to tell Takato that the girl is not Jeri, but Takato is deep in denial. He gets a rude awakening however, when “Jeri” suddenly sprouts wings, claws and fangs. “Scary Jeri” is about to kill Takato when Kenta and MarineAngemon appear. Apparently, tiny pink angels are just too cute for the D-Reaper to stomach and “Scary Jeri” flies off. The rest of the tamers arrive and get Takato out of the chaos. Meanwhile Impmon is meeting Calumon at the park and Calumon tells him that he can feel that Jeri is near. Impmon feels guilty for what he did to Leomon and decides that he *must* save Jeri. Impmon evolves to Beelzemon to protect Calumon from the ADRs and Calumon senses that Jeri is somewhere between the twin Hypnos towers. The D-Reaper is hiding Jeri within an invisible force field and by using his Double Impact attack Beelzemon is able to crack it. He thus reveals the Kernel sphere. Beelzemon tears it open so they can enter but the D-Reaper captures Beelzemon with its tentacles and constricts him until he loses consciousness. In the middle of the sphere, Jeri is sitting as if in a trance and nothing Calamon can say or do will make her move. The Monster Makers realize that the Kernel Sphere is the D-Reapers brain and that destroying it might kill the D-Reaper. Antylamon is sent to tell the tamers this news but instead sees Beelzemon be captured. Antyalmon then helps Justimon destroy the ADR attacking him. Later, Ryo gives Susie one of his Modify Cards in gratitude for her help.



47. "His Kingdom for a Horse"

Calumon's worried about Jeri. She seems to be trapped in a D-Reaper caused nightmare where she is experiencing a twisted vision of her mother's death. The Tamers and their families are with Hypnos and the Monster Makers at a headquarters they set up across town from where the D-Reaper is slowly devouring Hypnos. The Monster Makers find the Ark and decide to turn it into an armored vehicle for the tamers. They name the Ark Grani, after the magical warhorse of German mythology, and bring it to the Real World. Suzy tells her dad that Beelzemon and Calumon are in the Kernel Sphere and they realize that that is where Jeri must be. The tamers then charge forth to rescue her. Jeri's dad blames himself for his daughter's abduction. Mr. Katu then steals a van and drives to where the D-Reaper is. He calls for Jeri and a new ADR appears. It's a grotesque giant humanoid figure covered with mouths that speak in Jeri's voice. The D-Reaper produces a camera from one arm and scans Mr. Katu. It searches Jeri's memory for this being but the D-Reaper doesn't understand what a father is or the human emotions associated with it. Mr. Katu demands his daughter back then attacks the ADR. The Tamers bio-merge and save Jeri's dad from the ADR. Before they can rest however another, even bigger, ADR appears! Grani then materializes and, like a knight on a horse, Gallantmon rides forth and shoves his lance through the ADR's head, killing it. Jeri, still in the Kernel, hears Takato voice and begins to come out of her trance.



48. "Shadow of the Beast King"

The D-Reaper is spreading and destroying communications networks all over the world. Not just the Real World either, for Grani reports that the Digital World is 47% deleted. Meanwhile, Calumon tries to wake up Beelzemon and finally succeeds. Beelzemon begins to struggle and almost breaks free so the D-Reaper throws him out of the Kernel sphere. The Kernel then grows a defensive ADR around it. The Tamers arrive with a newly equipped Grani and bio-merge to battle the new menace. Beelzemon tells Gallantmon about Jeri and Calumon, so they use both of their powers to try to open the Kernel, but don't even scratch it. As the battle rages, Hypnos taps into the D-Reaper's frequency so that they can see through layers of programming. This is televised so everyone all over the city realizes the children and the digimon are one. Lopmon tells Suzy she can't just sit around when her friends need help and breaks the window to leap out. Susie uses the card Ryo gave her to evolve Lopmon to Antylamon. The Rabbit deva then saves Kazu and Kenta. As Beelzemon and Takato continue to pummel the Kernel sphere, the protective ADR breaks apart into hundreds of razor sharp blades that begin to chase Gallantmon. The D-Reaper searches Jeri's mind to find information on Beelzemon and tries to demoralize him by reminding him of Leomon's murder. Beelzemon admits he killed Jeri's partner but while he cannot change the past he can affect the future and he is going to rescue Jeri! He uses his Corona Blaster ("Chaos Flare" in Japan) attack on the Kernel but it doesn't hurt it. It then shoots back and destroys the gun Makoto gave him. That really gets Beelzemon mad and he begins to try to punch his way into the Sphere with his bare hands. Yamaki taps into a satellite to communicate to Takato. He tells him to use Grani's Yuggoth Blaster on the D-Reaper. The Sphere cracks and Beelzemon reaches through and tells Jeri to take his hand. Jeri is unresponsive until she hears Takato but it is too late and the sphere reseals. Jeri screams for them to help her but Beelzemon can't break the sphere. Beelzemon prays for someone to "give me the strength I need" then uses Fist of the Beast King on the Kernel Sphere. Leomon's attack reopens the previous crack but the reminder of her partner's death sends Jeri into shock. "You're not Leomon," She says as the Kernel closes. Beelzemon tries to break in again but the blades that were chasing Gallantmon slam into his back. Beelzemon falls, spine severed, paralyzed and beginning to disintegrate into data particles, as he begins to die.



49. "D-Reaper's Feast"

Beelzemon is falling right into the D-Reaper's chaos slime, if his injuries don't kill him the chaos will. Lucky for him Grani swoops down and saves him but his injuries were so severe he has reverted to Impmon. The team then retreats to safety. During the next few days Shinjuku is evacuated, the tamers heal, and the government sends planes to bomb the D-Reaper. The planes arrive and drop electro-magnets to disrupt the D-Reaper. In the short time the D-Reaper is disrupted Hypnos is able to analyze it and form a plan to defeat it. Meanwhile, Jeri snaps out of her depression and tries to break out of the bubble imprisoning her. The D-Reaper simply wraps Jeri up in its tentacles and begins to drain her of her energy. It uses Jeri's energy to completely dissolve the Hypnos building and form a humanoid body surrounded by dissolving chaos. The Tamers are called in to fight the new monster and do so, Takato confident enough to bio-merge in front of his parents and his cousin Kai. The Monster Makers realize that the D-Reaper is a quantum bubble using a wormhole to get from the Digital World to Earth so a 'black hole' should suck it back to the Digital World. However, they still need a way to destroy it. Mr. Wong scans Terriermon supposedly to compare his data to that of the D-Reaper but really to download a variation of the Juggernaut program inside him. Jeri contemplates killing herself, but Calumon stops her. As the D-Reaper is feeding on Jeri's anguish, the D-Reaper takes Calumon away and ties him up on the other side of the bubble. Shibumi gives Henry a Red Card that should protect them from the D-Reaper's chaos and the Tamers go forth into battle once more.

50. "Jeri Fights Back"

The Tamers arrive to their final battle with the D-Reaper and they all use the Red Card to Digi-Modify their Mega forms. The Tamer's reflect on how much they have changed as they charge into battle. A purple ADR appears but Sakuyamon destroys it. The killing of the purple ADR weakens the D-Reaper enough to cause it to lose its grip on Jeri. Jeri fights back and rescues Calumon. Meanwhile, Ai and Mako have arrived to pick up Impmon. As they are being driven back to Hongo, the kids are in the back of their families van taking care of the still injured Impmon. Impy can't understand why the kids care for a worthless little nothing like himself. The kids tell him he is not worthless and that they love him. Their feelings cause a digi-gnome to send a purple D-ark to the trio. Ai, Makoto and Impmon are now officially partners. The D-Reaper grabs Jeri again and connects itself to the D-Reaper in the Digital World. A huge worm-shaped mass rises out of the ground and attacks the kids. Yamaki tells them to engage Juggernaut program hidden inside Terriermon. It will weaken or kill the D-Reaper. The D-Reaper's Wyrms manifestation attacks and none of the Mega's attacks will work on it. The D-Reaper spits out a black substance that hits Gallantmon. Gallantmon and Grani fall. Grani is fatally injured and as it dies, it offers his data to Gallantmon. Gallantmon accepts and gains Grani's wings becoming Gallantmon Crimson Mode!



51. "Such Sweet Sorrow"

Jeri has had enough! She pulls out her digivice, a ghostly image of Leomon appears on its screen and the Kernel cracks. Sakuyamon gives Justimon some of her essence to boost his own and Justimon uses his sword to cut the D-Reaper Wyrms in half. The D-Reaper Wyrms simply pulls itself back together again and the kids are back to where they were before. The Jeri Clone appears and attacks Gallantmon. The D-Reaper Wyrms begins to attack Justimon. As it begins to strike, it is suddenly pulled back down the wormhole by the Digimon Sovereigns! MegaGargmon jumps into the wormhole and releases the Juggernaut program. This causes the wormhole to reverse and slowly devolve the D-Reaper. Shibumi tells them the Red Card may not last any longer and the Tamers soon De-Digivolve. Takato must still reach Jeri so Guilmon tosses his friend up to her and, as the D-Reaper is sucked into the wormhole, Takato emerges with Jeri in his arms. MarineAngemon rescues Terriermon from the closing wormhole and the tamers appear in the park as the D-Reaper disappears. Impmon arrives, introduces his tamers and asks if Jeri can ever forgive him. Jeri forgives Impmon for Leomon's death and causes him to burst into tears. Suddenly Impmon begins to glow and shrink. Then the rest of the digimon begin to devolve as well. Henry's dad arrives and explains that the

Juggernaut program will cause the digimon to devolve and return to the Digital World where they will be killed along with the D-Reaper. Henry is furious at his dad's deception, pointing out that his father knew that this would happen! The digimon vanish as they are pulled into the wormhole. Takato explains that afterwards everything returned to normal. He returns to the hide out sometimes to relive his memories. One day, Takato goes to the park and there he finds a portal to the Digital World inside the Hide Out.

Note: the American version of this episode was slightly edited so that the digimon were merely sent home to the Digital World. This made the emotional outburst of Henry's dad and the Tamers seem excessive. That they were originally being sent back to die makes their reaction much more understandable.

Message in a Packet (C.D. Dramatization)

This is the official sequel to Tamers created as a radio drama in Japan. This episode is a series of messages by the kids sent to their digimon through a computer program. Takato explains how everything has returned to normal in the real world with the cities destroyed by the D-Reaper reappearing and most people forgetting it ever happened as if the whole thing had been a dream. Yamaki discovered the new portal and created a "firewall" to prevent the kids from coming to the Digital world. Furious, Takato destroyed the firewall but the portal had already been covered over with cement so the worlds were still sealed off from one another. Takato explains to Guilmon that the Monster Makers are making a new ark to bring them back to Earth if they are still alive. An English translation can be found at <http://onkei-kun.livejournal.com/20268.html>.



Note: The time period of this movie is often confused with that of Runaway Locomon. The events in Message is given on websites as occurring a year after episode 51 (despite the fact that the kids specifically state that it has only been a few months. Most likely, it is set about six months after Takato found the portal.) and Runaway is usually given as being six months after episode 51. As Message clearly precedes Runaway the dates obviously have become switched.

Movie Two: "Runaway Locomon" (AKA "Run Away Digimon Express")

This ½ hour short came out in Japanese theatres in 2002 but did not reach the US until 2005. Set a year after episode 51, this movie shows us that that ark mentioned in *Message in a Packet* did indeed allow the Tamers and their Digimon to be reunited. It gives no clue on how their partners survived the Juggernaut program, leaving it up to the viewer's imaginations.

Rika finds out that the rest of the Tamers are planning to throw her a birthday party. She is not happy about it at all and wants Takato to cancel it. However their conversation is interrupted by the appearance of an out of control train that just barely keeps from colliding with another locomotive. Takato has Guilmon evolve to Growlmon in an attempt to grab the runaway train only to find that it is really a digimon called Locomon. Locomon breaks free of Growlmon and begins a frantic circuit of the city's train lines, moving at such a high rate of speed that it creates a spatial distortion that opens a dimensional rift between Real and the Digital Worlds. The Tamers mobilise to stop Locomon with



Yamaki, reinstated as the head of Hypnos, aiding them by taking control of the train lines and redirecting Locomon to send him back through the rift. Takato, Rika and Renamon board Locomon but they cannot stop it. Beelzemon appears on his bike and tries to take out the train's tires. Locomon knocks Beelzemon's bike out from under him causing him to crash. Rika decides not to wait for Yamaki's plan and tries to smash Locomon's control panel with a wrench. However something leaps out and possesses Rika! While her mind relives memories of her father Rika's body beats Renamon to a pulp then goes after Takato. Takato is forced to flee to the top of the train and he notices something grotesque on Rika's back. Meanwhile, Guilmon has made it to the train and uses his Rock Breaker attack on the thing on Rika's back and kills it. The possessing spirit is a Parassimon, a creature much like the aliens in the movie *The Puppet Masters*. Locomon digivolves into GrandLocomon and the Parassimon controlling Locomon attempts to recapture Rika. She screams for Takato to help her and he and Guilmon evolve to Gallantmon. Gallantmon saves Rika then destroys the Parasimon, but not before it sends a signal into the rift that summons an invasion to Earth. All the Tamers and their partners engage a horde of Parasimon in battle. Rika, Henry and Ryo bio-merge with their digimon to become Mega but they are outnumbered. Susie is trapped in the train station but before the Parasimon can kill her Beelzemon rescues her. The swarm's numbers continues to grow and one tries to attach itself to Gallantmon. No way is Takato putting up with this! He angrily assumes his Crimson Mode, and uses his Final Justice attack to destroy all the Parasimon. Rika looks on admiringly (she thinks Takato is beautiful as Gallantmon Crimson Mode) and Locomon disappears back into the Digital World. Later that day the Tamers go to Rika's party where Susie sings karaoke and Impmon stuffs himself on dumplings. When asked to sing, however, Rika storms out and stares off into the distance thinking of her father.

Note: The time period of this movie is often confused with that of Message in a Packet and you can see the notes above for the reason I state Runaway occurs a year after episode 51 instead of the six months most websites say. Claims that this episode is not official are simply due to an animation error. In the Beelzemon motorcycle scene the animators used the model sheet for the corrupted Beelzemon instead of the correct Blast Mode model. This is corrected in later scenes. Such mistakes happen often in animation (a real good one can be seen in Gargoyles: City of Stone where "old Demona" is accidentally used for "young Demona" several times) so this does not make the episode "unofficial". As for how Beelzemon knew about the train, well if you look carefully you will see Makoto in the window of the train Locomon almost crashes into at the beginning of the opening credits. Don't blink or you'll miss him.



Sources of Inspiration

"Hello...This is class A material Baby!"

- Impmon, "Partner Where Art Thou"

Biography

Card Terminal: <http://cards.wtw-x.net/> Scans of most of the more recent Japanese Digi-Battle cards, including several special edition cards. This site also gives an English translation in a window beside the scans so you do not need to know Japanese to enjoy the cards.

Digimon Cards! Collectors and Player's Guide by Douglas Arnold, James Yamada, et al. © 2000 by Sandwich Islands Publishing co. www.gamebooks.com. This book is the single most comprehensive guide to the original digi-battle card game. It includes scans of both all the American cards up to date, many Japanese scans, rules of play, and obscure Japanese products.

Digimon Digital Monsters: The Complete Third Season by Akiyoshi Hongo, Chiaki J. Konaka and Yukio Kaizawa, © 2001 Toei Animation Enterprises. For years only a few episodes of Tamers was available on VHS. In late 2007, collectors copied episodes taped on their VCRs to DVD. This "bootleg" version contained not only all 51 episodes but also the movies The Adventurers Battle and Runaway Locomon (both in the English and Japanese versions). This collectors set contains four discs and can be found at www.rememberme-dvd.com or www.albertm2583@yahoo.com.

Digimon Digital Monsters: The Complete Third Season Collectors Edition by Akiyoshi Hongo, Chiaki J. Konaka and Yukio Kaizawa, © 2009 Toei Animation Enterprises. Finally a professional version of Digimon Tamers in DVD format. This "Collectors Edition" is rather expensive and features only the original 51 episodes but as it was transferred from the original negatives and not home recorded TV VHS tapes it is of very high quality. The only place I have been able to find it is at www.amazon.com.

Digimon Digital Monsters: Tamers by Yuen Wong Yu. © 2004 by Toei Animation Enterprises. English text (2004) TOKYOPOP Inc. This manga (Japanese comic book) version of Digimon Tamers is in four volumes and, while it more or less follows the plot of the TV show, it is dumbed down and sanitized for small children with many plot changes, missing episodes and a lot of scatological humor that was not in the original anime.

Digimon Tamers: Message in a Packet (C.D. Dramatization)

This is the official sequel to episode 51 of Tamers, published as a radio play on Compact Disc. The CD only comes in Japanese but there is an English translation at <http://onkei-kun.livejournal.com/20268.html>.

Digimon Tamers Resources. www.konaka.com/alice6/tamers/. The ultimate Tamers website put up by Chiaki Konaka himself. This site gives both Japanese and English versions of essays about the creation of the show, original concept art, maps of the digital world, and much more.

The Digi-Zone: www.thedigi-zone.com. This website gives a lot of information on the digimon series as well as scans of many of the American cards, including many that came out after the year 2000.

Dragonquest by Anne McCaffery. While not a Digimon Tamers book this novel, the second in the extensive Dragonriders of Pern series is a recommended read, as it will give you a completely new outlook on bonding with a monster. The death of the Queens (and its aftermath) in particular will allow one to better understand both Takoto's connection with Guilmon and Jeri's reaction to Leomon's death in Tamers.

Phantoms by Dean Kootz. When I first saw the D-Reaper, my mind instantly flashed onto the monster in this 1983 horror novel. However, the D-Reaper is a cute little pussycat compared with the Ancient Enemy. Read this book if you want to make the D-reaper into a very scary antagonist indeed. Ignore the terrible movie version like the plague, it omits almost everything truly scary or D-Reaper like about the monster.

Wikimon: wikimon.net/Main_Page . The online digimon encyclopedia. If you need information on anything digimon you can probably get it here. Has essays on many subjects, pictures and basic attacks of most digimon species and even scans of some of the Japanese cards.

Fan-Fiction

Sadly, most digimon fan-fiction on the net is badly written plot-less drivel that often contains graphic sex scenes. However, there are some exceptions that would make excellent sources of inspiration for a Tamers chronicle. All of these can be found on www.fanfiction.net and are greatly recommended.

A Gift From Within by EnvySkort. This novella length story is guaranteed to make you cry as Impmon's attempt to resurrect Leomon has terribly horrific consequences.

Dimensions by Blazing Chaos. This is an epic Digimon Tamers/Adventure crossover saga divided into 14 books. Currently book one to six are completed.

Inner Demons by Infinity Blade. This is a true alternate universe story based on the fact that in the original plans for Tamers Takato's partner was going to be Impmon (It was changed because Konaka felt that the lead digimon should be more innocent and, as in *Adventures*, a dinosaur). However this is not simply a retelling of Tamers with Impmon in Guilmon's place, these are the characters taken to a completely new concept. A good read to get a feel for how to make a game following the original Tamer's storylines be something different.

Mysterious Eyes by SilverMoon. All of the Tamers stories written by Silvermoon (and her collaborator Frozen Phoenix) are excellent but this one is especially good and even downright creepy. It would also fit in any World of Darkness game (not just a Tamers chronicle) with minimal changes. In this tale a stalker, who may be more than he appears, is after Yamaki's fiancé.

Night of the Demon Babysitter by SilverMoon. Probably not good for a chronicle but defiantly a fun read as Impmon takes care of the twins for a few hours. Besides how can you beat that title?

The Importance of Homework by SilverMoon. Strange earthquakes and events are surrounding the Hypnos building and the tamers are sent to investigate. This one would make a perfect light adventure stressing brains over brawn.

The Last of the Gijinka by Redbud-Tree. Another novel length story, this one revealing Impmon's greatest secret. Fun, well written and with many plot twists. In addition, this story is only enhanced by the manga version being drawn by Impkat and published on her Deviant Art site.



Digimon in the World of Darkness

"It's so dark and dirty in all this dirty darkness."

- Calumon, *"No Mon is an Island"*

This book is an attempt to put the world of *Digimon Tamers* in World of Darkness terms. It mostly uses the rules from the old World of Darkness, in particular the rules of *Werewolf: the Apocalypse*. I prefer using *Werewolf: the Apocalypse* because it mentions strange digital spirits and their world several times when speaking of the Glass Walker tribe. In addition if the D-Reaper isn't a manifestation of the devourer Wyrms than I don't know what is! In other words, digimon fit right with W:tA with no changing to the setting. The New World of Darkness, on the other hand, only has spirits in the Shadow (an area equivalent to the oWod's Penumbra) and there is no Triad of Weaver, Wyld and Wyrms. These concepts are absent from the nWod because they are no longer relevant to the new character types. No digital world = no digimon and no Wyrms = no D-Reaper, unless the game master drastically changes the setting. Besides, the old World of Darkness had a sourcebook on Tokyo that includes an in depth look at Shinjuku, the setting of Tamers. However, I do like a few things about the new system that I am incorporating into these rules, in particular the new spirit rules and an adaptation of the human child character rules from *Innocents*. If you play the new system, use the human rules from the core book and *Innocents* for human characters and the spirit rules (with some modification) from *The Book of Spirits* for Digimon.

The History of Digimon in the World of Darkness

"Renamon, you're a woman, aren't you?"

Well, Digimon aren't actually living creatures, to begin with..."

"But you're still definitely a girl. So, we're your family."

-Rumiko and Renamon, *"The Messenger"*

Note that Renamon's line was mistranslated as "Well, Digimon don't actually have genders" in the American translation of Tamers. This translation is from the original Japanese.

Our World

The history of digital organisms began with a game called *Core War*, in which computer programs competed with each other to stop one another from executing. Two of the most common strategies enacted by the programs were to replicate as fast as possible or to mutate themselves by overwriting instructions in the game's simulated memory. The programming language used in this game was very brittle, however, and the resulting mutations were often fatal. Tom Ray then created the *Tierra* system where the mutations were much less likely to destroy a program. With these modifications, Tom created computer programs that could actually evolve in a meaningful and complex way. This inspired Chris Langton in the 1980s to test Darwin's theory of Evolution.

Langton knew that plants and animals evolve in response to their environment and to threats such as predators, disease, and competing species. Chris Langton at the University of Michigan thus created a program that actually allowed data to evolve within a computer-simulated environment. As in evolution, data that have the strongest set of attributes or could adapt thrived, while those who could not died out. As a computer program could accumulate mutations much faster than a real animal (with say a million years of computer time taking only a few hours in the Real World), one could actually watch how the data evolved to the changing environment. One experiment involved a digital plant and the digital animal that fed upon it. When the plant evolved long thorns around its base to protect it from the limbless herbivore, the animal evolved a long neck to reach over the thorns. These experiments not only confirmed evolutionary theories but allowed researchers to predict how real-life organisms (such as bacteria) will change in the future allowing for the development of more potent medications and antibiotics.

The next step in this technology came in the form of the Tamagotchi v-pet in the early 1990s. These toys featured simple graphics featuring a small, usually ball-shaped, artificial animal. The owner of the v-pet had to feed, clean up after, medicate (if it got sick) and train the “animal”. If the v-pet were properly cared for, it would evolve into a new form such as a dinosaur or puppy. If not cared for it would die of hunger or disease. These toys were very popular with everything from Jurassic Park to the Little Mermaid v-pets being made.

V-pets were popular but unintelligent programs. The first attempt to make an intelligent v-pet was the game *Creatures* by Mindscape Entertainment. This was a computer game that featured an entire world that the player had to repopulate with Norns. Norns were egg-laying gremlin-like creatures that were run on neural net-based technology. In other words, they were intelligent and could learn both from their mistakes and from being rewarded (with food or petting) or punished with a smack on the rump.

At present, the commonly accepted definition of life does not consider any of the current artificial life forms to be alive, as they did not develop out of a chemical solution. To these people digital life forms are only useful for understand the underlying mechanics of biological phenomena. Others, mainly Tom Ray the designer of Tierra, argue that the programs are not merely simulating life but synthesizing it.

The Tamers Universe in the World of Darkness

The same events that occurred in our world also occurred in the universe of Digimon Tamers, with one exception. In the Tamers universe, the scientists who worked on the original Langton experiments were a group of programmers at the Palo Alto University. These programmers called themselves the Monster Makers. The Monster Makers included Goro “Shibumi” Mizuno, Rob “Dolphin” McCoy, Janyu “Tao” Wong, Rai “Curly” Aishuwarya, Daisy (an unnamed Asian Woman), and Babel (an unnamed black man). Using drawings made by McCoy’s son as a basis for their work, the Monster Makers succeeded in creating primitive digital life using a program similar to the one later used for *Creatures*, but just as this success came, the project’s funding dried up, and it had to be shut down. The Monster makers went their separate ways and the university sold the rights to the creatures to various companies who used them for toys, video games, card games, and cartoon characters.

However the spiritual reflections of the digital lifeforms created by the Monster Makers found their way into the Cyber Realm, that part of the Umbra that was created by the Earth’s interlinked electronics systems. As the programs containing these digital creatures actually changed and evolved in response to the natural environment, like living creatures this caused part of the Cyber Realm to become overwhelmed by the Wyld, creating a little bit of Nature inside the Net. Thus, the Digital World is a place where the Wyld and Weaver mesh, a land that is much like Pangaea except that the creatures in the Digital World are the spiritual reflections of all the creatures that have evolved from computer programs instead of the reflections of creatures that evolved on Earth. They are thus spirits, not actual v-pets brought to life, and as such, they follow the rules of spirits.

Using Mythology in a Digimon Tamers Chronicle

Mystics say that spirits can only appear in whatever form those who look upon them can believe in or imagine. As people increasingly lost touch with the natural world, they stopped imagining nature as magical. Even worse, the creatures of legend became fiction that no one believed in anymore. As the imagination of humanity slowly died, spirits had to adapt by taking whatever forms people still believed in. The average person still thinks of computers as mysterious - and children, fascinated by the cartoons and toys, BELIEVED in what they saw. Thus, digimon are spirits who have taken advantage of this new belief in digital life forms. This is why the Sovereigns and Devas took the forms of creatures from the local mythologies, not just, because they had to mimic human thought, but because they WERE those mythical creatures. Perhaps it is best to think of digimon as spirits for the digital age. Note that the link between Digimon and spirits (especially demons) is even more obvious in *Digimon Data Squad*, a series set in the same universe as Tamers but taking place ten years in the future.

As one could expect the use of mythology and folklore in *Digimon Tamers* is extensive. This means that the Storyteller and Players can use real myth, legend and even fictional sources to embellish their chronicles. How this can be done is easily seen by using Impmon as an example.

It is clear that Renamon is based on the Japanese kitsune legends. What is less well known is that Impmon is based on a mixture of demon and faerie lore. In the original Welsh myth, gremlins (then called Lunasidhe) were small imp-like faeries who lived in blackthorn trees (thus Impy's constant association with trees) that helped people out by giving warning (as Impmon does in "*Snakes, Trains, and Digimon*") or by doing brownie work such as fixing cart wheels or millstones at night. Like brownies, gremlins would "go boggart" and pull malicious pranks on people if their help went unappreciated.

Gremlins became associated with airplanes during World War II when, so legend has it, a grove of blackthorn trees was bulldozed down to make way for a factory making airplanes. The spirits of those trees then declared war upon man and dedicated their lives to causing machinery to malfunction and Impmon's Japanese Digi-battle cards declare, "When Impmon appears, electronic goods temporarily go crazy!"

Impmon also has a thing in common with official *Gremlins* movie tie-in novel. According to that book, the gremlins (like the digimon), were created to be stylish pets. The gremlins instinctively knew there was some way to become stronger, but what they didn't know was that when they got that power it would only made them aggressive, murderous and evil. This craving for power and its results recall Impmon's actions when he became Beelzemon. The kids should count themselves lucky that this was all the writers took from that silly movie otherwise their little swim at camp wouldn't have gone so well and all Impmon would have had to do to become Beelzemon was to eat a late night snack!

Tamers also makes extensive use of medieval demon lore (which was based only loosely on biblical scripture) by meshing Impy's story with legends about Satan. According to legend, when Satan was kicked out of heaven he fell to earth as a meteor. Thus, when Impmon falls from Earth into the digital plane Takato mistakes the falling Impy for a falling star. Another parallel has Satan being cast into a lake of fire as punishment, while *Tamers* has Zhuqiaomon throw Impy into a pool of lava to transform him into Beelzemon. Of course, the name Beelzemon is based on the demon Beelzebub who is often equated with Satan.

So go right ahead and use myth, legend and even fictional sources to round out your characters, after all the writers of *Digimon Tamers* did.



A Tamers WOD Timeline

This timeline is based on that given in Chiaki Konaka's website and has been modified slightly to fit into the oWod contingency. Information in **Violet** actually happened in the real world that you and I inhabit. Information in black happened only in the universe of the World of Darkness or Digimon Tamers.

1939

The Atanasoff-Berry Computer (ABC) - the very first computer - is built, and lays down the foundations of the Cyber Realm

1943

The first patented digital computer, ENIAC (Electronic and Numeric Integrator And Computer), is brought on-line. With its activation, the Cyber Realm is built upon and the Digital World begins to form.

1948

The US and the UK make a secret agreement to start intercepting communications. They start work on a SIGNIT ("Signal Intelligence") project.

1970

The very first computer virus, "the worm," infects the US Department of Defense computers. The "Reaper," a program designed and created to delete excess data, destroys the virus.

The 1980's

"Project Echelon," the US Department of Defense's SIGINT system goes online, and the reaper program is the basis for its security system. Chris Langton's artificial life project begins. The DigiGnomes evolve.

1984

the Monster Makers begin their experiment in creating intelligent artificial life, by expanding on Dr. Langton's program and create the first primitive Digimon.

1986-1992

Funding is withdrawn from the Monster Makers' project, and it is abandoned. Shibumi continues to work on the Digimon project on his own, determined to create a sentient self-dependant life form that can exist and evolve on its own. He writes an algorithm that will allow Digimon to evolve beyond their original specifications.

Meanwhile, the spiritual reflections of these first primitive digimon find their way into the Cyber Realm. The influx of programs that can actually change and evolve like animals causes an area of the Cyber Realm to become infused with the Wyld creating the Digital World. The original, nearly barren environment of this sub realm diversifies into forests, mountains and seas, causing the digimon to mutate and evolve even further. By now, the reaper program has also developed a spiritual reflection and it forms on the Digital World where it begins attacking the digimon. However, unlike its Real World counterpart, the D-Reaper absorbed the data of those that it deleted. The more it "ate" the more the D-Reaper changed until it finally attained sentience. Eventually this digital manifestation of the Wyrms became so gluttoned it entered a period of inactivity. Much as Earth's animals did after extinction of the dinosaurs, the Digimon radiate into even more fantastic forms to fill the surviving ecological niches of the Digital World.

1993

After a car accident, Shibumi goes into a coma. However, Shibumi is able to project his mind into the Digital World. At some undetermined point following this, Shibumi sends a Mokumon to Earth, where it assumes his form and carries out activities.

By 1994

The use of personal computers increases widely among homeowners and businesses. Meanwhile four digimon attain the highest spiritual rank and become gods. These gods are Azulongmon, Zhuqiaomon, Ebonwumon and Baihumon, the four Digimon Sovereigns. The Digital World has by now expanded into six plains, each a small subrealm specially created to suit the Digimon who inhabit them.

1995-1997

E-mail interception by the US government begins and a Project Echelon interception facility is set up in Japan. At the same time Tamogatchi, the first V-Pet is created. This keychain sized mini-computer had artificial life like that of the earlier programs but introduced the concept of digivolution, the ability for the artificial animal to change to another form much like a caterpillar does when it metamorphoses into a butterfly. A modified version of Tamagotchi that employed fighting “monsters” is released under the name *Digimon*. The ability to digivolve appears on the Digital World as the Shining Digivolution, a magical gem. This gem is kept on the highest plain of the Digital World, where it can be protected by the Sovereigns. Using its energy enables Digimon to Digivolve.

1998

Digimon becomes a card game.

1999

Public concern surrounding the invasions of privacy perpetrated by Project Echelon is raised but the US government denies its existence. The first season of “Digimon Adventures” airs in Japan and the Digital World grows as a result.

2000

The second season of the "Digimon Adventures" is broadcast. The digimon learn how to materialize into the physical world.

Note, "200X", meaning a year somewhere between 2001 and 2009, is the officially given time period for the events of the "Digimon Tamers" series. As such, the dates given below are very tentative.

2001

The Japanese government sets up its own SIGINT organization to monitor the network, known as "Hypnos." The organization soon becomes aware of the Digimon, existing autonomously within the network, and labels them "Wild Ones," setting up protocols to deal with them as they "Bio-Emerge" into the real world.

2002

Ryo defeats Rika in this years Digimon card tournament. Ryo later finds his way to the Digital World where he bonds with Cyberdramon. Impmon materializes on Earth.

2003

Rika wins the digi-battle card tournament. The DigiGnomes use Shibumi's evolution algorithm to link humans with Digimon. The algorithm manifests in the real world as a blue card digi-battle card. Terrermon, and Renamon materialize and bond with their 10-year-old partners.

2004

The D-Reaper is re-awakened by the sheer amount of excess data created by digivolving. The four Sovereigns are forced to take action as the D-Reaper sets about deleting the Digital World, carrying out its original programming combined with the simple urge to destroy. Azulongmon has the DigiGnomes transform the Shining Digivolution into a baby digimon to hide it. That baby is Calumon who the Gnomes expel from the digital world to Earth in order to do away with Digivolution all together as it was what

caused the D-Reaper to awaken in the first place. Impmon bonds with four year old Ai and Makoto but after constant abuse, is forced to flee several months later.

2005-2006

The majority of the events of the Digimon TamersTV series occur. The Tamers are now 13 years old and Ai and Makoto are 6 years old by the last episode.

2007

The portal reopens and the kids go to the Digital World to rescue their partners.

2008-2009

The events of *Runaway Locomon* occur. The kids are now 15 and 8 respectively.

2019-2020

The events of *Digimon Data Squad (AKA: Digimon Savers)* occur. The kids are not in this series (which features all new characters) but if they were, they would be 25 and 18 respectively. By this time it has become illegal for a digimon to materialize on Earth and if caught they will be instantly deleted and the data sent back to the Digital world. Special “police” (the Squad of the title composed of deputized digimon and their human partners) enforce the law (at least in Japan).



Chronicle Ideas

There are a variety of chronicles that can be chosen by Storytellers when playing a Digimon Tamers game. Each chronicle has a different feel and can take up months of play. I will give a short summary of three game ideas and possible plot variations below.

Tamers Redo: One possibility is to replay the storyline of the TV show. This type of plot can be done several ways. The most obvious is simply to replay each episode as aired, but far more interesting directions may be taken by imaginative Storytellers and players. What stories may have happened between episodes? What if Jeri had never met Leomon but had partnered with Impmon instead? What if the story was set in New York instead of Shinjuku, Japan? No doubt, one can think of many more possibilities.

Tamers 02: The second tamers movie gives no clue as to how the digimon avoided death when sucked into the Juggernaut program or only hints on how the kids reunited with their partners. Even more interestingly, episode 51 indicated that once devolved by the Juggernaut the digimon would stay that way. In other words, in game terms, when they returned they were back at Rank one and had to start all over again. Perhaps the chronicle could focus on the lesser characters such as Kenta, Kazu, Ai and Makoto. After all, the last two were partnered with Impmon for less than 48 hours. Making a sequel is thus a definite possibility.

All New Characters: In this plot type all, or most, of the original Tamers are NPCs and a new team of Tamers is formed. Perhaps the D-Reaper appeared elsewhere on Earth and other teams formed to fight it. Perhaps Hypnos has realized that they cannot stop digimon from materializing so have decided to hire “digi-police” to handle “wild ones” (the official sequel *Digimon Data Squad* uses this plot). Perhaps a new menace has appeared and a new set of Tamers is mobilized to stop it. All of these possibilities would make good chronicles.



Other Supernatural Denizens of the World of Darkness

I would personally use Digimon as a stand-alone game setting instead of using it for crossovers but for those who prefer multi-setting stories here are some tips.

Werewolves: As previously mentioned, werewolves easily fit in a Digimon Tamers chronicle. The Apocalypse wolves would consider the digimon spirits and the D-Reaper as the Wyrms incarnate. How would a werewolf react to meeting a WereGarurumon? What if an Apocalypse wolf met Takato? What if Takato is Kinfolk or even Garou (that would defiantly explain all that Rage)? How would the Garou Nation handle such knowledge: after all Guilmon is reptilian, a virus, *and* has a biohazard marking on his chest; just the thing to make a Garou scream “Wyrms taint!” Even the werewolves of the nWod would fit in. The Forsaken wolves police the border between the physical and spirit world in search of spirits to kill. A fight between a pack of Forsaken and a digimon is thus bound to take place eventually.

Mages: The Technocrats would have a fit if they knew digimon were materializing in the real world. Maybe the mysterious backers of Hynnos were really the Technocrats or perhaps Shibumi was a Mage who wanted to bring a little magic into the world.

Changelings: the digimon would be considered chimaeras by Changelings as they are created by the human imagination coupled with the spirit world. The digimon’s essence would be considered Glamour in a changeling game.

Vampires: Hard to see how vampires would fit in as anything but villains. They may back up the heroes because they don’t want wild ones eating too many people in their city but I see a partnership between the wild ones and Vamps to be more likely. Note that Japanese vampires are more like western ones than the vampires of China, differing mainly by becoming cats instead of wolves or bats. Even better, what if the local Prince is really a Myotismon?



Creating a Human Character

"Humans are selfish; I'd stay far away from them if I were you: there trouble with a capital T!"
- Impmon, "Divided They Stand"

1. Choose your characters Concept

First, come up with your character's general background. This is usually a short sentence describing your character's basic identity and/or Job. For adults it can anything from Police officer to Exotic Dancer but for kids such concepts as "Detective in Training," "Daddy's Little Princess," or "Dinosaur Freak" may be more appropriate.

2. Choose your character's Starting Age

Age is important for determining the number of Attribute and Ability points your character has. To put it simply the younger the child the less education and experience that child has. On the other hand, younger people have stronger and more active imaginations than adults. This gives the youngest characters more starting essence points with which to realize their digimon partner.

Age	In Years	Starting Attribute Points	Starting Ability Points	Starting Essence Points
Kindergarten	4-6 years	4/3/2	6/4/2	5
Grade School	7-9 years	5/4/3	7/4/3	4
Junior High	10-13 years	6/4/3	9/5/3	3
Teenager	14-16 years	7/4/3	11/7/4	2
Adult (default rules)	17 + Years	7/5/3	13/9/5	1

3. Choose your character's Type

This trait is important to a Tamer's game as it determines how many points a human character has in his or her mystic traits (Rage, Willpower, and Gnosis) as well as their Renown at the beginning of play. Unlike werewolves, humans do not use Rage to frenzy or to take extra actions, instead it is used to give their digimon extra actions or to power attacks. In addition Gnosis is used to activate modify cards in much the way werewolves use it to activate fetishes. Renown is useless to gain status in today's society, but it does help your digimon evolve. It is the Tamer's Renown, not the digimon's, which causes a bonded digimon to assume his next stage of evolution. There are three types of Character.

Crusader

People of this type are always trying to make a vigorous concerted action to promote or eliminate something. Some people of this sort have an inborn need to bring justice to others. Some simply prefer to have their own way. As children people of this type may be hall monitors, bullies, team leaders or just the kid everyone looks up to. Adults of the crusader type are usually in charge of others (the boss of a business, government officials, or bureaucrats), soldiers (military, police, bodyguards, or even just mall cops) or are involved in the civil or animal rights movements. Such people are full of righteous anger so their digimon is closely linked to their partners Rage trait.

Initial Mystic Traits: 3 Rage, 2 Willpower, and 1 Gnosis

Initial Renown: 3 Glory

Entertainer

People of this sort like to be in the limelight. Some like to entertain because they love to amuse people. Others are competitive and want to be the best. Most people of this sort are involved in sports, competitive hobbies, or the arts. Children of this sort usually live for games are class clowns or work especially hard at hobbies. Adults of this type are professional painters, singers, writers of popular novels or TV shows, artists, card players, hobbyists, and athletes. An Entertainer's reputation is important so their digimon are linked to their Willpower trait.

Initial Mystic Trait: 3 Willpower, 2 Gnosis, and 1 Rage
Initial Renown: 3 Honor

Intellectual

People of an intellectual bent are always learning. They may be interested in math, science, theology, mythology, or poetry. Kids of this type may be interested in dinosaurs, fairy tales, meditation, Sunday school lessons, and famous works of literature. Intellectual adults often become teachers, scientists, preachers, doctors, writers of nonfiction books, or scholars. Knowledge is power so an Intellectual's digimon is linked to their Gnosis trait.

Initial Mystic Trait: 3 Gnosis, 2 Rage, 1 Willpower
Initial Renown: 3 Wisdom

4. Select Attributes

The innate capabilities of a human being are divided into Mental (Intelligence, Wits, and Perception), Physical (Strength, Dexterity, Stamina) and Social Attributes (Charisma, Manipulation, Appearance). Prioritize these Attributes into Primary, Secondary and Tertiary categories. The exact number of points the character gets depends on his age as in the table above. Remember that the character also gets one free dot in each attribute.

5. Select Abilities

The things your character has learned in his lifetime thus far. Prioritize your Talents, Skills, and Knowledges into Primary, Secondary and Tertiary categories and then consult the table above to determine the points that your character has to spend on those abilities. The abilities of child characters may differ somewhat from those of adults. Children simply do not have the experience that adults do. A good example of this is Drive. In most countries, a person cannot legally drive a car until 16 years old so a younger person's Drive skill is applied to riding a bicycle or scooter. Of course, what level of abilities is available is up to the Storyteller. Abilities get no free dots at character creation.



6. Select Backgrounds

A beginning character has five background points to buy backgrounds. The backgrounds available should include the following:

Allies

These people willingly help and support your character. Allies include family, friends, or even an organization. Child Allies could be school friends, members of a club or sports team, or even a street gang. Adult Allies could include police or social workers, teachers, clergy, or even a local criminal enterprise. A child can have Allies among unsavory or unusual crowds through a relative. If your uncle is Police Chief then a small amount of pull with the local police is not out of the question. For each point of you put in allies, you receive one allied group or individual. For example, if you choose Drama Club and Police Chief as Allies it costs two points. The other Player Characters do not count as allies.

Cards

This background represents how many modify cards the character has at the beginning of play. It is similar to the Werewolf backgrounds of Fetishes. The number of points in this background equals the level of the card. For example 3 points in this background will give a character three level one cards, or one level one card and one level two card, or one level three card. See the chapter on Modify cards for more on this background.

Contacts

Contacts are who can provide your character with information, be it word on the street or gossip in the schoolyard. Contacts can include a teacher who can provide you with teacher's lounge gossip, a friendly librarian who can find you books on weird subjects or a parent's of Guardian's information sources to which a child can gain access through eavesdropping or sneaking into a purse to read papers. Each point in this background gives you one major contact or two minor contacts.

Fame

Fame determines how famous your character is. One point in this background may mean that your child character is well known in his hometown while five points means she is as famous as Shirley Temple was during the 1960s.

Influence

Influence is your character's political power. One point may mean that you are an assistant to the mayor while five points may mean you are the President of the United States. Kids almost never have this background but adult characters (or NPCs) may have it in abundance.

Familiar Link

This background is necessary for Tamer characters. It determines how strong your link to your digimon partner is. A Tamer with no points in this background will be like Ai and Makoto at the beginning of the TV show. They will have no digivice and no real connection with their partner, treating it like a pet and, in return, only getting the benefit of a one point Pet (as the merit) for the link. At one point, the character receives their D-arc and they get the bonuses of having a three point Pet (as the Merit). At two points, the partners gain an increase in empathy and can feel when one or the other is troubled or frightened. At three points, the pair can actually feel each other's pain or pleasure (if injured the other partner also incurs the pain penalties). At four points this empathy develops into near telepathy with the digimon knowing "instinctively" what its tamer wants it to do (for a good example of this observe Takato and Guilmon in episode 22). At five points, the Tamer and the Digimon are practically one soul in two bodies. At this point, the digimon will biomerge with its Tamer once it reaches Mega Rank.

If one's partner dies, it can be devastating. If a digimon partner dies but is reincarnated as a digi-egg than no roll is needed. If the human partner dies or the digimon's death is permanent (another digimon downloaded its data) than the surviving partner must roll Willpower at a difficulty equal to the Familiar Link +4. On a successful roll, the surviving partner will grieve deeply but move on with his life. On a failure, the grief will be so crushing that the character will have to take a derangement. On a botch, one partner follows the other into death.

Karate

Many kids take karate classes because parents hope the classes will teach their kids discipline, a little self-defense, and give them confidence. A good karate teacher will also make sure his pupils learn to avoid confrontations and to use a bully's actions against him without causing lasting harm. Dots purchased in this background allow access to special combat maneuvers. The maneuvers can be found in the chapter on new combat rules.

Mentor

a Mentor provides your character with support, advice, and a voice of experience and wisdom. For a child, possible mentor figures include a parent or grandparent, a teacher; a social worker, a religious figure, a sports coach, or even a martial arts master. A mentor can use her own assets, influence and abilities to help your character, but she will act in what she perceives to be her protégé's best interest. The Storyteller determines both the mentor's perception and actions. This means that in some situations, depending on the mentor, going to her for help may not have the results the child wants. The number of points spent in this background determines the influence, knowledge and experience of your character's Mentor. One point represents a Mentor with one or more specialized abilities in an area (for example, a baseball coach who

played some college ball back in the day). Two points represents a Mentor with significant experience (a coach who played for a minor league team, and has some pull with local sports fundraisers). Three points represents a Mentor with an even broader reach, years of experience and accrued influence (our coach has now led his young teams to state championships, owns a car dealership, and has donated generously to political and charitable fundraisers). Four points adds major influence to your character's Mentor (Coach scouts for major league teams on the side, and keeps his fingers in a whole handful of high-profile dugouts). Finally, a five point Mentor is a leading figure in his area of expertise and has vast influence in that area and many others. (Your character's coach is an active baseball star or successful coach who runs a charitable foundation, owns a car dealership, works as a motivational speaker and still finds the time to throw the ball around in the backyard).

Resources

The Resources trait describes how affluent the character is. Kids should not have a resources rating, as they are dependant on their parents for money. The only exceptions would be kids whose parents died and left them a fortune, but even these kids would not have access to the money until adulthood. For children I suggest using the merits Deep Pockets or Odd Jobs given below to express their belongings while reserving the resources background for adults or older teens that have to work for a living.

7. Spend Freebie Points

During this Stage the character receives 15 freebie points to spend as he or she sees fit. The amount of points spent may vary due to the purchasing of Merits and Flaws. Merits cost Freebie Points while Flaws give extra Freebie Points. A character may select no more than 7 points of flaws. The price for spending freebie points in a Tamers Game is as follows.

Attributes	5 freebie points per dot
Abilities	2 freebie point per dot
Backgrounds	1 freebie point per dot
Essence	2 freebie points per dot
Gnosis	2 freebie points per dot
Rage	2 freebie point per dot
Willpower	1 freebie point per dot

There are way more merits and flaws given in the various rulebooks for me to put here. For those who want a summary of all the merits and flaws used in the oWod go see Death Quaker's Big List of Merits and Flaws at <http://www.deathquaker.org>. Below are some new (or modified) merits and flaws appropriate for child characters.

Deep Pockets (2 point merit)

The latest style in shoes, a newly released video game, a shiny, tricked-out bike, you have all the things your friends would love to have. Your parents may be wealthy or they just may have some resources that other parents don't have. A good example of this last is Henry, from Tamers. Henry's dad is not rich but he has worked for years in the computer industry and is one of the original Monster Makers so he was able to get Henry the newest Digimon computer game months before it came out on the market. In game terms, once per chapter, your character may make a request to a parent or guardian to get them to buy something for you. On a successful Manipulation + Subterfuge roll (difficulty depending on the Storyteller) your character gets the desired item. The difficulty should be determined by the expense and nature of the item. A video game, a metal detector, a set of two-way radios, or a \$100 gift card to a nearby store are reasonable requests so should be Difficulty 6 - 7. An expensive bike, a new computer, or a pellet gun might raise eyebrows, so are Difficulty 7-8. Truly outlandish or dangerous requests such as for an all-terrain vehicle, a swimming pool, or a real gun should be difficulty 9 or 10 unless the time and culture dictate otherwise. Of course, if your character does not take proper care of her toys (the ATV is wrecked, or the gun is used to shoot the neighbor's cat), she may find that she no longer gets what she wants.

Guardian (1 to 3 point merit)

Someone is personally responsible for your character's physical safety on a day-to-day basis. This custodian accompanies your character everywhere — to and from school, on shopping trips and even on field trips everywhere but around the house. A one point Guardian may be a nanny, au pair or tutor. A three point Guardian is a trained bodyguard who carries a gun and wears body armor. Parents and other relatives may qualify for this Merit but the difference between a typical mom and a Guardian is that the former expects her child to be able to go to the store without being murdered. A guardian will fight any fight that their charge may get in. On the downside, your character's actions are limited by what the Guardian will allow. It is possible to ditch the Guardian to have a little fun, but it will not be easy. Even worse, how will you hide your digimon?

Huge Size (3 or 4 point merit)

Your character towers over other children. He is much taller than is normal for his age and may feel gawky or clumsy. On the bright side, you can ride all the rides at amusement parks and have a +1 bonus to any attempt to pass as an adult. On the other hand, people have a tendency to treat you like a grown up, leading to awkward social situations. Worse, the other kids at school treat you like a freak. For 4 points, your character will always be large and gains an extra bruised health level.

Inspiring (3 point merit)

Your character can rally other children to action by giving an inspiring speech. Even if the speech is loaded with clichés or references to cartoon characters, it nonetheless raises the spirits of the intended audience and bolsters their courage, no matter what lies ahead. Once per chapter, you may make a Charisma + Expression roll for your character. If the roll succeeds, all children listening will not only go along with the proposed course of action but will regain one spent Willpower point. Your character cannot use this Merit on herself; it can only be used to inspire others.

Multilingual (1 to 5 point merit)

Your character grew up in a culture that teaches several different tongues, or has a natural gift for languages. In addition to the character's native language, the player may choose two additional languages for every point taken in this Merit. The character speaks these languages conversationally. Note that the character cannot speak effortlessly in these languages and communicating quickly or formally may require an Intelligence + linguistics roll. Reading and writing these languages also requires an Intelligence + Linguistics roll unless the character also buys a point of Linguistics for that language. Note that languages learned with this merit are in addition to those learned with the linguistics skill.

Odd Jobs (1 point merit)

Mowing lawns, raking leaves, and babysitting are all time-honored jobs for kids looking for a little bit of pocket money. In some areas, other jobs exist, like shoveling snow, digging up bait worms, or even selling lemonade. Whatever your character's choice of jobs, he always has \$10 to \$20 in his pocket to spend. This money is his to spend however he likes, without asking anyone for permission. Of course, if your character doesn't take the time to do his job, he won't have any money.

Pet (1 or 3 point merit)

Your character keeps a pet of some kind. This is a normal animal, not a digimon. The animal may be of any sort commonly kept in captivity: a dog, a cat, a horse, a hamster, a snake, or even a wild animal in certain circumstances. A pet gives unconditional love and, as it cannot speak, it will never tell a child's secrets. Spending 15 minutes playing with or caring for a pet gives your character a +1 modifier on her next degeneration roll; she knows there is always someone who will love her and listen to her, no matter what. This bonus lasts until a degeneration roll is made, or until the character sleeps, whichever comes first. When your character has made a degeneration roll, she may go back to her pet for solace (and refresh her +1 modifier) without having to sleep first. A three point Pet is Lassie. It not only provides the same love and affection as a one-dot pet but also is also fiercely loyal, even in the face of terrible danger or a terrifying creature. A three point pet will remain with her through thick and thin. If rescue is possible, the three point pet will run for help. If there is nowhere left to run, the three point pet will gladly die protecting your character. Your character can teach her pet tricks with Animal Ken, using the normal method.

Prodigy (1 point Merit)

Your character is a natural prodigy, an unlikely master of ability at a remarkably young age. Some prodigies are gifted musicians, some are computer wizards, and still others are superior athletes. Select one Ability and give it one specialty, even if the Ability currently has less than three dots in it.

Prized Possession (1 point merit)

Your character owns a useful item that he has practiced with for so long that he has a bonus to use it. The item provides a +2 bonus to all rolls within its intended function (for instance a harmonica will provides a bonus to Performance rolls to play it, while a laptop computer has a bonus to Computer rolls). The item also gets a +1 bonus to other rolls that use the item in an unconventional way such as using the harmonica to wedge open a door or using the laptop to wedge it shut. The most obvious use of this merit in anime is the preferred weapon (such as those of the Teenage Mutant Ninja Turtles) and combat rolls can really benefit from this Merit, but the Storyteller and the player should consider why the child character has spent that much time learning how to use a weapon. The Drawback of this merit is that if the item is broken or lost than so are all bonuses.

Quick Healer (4 point merit)

Your character bounces back from injury with a speed that makes doctors shake their heads in amazement and then you go back to playing as if nothing happened. The healing times for your character are: Bruised = three hours, Hurt = 1 day, Injured = three days, Wounded = One week, Mauled = One Month, Crippled = Two Months, Incapacitated = Three Months plus the loss of one point from a physical attribute and any other permanent scars the Storyteller thinks are appropriate.

Tiny (1 point Flaw)

Your character is very small for his age. He may be abnormally scrawny or just be waiting for a growth spurt to kick in. On the plus side, he can fit in small spaces so has an easier time hiding than most children so has a -1 bonus to all difficulties to hide or be stealthy. On the bad side, people tend to treat you like a younger kid and there is no way you can pass for an adult. When you grow up you can buy off this flaw (that long awaited growth spurt) or change it to the flaw Short.

8. Finishing Touches

In this stage you round out the details on your character sheet. Record the title of the Chronicle in which your character will be playing, the name of your Team (if any), Record Morality (always 7 for beginning characters), List any equipment and give a brief physical description of your character. You are now ready to begin your adventures as a human in the World of Digital Darkness.



Creating a Digimon Character

“Digimon are the Champions!”

- Theme song to the TV series

There are two ways of handling a digimon character. The first is to have the players make human characters then make Digimon characters. The same player plays both the characters. This method is good if one's players are experienced or if there are only a few players in your group. The other way is to have some players play humans and others play their digimon. This last has the benefit of forcing the players to cooperate when designing their characters and is especially good for controlling large numbers of players. In this case, the human player and digimon player should determine in advance just what sort of monster is being played, have an idea of what all his forms will eventually be, and decide on their back-stories.

1. Choose your Character Concept

As in human characters, the first step is to determine your character concept. This is independent of species, the Guilmon of the TV show was naïve and innocent but your Guilmon character may be a loudmouthed hot head.

In the standard spirit rules, a spirit belongs to a rank, a type and a brood. All starting digimon characters start as Rank one Jagglings, or to use Digimon terms: a child level Rookie (see below) unless the appropriate merit or flaw is taken. Instead of Type and Brood, Digimon divide themselves by program, fighting style, and family alliances.

2. Choose your Program Type

A digimon's Program Type indicates the kind of program that was used to develop the digimon. Most digimon species belong to just one type, but there are exceptions, for example, Togemon may be Data or Virus types. Some people define type as alignment with Vaccine being good, Data being neutral, and Virus being evil. This is not so, at least in the Tamer's universe where several of the heroes were viruses and some of the villains vaccines! It is better to think of the types as parts of an ecosystem, as digimon were originally developed from unintelligent artificial life programs. Data types were developed to be the sheep, Vaccines to be the shepherds, and viruses to be the wolves.



Data

Data programs were originally used for the computer processing of information. As the original program type, most animal digimon are data. Data were originally designed to be herbivorous but nature has since evolved many omnivorous and carnivorous types. They can be powerful warriors, healers, or tricksters and are the all-around digimon type. Data types take aggravated damage from the attacks of Virus digimon and they themselves can inflict aggravated damage upon vaccines. The symbol for this type is an open book. Initial Gnosis: 4



Vaccine

Vaccines were developed to protect data digimon from virus digimon. Originally, this was healing and defensive powers but many became warriors as time went on. Most vaccines are omnivores or herbivores, but a few carnivorous species can be of this type. As one would expect Vaccines do aggravated damage to viruses. As some data species also include viruses, those data species must protect their families from attackers, as such vaccines take aggravated damage from Data type digimon attacks. The symbol for this type is a syringe. Initial Gnosis: 5



Virus

Virus digimon were originally developed to be the predators of the Digital World. As the Digital World's equivalent of Carnivores, virus digimon are all about overpowering data types. As such, they do aggravated damage to Data type digimon but take aggravated damage from Vaccines. Modern virus are more diverse with many omnivorous (and even a few herbivorous) species. The symbol for this type is a stylized gremlin's head. Initial Gnosis: 3

3. Choose your Battle Style

All digimon are taught to fight at an early age, after all it is a dangerous world out there. One can best think of Battle Style as one of three Digimon specific martial art styles. Each battle style contains moves on how to best counter and attack one of the other styles. The styles are told apart by color.



Emerald

Those digimon who learn the Emerald battle style do aggravated damage to those digimon who have the Ruby Battle type. If your character already does aggravated damage to that type of digimon (for example, you are a virus and your opponent is data) than your attacks do unsoakable aggravated damage. Your symbol is a green square.

Initial Rage: 5



Ruby

Those digimon who learn the Ruby battle style does aggravated damage to those digimon who have the Topaz Battle type. If your character already does aggravated damage to that type of digimon (for example, you are a virus and your opponent is data) than your attacks do unsoakable aggravated damage. The symbol for the Ruby battle type is a red circle.

Initial Rage: 7



Topaz

Those digimon who learn the Topaz battle style does aggravated damage to those digimon who have the Emerald Battle type. If your character already does aggravated damage to that type of digimon (for example, you are a virus and your opponent is data) than your attacks do unsoakable aggravated damage. The symbol for the Topaz battle type is a diamond, its color varies depending on the sensei who teaches it, as it is based on a yellow sapphire some use a yellow diamond and others a blue one.

Initial Rage: 6

4. Select your Family

A digimon's family is similar to a Werewolf tribe. Family is a collection of digimon who belong to the same culture and have similar beliefs. Many families rule certain areas of the Digital World, the digimon equivalent to nations, and like many nations, they are proud of their status. In these days, when digivolition can change ones species at the drop of a hat, Family has become even more important. Family thus supersedes any loyalty to the species. Two IceDevimon, one from the Deep Savers family and the other a Nightmare Soldier will have little in common except for a love of cold weather and a desire to destroy that IceDevimon from the Dark Area over there.



Dark Area

The Dark Area is the cesspool of the Digital World, a gloomy area of eternal night where the most demonic and terrifying creatures in the Digital World roam. The Dark Area is an isolated realm where the worst criminals from digimon society have been exiled. Several powerful digimon have been banished to this land, including Deamon (Creepymon to Americans) and Lucemon. Often the reformatted eggs of evil digimon (who have been killed but not uploaded) are brought here to reincarnate so they can live with the rest of the scum. Any character from the Dark Area will have a hard time of it, as any member of the other families will automatically assume that you are an unnatural, evil, villain hell bent on taking over the rest of the Digital World.

Initial Willpower: 7



Deep Savers

The Deep Savers Family has its main seat of power in a northeastern realm that is one enormous ocean with underwater caves and floating icebergs being the only land. However, members of this clan can be found in many other parts of the Digital World as long as there is a river, stream, lake, or glacier nearby. The Deep Savers are composed exclusively of water and ice spirits of all types.

Initial Willpower: 5



Dragon's Roar

This relatively new family formed only after the defeat of the D-Reaper. It includes any Digimon who resembles a dragon. Even creatures that are only vaguely draconic (such as an Augmon) will be accepted into this family as Dragon's Roar does not yet have the prestige of the older and more established clans. Dragon's Roar is carving its territory out of the southwest, they are thus in conflict with their neighbors in the Nightmare Soldier and Metal Empire Families but they will persevere.

Initial Willpower: 6



Jungle Troopers

This is another recent family. It consists mostly of plant and insect Digimon who split from the Nature Spirit clan soon after the D-Reaper incident. The clan now inhabits a steaming realm of swampland and jungle in the southeast of the Digital World. The Jungle Troopers strive to be taken as a serious clan but the Nature Spirits regard them as rebellious children who should stop pouting and go home. As for the Jungle Troopers, they revel in their new freedom and refuse to rejoin the prejudiced Nature Spirits.

Initial Willpower: 5



Metal Empire

The Metal Empire represents an area of the Digital World bordering the Cyber Realm. This western realm is one huge complex of cities, factories, and roads. The members of this clan are all Machine or cybernetic digimon, though a few other types who have mechanical contrivances (such as Sheepmon) also have membership. The metal empire is a prosperous clan as they are the major manufacturers of armor, tools, clothing, and weapons for the other clans. However, their distance from nature, strange forms, and reliance on technology make them distrusted by the other Families.

Initial Willpower: 4



Nature Spirits

The Nature Spirits are one of the oldest and most populous of digimon Families. Digimon from this group are always creatures associated with nature, animals, plants, insects, reptiles, prehistoric beasts, mythical beasts, fairies, and even a few monsters. All are dedicated to the preservation of the natural world and their northern realm is one of temperate woodlands and grassland. Their villages are always small, similar to those of humans during the Middle Ages, and made to blend in with the scenery. As their ruling lords are always of the animal type many insect and plant digimon have recently left this Family and started their own clan. The remaining Nature Spirits wait for these Jungle Troopers to come home and do not take the split in their ranks seriously.

Initial Willpower: 5



Nightmare Soldiers

The Nightmare Soldiers rule a southern realm of the Digital World that is composed of forests of tangled trees, highland moors, and craggy mountains. Spooky graveyards, old castles, and medieval style villages abound, and the land looks like something out of the scarier fairy tales or old horror movies. The inhabitants only add to this impression for the Nightmare soldiers consists primarily of undead, demonic,

and traditional folkloric “Halloween” monsters such as Pumkinmon and BlackGatomon. Not all Nightmare Soldiers are viruses as this clan also accepts such digimon as Garurumon, Rosemon, and Renamon.
Initial Willpower: 6



Virus Busters

This Family consists of a group of heroic digimon who have dedicated themselves to fighting evil. As the name indicates, most of these digimon are vaccines of Angel and Warrior type who oppose virus types from the Dark Area but they will also accept data (or even virus) types if they dedicate themselves to the cause of promoting virtue and continuing the fight against the wicked. This Family has a realm of medieval castles and feudal villages in the northwest but many knights belonging to this clan wander the Digital World like knight-errants in search of evil to vanquish.

Initial Willpower: 7



Wind Guardians

The Wind Guardians rule a realm to the east of the Digital World. This realm is one of perpetual blue sky dotted with floating (cloud) islands covered with forests and with the occasional rocky peak rising from the mist forming the “ground” below. As one can expect, the inhabitants of this realm are all associated with concept of air or flight. Birds, dragons, some plants, fairies, angel, and mythical beasts are the main members of this clan.

Initial Willpower: 5

5. Select Attributes

Digimon use the rules for spirits, and like all spirits, they only have four attributes: Willpower, Gnosis, Rage, and Essence. Traits work differently for spirits than for most other WoD characters. For example, spending Rage won't let spirits take extra actions and spending a point of Willpower won't give the spirit an extra success. How these traits work will be given below.

Gnosis

Digimon use Gnosis (or Power in nWod) for all Social and Mental rolls. For instance, a riddle contest with a digimon could be resolved using the questioner's Wits + Enigmas resisted by the digimon's Gnosis. Whoever scores the most successes wins. Likewise, a digimon would roll Gnosis when trying to impress, intimidate, scare or fool a target. A character's initial Gnosis is determined by his Program Type.

Rage

Rage (or Resistance in the nWod) represents a digimon's desire to survive and live. Digimon use Rage to determine damage and to power most attacks. After a digimon uses Willpower to hit its opponent, it uses Rage to determine damage. Rage works like the Strength Attribute for most actions.

Willpower

Willpower (or finesse in the nWod) allows a digimon to take "physical" actions, such as attempting to strike an enemy, racing after another spirit or flying through a tunnel. Digimon also use Willpower to resist damage, and it may soak most attacks with it. Unlike most oWod spirits, Digimon can "soak" damage, although those with the Armor Charm are more resistant. As a rule of thumb, if an action would involve Dexterity or Stamina for a human character, digimon should use Willpower. A character's initial Willpower is determined by his Family.

Note: If adapting this book to the nWod remember that Willpower in that edition is considered separate from Finesse. Digimon in the nWoD have a Willpower trait equal to their Power + Resistance.

Essence

Essence is the most important trait a digimon can have; it is the very data that makes up his being. Using Essence a digimon forms his bio-emerged body, fuels any magical powers (charms) he has learned, can boost his other traits and can force himself to survive injuries that would kill lesser spirits ten times over.

The effective Essence (or Power in the older editions of the rules) available to a Rookie character is equal to the total of the digimon's Rage, Gnosis, and Willpower. An equal amount this energy is not counted as it is used to make the digimon's material body, be it made of flesh and blood on the Earth plane or Data in the Umbra. Effective Essence is used to power charms, boost traits, and keep a digimon alive once he has lost all his Health Levels. For example, if a digimon character has a Rage, Gnosis and Willpower of 5 points each. This gives him 15 available essence points.

6. Select Abilities

The basic spirit rules do not give spirit's Abilities but simply assume that rolling Gnosis is sufficient. While this works well enough for Non-Player Characters, it is not very useful for Player Characters. As in human characters, prioritize the three traits of Talents, Skills, and Knowledges. The Primary trait gets an amount of points equal to three times the characters starting Gnosis. The Secondary Trait gets an amount of points equal to twice the characters Gnosis, and the Tertiary Trait gets a total equal to Gnosis.

7. Choose Charms

Charms are the powers possessed by a spirit or digimon. A full list of charms can be found later on in this book. Unless the charm description says otherwise, activating a charm cost one essence point. Note that many digimon attacks have the same effects but different names. A good example of this is Augmon's "Pepper Breath" and Guilmon's "Pyro Sphere". Both attacks have the same effect, breathing fire, and can be played with the same charm, Blast. Blast is the all purpose charm used by the Revised rules for all ranged magical attacks including those once called Throw Glass and Lightning Bolt. If creating a new digimon type go ahead and be creative with naming attacks, no doubt you can find a charm effect that will cover it. A newly created Rookie digimon automatically receives the Materialize and Familiar Link charms; he can then choose three more charms of his choice.

A digimon must be in the physical presence of their target to use a charm, though the digimon could be hidden from sight. Some digimon can affect physical beings while in the penumbra. In this case, they must use the Reaching charm to attack through the Gauntlet. In that case, the Gauntlet rating only affects the dice pool of the Reaching Charm, not the charm being used with the Reaching charm.

Range plays a factor with charms that act as ranged attacks. For targeted, ranged attacks such as Blast, assume that short range is equal to the digimon's Gnosis + Willpower multiplied by his Level in yards. Babies are considered Level 1, Rookies are Level 2, Champions are Level 3, Ultimates are Level 4, and Megs are Level 5. Medium and long range can be calculated by multiplying the previous range by two. Targets get the usual firearms advantages of cover, concealment, defense and armor. For example, a Growlmon (Champion, Level 2) with a Gnosis of 5 and willpower of 4 would use Pyro Blaster (the blast charm) at these ranges: short 18, medium 36 and long 72 yards.

8. Select Backgrounds

A beginning character has five background points to buy backgrounds. Many of the backgrounds available are the same as a human character but should reflect knowledge of the Digital World. Available backgrounds are:

Allies

These are digimon who are willing to help your character. Allies include family, friends, or even a village council of elders. The digimon allies may be back home in the Digital World, “wild ones” hiding out on Earth, or they could be the digimon of other Tamers. The other Player Characters do not count as allies.

Contacts

Contacts are similar to allies but may include humans as well. Contacts can provide your character with information, be it word on the street or the local gossip. In general, you don’t want your Tamer to know about your contacts. Possible contacts can include the following: the half-blind old lady who thinks you are a stray cat and babbles on about the local neighborhood as she puts out a saucer of milk for you; the local werewolf pack that can provide you with tips on potential Bio-emerges; or the digimon of a kid your Tamer dislikes. Each point in this background gives you one major contact or two minor contacts.

Fetish

This background is the same as in Werewolf: the Apocalypse. It represents one or more magical items possessed by the character. For those without Werewolf, assume the item has a spirit in it that grants one charm a number of times per day as dots in this background. Alternately, use the items given in the chapter on Modify Cards and Other Items.

Mentor

A Mentor provides your character with support, advice, and a voice of experience and wisdom. For a young digimon, possible mentor figures include his martial arts master, a village elder, a teacher, or even one of the Sovereigns. A mentor can use her own assets, influence and abilities to help your character, but she will act in what she perceives to be her protégé’s best interest. The Storyteller determines both the mentor’s perception and actions. The amount of points plus one put in this trait equals the Rank of the Mentor.

Retainers

Not precisely allies or contacts, retainers are servants, assistants or other people that follow your character around. Many evil digimon have retainers that they have repeatedly dominated until they have no free will of their own. Having retainers is not easy, especially in the real World. First, the player must maintain some control over his retainers, whether through a salary, the gift of your Essence, or the use of Charms. In addition, the retainers need to anchor themselves to something physical in the Real World, such as an object or person. Retainers may be useful, but they are never “blindly loyal no matter what” - if the player treats them poorly, they might well turn on him. In all cases, a digimon’s Retainers will be lesser in either Status or Rank than the character. Each dot equals one retainer.

Status

Your digimon has something of a reputation or standing within his family or village. Digimon society is often based from your ability to survive, so a digimon who has bested many other digimon of higher Rank will gain more respect than others of his kind; among Tamed digimon, status is more likely to stem from the reputation of your team. Megas rarely have much respect for Rookies and this Background can mitigate that somewhat. You may have occasion to roll your Status in conjunction with a Social Trait; this reflects the positive effects of your prestige.

- . Known: a prominent member of your Family or Village
- .. Respected: an elder or minor politician (such as a village leader)
- ... Influential: The leader of a town
- Powerful: The leader of a city or small Realm
- Lord: Digimon royalty, the leader of a Digimon Family or large Realm

9. Spend Essence Points

As previously mentioned, the effective Essence points available to a starting character is equal to the total of his Rage, Gnosis, and Willpower. For example, a digimon character has a Rage, Gnosis and Willpower of 5 points each. This gives him a 15 available essence points. At this stage of character creation add in whatever extra essence is provided by his Tamer's power of imagination (depending on the human character's age). For example, if the above digimon's Tamer is 13 years old then the digimon gains an extra 3 essence points when he bonded with that human. This gives the digimon a grand total of 18 ($15 + 3 = 18$) available Essence Points.

A player can now make his digimon's physical body stronger than normal for his species by spending some of his available Essence Points the way humans do their Freebie Points. Remember, only a few points should be spent in this way for a digimon without available Essence points cannot use magical attacks or survive severe injury. The point cost of spending Essence to boost physical traits is as follows.

1 point per extra Gnosis, Willpower, or Rage dot

1 point per two ability dots

1 point per additional health level/ size increase

1 point per the ability to regenerate one health level a turn

2 points for each extra health level regenerated per turn (must take the above trait first)

1 point per extra damage dice per natural attack form.

Any remaining Essence should then be recorded on the character sheet. To use the example digimon given above, the player has decided to choose no merits or flaws. However, he decides to give his digimon an extra Rage Point (-1), a dot in Computers and Brawl (-1), the ability to regenerate damage (-1), and very long claws that do Rage +2 points of Damage (-2) for a total cost of 5 points of Essence. His character now has a total Essence trait of 13 ($18 - 5 = 13$) dots.

Merits & Flaws

Merits and flaws work much like they do in human characters except they add or subtract from a digimon's Essence points instead of Freebie Points. As in humans a character cannot take more than seven points in flaws. Most of the merits and flaws appropriate to humans are also appropriate to digimon with the Storyteller's approval. Below are some Digimon specific merits and flaws.

Gijinka Form (3-point merit)

A digimon with this merit has access to two other shapes in addition to his digimon form. One form is entirely human and the other (your natural form) is humanoid with the ears and tail of your digimon form. In all forms, your clothing resembles the coloring of your digimon form (so an Impmon Gijinka in its natural form would look like a bat-eared kid with a tail who is dressed in purple). The human form blends in with humanity (and has statistics equal to the digimon's Rookie form) and when in this form you cannot spend essence or use any charms. The half-form is the same as the human form in statistics but allows the use of charms and essence points. A gijinka in alternate form cannot do nonhuman attacks (such as claws) and the damage modifier is the same as in humanity (so a bite would do Rage -1 bashing damage). It cost no essence to change shape but the gijinka must roll Willpower at a difficulty of 6 for half form and 8 for human form to change. Other digimon hate and fear gijinka, much like most humans fear werewolves, and will attack them on sight if their true nature is revealed. Because of that fact this merit goes well with the one point flaw Dark Secret.

Hatching Innocence (2-point flaw)

For some reason you hatched out in the Real World so have no experience with the digital plane or other digimon. As a result you have no starting background points and any backgrounds bought with your Essence points cost two (instead of one) Essence per dot.

Pampered Pet (2 point merit)

This is the Digimon version of the human merit *Deep Pockets*. Your Tamer will get you anything you want, from always giving you your favorite food to providing you with the latest expensive toys. Once per chapter, your character may make a request to their Tamer to get you something. On a successful Manipulation + Subterfuge roll (difficulty depending on the Storyteller) your character gets the desired item. The difficulty is determined by the expense and nature of the item.

Older Form (5 for champion, 10 for Ultimate, 15 for Mega point merit)

Normally a Rank one character starts out as a Rookie but with this merit your default form is a Champion, Ultimate, or Mega. This does not change your Rank (which remains one) only your typical form. If injured a character with this merit will revert to an earlier form, but once healed he can regain the default form without the help of a Tamer. As the character sheet says a Champion gains +1 Willpower, +2 Rage, and +10 Essence points; an Ultimate gains +2 Willpower, +3 Rage, and +20 Essence points; and a Mega gains +4 Willpower, +5 Rage, and +30 Essence points.

Territorial (2-point flaw)

You are extremely attached to your territory: if forced to leave your territory, you will be at +1 difficulty in most rolls because you are so disoriented. If someone passes through your territory without your permission, you will immediately attack him.

Warp Digivolution (8 or 10-point merit)

Your character can change from Rookie to Ultimate or Mega form instantaneously without taking any of the intermediate forms. Unlike the merit *Older Form* the warped form is not your natural shape and you will revert to Rookie form as soon as you lose 20 (if Ultimate) or 30 (if Mega) Essence points and you cannot warp digivolve again until you have regained all lost Essence. It takes a Willpower roll at difficulty 8 to warp digivolve. This merit cost 8 points to warp digivolve to Ultimate form and 10 points to warp to mega form.

Younger Form (7 points for Fresh, 5 points for In Training Flaw)

Normally a Rank one character starts out as a Rookie but with this merit your default form is a baby. This does not change your Rank (which remains one) only your typical form. A baby digimon lacks the power and coordination of the rookie form so has penalties to his statistics until he reaches Rookie age.

Fresh: as the name implies, this is an infant digimon fresh from the egg. It is nearly helpless, lacking arms or legs and shaped much like a ball. It only has one physical attack (a bite) and one to three charms maximum. A fresh digimon has a -3 difficulty penalty on Rage, a -2 penalty on Willpower and can have only 10 starting essence points. A Fresh digimon is always size level 0, or about the size of a Guinea Pig. A fresh digimon must gain enough character points to reach 15 Essence points before gaining In Training form. This form is known as Baby 1 form in Japan. The illustration is of a newborn Relemon, the Fresh form of Renamon.



In Training: these are toddler digimon and while most are still ball shaped some have stubby limbs and more coordination than Fresh digimon. Like Fresh digimon they have only a bite attack but they can learn up to five charms. An In Training digimon has a -2 penalty to Rage, a -1 penalty to Willpower, and only 15 starting Essence points. An In Training digimon is always size level 1, or about the size of a human baby. The character must gain enough character points to reach 20 Essence points before gaining Rookie form. This form is known as Baby 2 in Japan. The illustration is of Pokomon (AKA Viximon) the In Training Form of Renamon.



8. Finishing Touches

In this stage you round out the details on your character sheet. Record the title of the Chronicle in which your character will be playing, the name of your Team (if any), Record Rank (always 1 for beginning characters), List any equipment, give a brief physical description of your character, and record what is needed from the new rules chapter. You are now ready to materialize in the World of Digital Darkness.

Bans

Like all spirits all digimon suffer from at least one ban or compulsion, something that it must or must not do. A ban may cause damage, cause penalties to dice rolls, or cancel out one of the digimon's powers. The number of bans possessed by a digimon is usually one per Rank but by taking on an additional ban, the spirit can increase its power. Each additional ban a spirit has will give the spirit one of these four bonuses:

- Two extra Charms
- One extra Willpower point
- Two extra Essence points
- Increase in Size Level by one-step

A digimon may take up to three additional bans at character creation. For more on bans see any of the New World of Darkness rulebooks that mention spirits. The penalty for breaking a ban is up to the player with the Storyteller's approval. Most bans appropriate to digimon characters fall into one of the following categories:

Behavioral: This type of ban limits a digimon's actions usually by prohibiting it from doing something or forcing it to do something in certain circumstances. For example, a Myotismon may not come out during the day. A subset of this type of ban is the Linguistic ban that that depends on the spoken word to be effective. For Example, the Impmon from Tamers could never break a promise.

Repulsions: These bans things cause a digimon to run away. For example, displaying a religious symbol will repel many demons while throwing salt at some faeries will cause them to flee.

Ritualistic bans: These bans depend on ritualistic rites or behaviors to be effective. Many demonic spirits (possibly including demonic digimon) cannot cross a circle drawn on the ground in blood, others must agree to certain tasks if offered certain items, and still others will immediately fall asleep if given certain foods or drinks.

Sacrificial bans: These bans limit the spirit in some way if not given the correct chiminage. For example, a Candlemon's maximum essence is halved if it is not offered burning candle at least once a week or a Were-Garurumon will attack one person a every full moon unless a coin is tossed into a local wishing well once a month.

Vulnerabilities: These bans are things the digimon cannot defend against. These things harm the digimon by lowering its traits, draining its essence or causing aggravated damage. Examples include taking +2 damage from silver weapons, taking 4 dice of aggravated damage from holy water, losing one essence point per turn if bound by cold iron, and being vulnerable (no soak roll) if attacked by a virgin.

Magical bans: Bans of this sort affect a digimon's charms. Some digimon cannot use charms on a person who has a four-leaf clover on his person, others cannot enter or use any powers on holy ground, and still others must grant three wishes to anyone possessing a certain item.

Sample Character Creation

"Humans must be very tamable, look at them, the bell rings and they come running!"

- Calumon, *"It Came From the Other Side"*

The Human Character

Concept, Nature and Demeanor:

Joe decides to create a character for a Digimon Tamers chronicle. He decides he wants to break the mold and create a character from a country other than Japan. After a bit of thought he decides on a green eyed, red haired Irish kid who was forced to move to Japan because his father's job in merchandising was transferred there. The boy is lonely because he is in a new country with new ways and because he misses his Grandmother who used to beguile him with stories of the Faerie folk of Ireland. Joe also decides that the kid loves the American sport of baseball and wishes to form his own team someday. He decides to name the character Patrick O'Malley.

Thus, he gives Patrick the concept of *lonely Celtic boy*.

This also makes him think of a Nature and Demeanor for the child and, as the Storyteller is using the assets and flaws from the nWod *Innocents* game he chooses Calm and Cowardly to represent a sheltered boy who is well read but a bit timid.

Age:

Joe decides that Patrick is in Junior High so he has the following initial statistics:

Age	In Years	Attribute Points	Ability Points	Essence Points
Junior High	10-13 years	6/4/3	9/5/3	3

Type:

He decides that Patrick is of the Intellectual type. He thinks an artistic, bookish child seems to fit a boy whose father has a technological job and who loves listening to his Grandmother's faerie tales. The intellectual type of child's digimon is linked to his Gnosis trait and his initial traits linked to this type are 3 Gnosis points, 2 Rage points, 1 Willpower point. His Initial Renown is 3 Wisdom points.

Attributes

Joe already knows he has 6/4/3 attribute points due to his character's age. He decides that since he has already thought of his character as being lonely and bookish that mental shall be primary, physical secondary and social tertiary. He thus places Patrick's attributes as follows, remembering that the boy gets one free attribute point per category:

Physical	Social	Mental
Strength 2	Charisma 2	Perception 3
Dexterity 3	Manipulation 2	Intelligence 3
Stamina 2	Appearance 2	Wits 3

Abilities

Joe already knows that Patrick has 9/5/3 attribute points due to his age. He decides that knowledges will be primary, Skills secondary, and Talents tertiary. He places the points as follows:

Talents: Alertness 1, Brawl 1, Dodge 1
Skills: Animal Ken 1, Crafts 1, Performance 1, Stealth 1, Survival 1
Knowledges: Computer 2, Enigmas 1, Linguistics 1, Medicine 1, Occult 2, Science 2

This isn't much, but he can add more abilities later using freebie points so he leaves it alone for now.

Backgrounds

Patrick gets five background points so Joe distributes them as follows: Allies 1 (parents), Cards 2, Familiar Link 1, and Mentor 1 (Grandmother).

Freebie Points

Patrick has 15 freebie points. Before spending them Joe looks over the merits and flaws in the Werewolf Player's Guide and chooses Luck (a 3-point merit) which gives him 12 points to spend. He has already chosen to play a child character so does not need to choose the Child flaw.

Joe decides his attributes are fine as they are but that he really needs to beef up his abilities. He thus spends 10 points for five more dots of abilities as follows:

Talents: Alertness 1, Athletics 2, Brawl 1, Dodge 2, Streetwise 1
Skills: Animal Ken 1, Crafts 1, Melee 1, Performance 1, Stealth 1, Survival 1
Knowledges: Computer 2, Enigmas 1, Linguistics 1, Medicine 1, Occult 2, Science 2

He spends the last two dots on two more points in the Cards background. Looking through the modify card description Joe chooses Iron Drill (to give his digimon the dig special ability), Fly Away (to give him the fly special ability), and Force FX Red Offensive (which allows him to do aggravated damage to digimon with the Topaz battle type).

Looking at various anime characters Joe finds one he likes in an old Digimon Adventures coloring book. Joe scans and colors the picture to match his concept of Patrick. He now has a sketch for his character sheet.

The Digimon Character

Choosing a Partner and Concept

The Storyteller decides to let the players play both the human and the digimon partners so Joe looks over the Rookie descriptions. He immediately decides on Labramon, since it looks like the faerie hounds of Irish myth, making it just the thing to come out of Patrick's imagination. Patrick also thinks that a normal looking dog would be easy to hide. The Storyteller just smiles and thinks of all the things she can do (from places with NO DOGS ALLOWED signs to dogcatchers) to take advantage of this decision. Joe wants to continue the Celtic dog idea but can find no Champion or Ultimate digimon that fits this concept. He asks the Storyteller if he can make a pair of digimon based on the Irish black dog and Cu-sidhe myths. The Storyteller agrees and Joe uses Photoshop to modify a picture of Doberman and Gaogamon into the new digimon Barghestmon (Champion) and Cusheemon (Ultimate). He decides that Megagargomon would be the perfect evolution from Cusheemon, especially if he attains this shape by biomergering with Patrick. He decides on Loyal Celtic hound for concept.

Program Type

Joe decides that Labramon will be a Data type digimon, which would allow him to do aggravated damage to Vaccines but take aggravated damage from viruses. His type also gives him a Gnosis of four.

Battle Style

Joe gives Labramon an Emerald battle style as he feels it would go well with the green fur of Labramon's later evolutions. Emerald type digimon do aggravated damage to digimon with the Ruby battle style. This style also gives the digimon a Rage of five.

Family

This is a no brainer to Joe who chooses Nature Spirits to tie in with the elf motif. This family gives an initial Willpower of five.

Attributes

Labramon's initial attributes (according to the selections above) are: Gnosis 4, Rage 5, Willpower 5, and Essence 14

Abilities

Joe decides Labramon will be just the opposite of Patrick in Abilities. He will have Talents primary, Skills secondary, and Knowledges tertiary. Doing the math gives Labramon the following ability points 12/8/4. Joe decides a good selection for a dog would be:

Talents: Alertness 3, Brawl 3, Dodge 2, Intimidation 2, Primal Urge 2

Skills: Animal Ken 2, Performance 1, Stealth 3, Survival 2

Knowledges: Enigmas 2, Investigation 1, Occult 1

Charms

All new digimon receive the Materialize and Familiar link charms for free. Joe can now choose three more of his choice. Looking at Labramon's card he sees that the dog digimon has the "attacks" of Cure Liquor and Retrieving. Looking over the list of charms Joe decides that these "attacks" correspond to the charms Healing and Ensnare respectively. He chooses Howl for his final charm as it seems appropriate for a dog.

Backgrounds

Joe chooses the following backgrounds for Labramon: Card 3 (some item Labramon has been sent to Earth to hide, Joe decides that it is the Digimental of Friendship), Mentor 1(Lead Hound of the Nature Spirit Royal Guard), and Status 1.

Spending Essence Points

Joe decides not to use any merits or flaws with Labramon but he does spend Essence on the following traits: 1 point of damage regenerated per turn (1 point), +1 point of damage on a bite (1 point) and +1 point of damage using claws (one point). This uses up the three essence points gained from Patrick's age. Labramon is thus left with a final Essence score of 14 points.

While on the subject of flaws Joe decides to do the bans at this point. By using the faerie dog myths Joe decides that Labramon has the bans of taking aggravated damage from cold iron and not being able to use charms on anybody holding or wearing a four-leaf clover. Joe decides to use the resulting points to increase his digimon's essence score to 18 points.

Finishing Touches

Name: Joe decides that Patrick is going to call his digimon "Rover" to hide his true nature from others. He then looks at the chapter on new rules to determine Labramon's speed, health levels and similar stats. Using these statistics Joe fills out his character sheets, adding the relevant stats for Labramon's evolutions to minimize work later on.

Here are the Joe's character sheets for Patrick and Rover...



Name: Patrick O'Malley

Player: Joe

Chronicle: Tamara's

Concept: Lonely Celtic boy

Age: 13

Character Type: Intellectual

Nature: Calm

Demeanor: Cowardly

Team Name:

Attributes

Physical

Strength ●●○○○
Dexterity ●●○○○
Stamina ●●○○○

Social

Charisma ●●○○○
Manipulation ●●○○○
Appearance ●●○○○

Mental

Perception ●●○○○
Intelligence ●●○○○
Wits ●●○○○

Abilities

Talents

Alertness ●○○○○
Athletics ●●○○○
Brawl ●○○○○
Dodge ●●○○○
Empathy ○○○○○
Expression ○○○○○
Intimidation ○○○○○
Primal-Urge ○○○○○
Streetwise ●○○○○
Subterfuge ○○○○○

Skills

Animal Ken ●○○○○
Crafts ●○○○○
Drive ○○○○○
Etiquette ○○○○○
Firearms ○○○○○
Leadership ○○○○○
Melee ●○○○○
Performance ●○○○○
Stealth ●○○○○
Survival ●○○○○

Knowledges

Computer ●●○○○
Enigmas ●○○○○
Investigation ○○○○○
Law ○○○○○
Linguistics ●○○○○
Medicine ●○○○○
Occult ●●○○○
Politics ○○○○○
Rituals ○○○○○
Science ●●○○○

Advantages

Backgrounds

Allies ●○○○○
Cards ●●●○○
Familiar Link ●○○○○
Mentor ●○○○○
○○○○○

Modify Cards

Fly Away (level 1, Gnosis 6)
Force FX: Red Offensive (level 1, Gnosis 6)
Iron Drill (level 1, Gnosis 6)

Modify Cards

Renown

Glory

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □ □ □ □ □

Honor

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □ □ □ □ □

Wisdom

● ● ● ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □ □ □ □ □

Humanity

7

Rage

● ● ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □ □ □ □ □

Gnosis

● ● ● ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □ □ □ □ □

Willpower

● ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □ □ □ □ □

Health

	B	L	A
Bruised	□	□	□
Hurt	-1	□	□
Injured	-1	□	□
Wounded	-2	□	□
Mauled	-2	□	□
Crippled	-5	□	□
Incapacitated		□	□

Experience

1 Glory/ 0 Honor/ 5 Wisdom is needed
for my digimon to reach Champion form
(Rank 2)



Merits & Flaws

Luck (merit)

Description & Character Sketch



Small, skinny kid with red hair, green eyes, and glasses. His favorite sport is baseball and he never goes anywhere without his book of Celtic myths that was given to him by his Grandmother. He is calm in a crises but a bit timid do to his nerdish background.
Quote: "Ireland has more than leprechauns you know!"

Other Traits

OOOOO

OOOOO

OOOOO

OOOOO

OOOOO

OOOOO

OOOOO

OOOOO

OOOOO

OOOOO

Languages Spoken

English _____

Japanese _____

Items/Fetishes

Item: Digital of Friendship Level 3 Gnosis 8
 Power: will transform a Champion level digimon into a thunder type

Item: _____ Level _____ Gnosis _____
 Power: _____

Item: _____ Level _____ Gnosis _____
 Power: _____

Equipment

Clothes _____

Glasses _____

Book on Irish Folklore _____

Flashlight _____

Backpack _____

Baseball equipment _____

Combat

Maneuver/Weapon	Roll	Difficulty	Damage	Range	Rate
Baseball Bat	Dex + melee	4	Strength +1 (B)	1	1

Brawling Chart

Maneuver	Roll	Diff	Damage
Bite	Dex+Brawl	5	Strength-1†
Body Slam	Dex+Brawl	7	Special
Grapple	Dex+Brawl	6	Strength
Kick	Dex+Brawl	7	Strength+1
Punch	Dex+Brawl	6	Strength

†These maneuvers do Bashing damage.

A armor: 0

Sex: Male

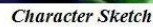
Race: Caucasian (Irish)

Eye Color: Green

Country: Ireland (now in Japan)

Height: 4 foot 3 inches

Weight: 90 lbs



■ *Mega*



Megadargomon
+4 Willpower
+5 Rage
+30 Essence

Difficulty to Digivolve: 6

Description

■ *Merits & Flaws*

Ban: unable to use charms on anyone wearing a four leaf clover

10

Combat

Brawling Chart

A=Aggravated Damage
B=Bashing Damage
L=Lethal

Combat & House Rules

“Who needs ammo when you’re a whoopin’ machine!?”

-Terriermon, “Such Sweet Sorrow”

Initiative

The Initiative rules have changed frequently in the Storyteller system. The easiest is simply to use the following suggestions:

HUMANS: Roll Wits + Alertness (Difficulty 6), the most successes goes first.

DIGIMON: Roll Willpower (Difficulty 6), the most successes goes first.

Attack Rolls

The Attack rolls differ for humans (and other physical beings) and spirits, such as digimon. Use the following rolls to make attacks.

HUMANS: **Dexterity + Brawl:** used for fists, kicks, and bites.

Dexterity + Firearms: used for guns, bows and other ranged weapons.

Dexterity + Melee: used for swords, knives, and other handheld weapons.

DIGIMON: **Willpower + Brawl:** used for fists, kicks, claws and bites.

Willpower + Firearms: used for guns, bows and other ranged weapons.

Willpower + Melee: used for swords, knives, and other handheld weapons.

Damage & Soaking

Damage depends on the weapon of a character. For most hand held weapons damage is equal to strength (or Rage if a Digimon) + the weapon bonus: for example, a knife does Strength +1 normal damage. If you have a Strength of 2, this will equal three dice. Firearms have received various treatments depending on edition. The damage roll I prefer is Dexterity (Willpower in Digimon) + the weapon damage as that indicates how well you aimed the gun or bow. Using this system if a light revolver is used (damage 4 dice) by someone with a dexterity of three than seven dice are rolled for damage.



Damage rolls are always difficulty six. If an attack roll hits but no damage is rolled than the injury is just a minor flesh wound. If the weapon scores damage than the victim is allowed to “soak” the damage. To soak damage a human rolls Stamina + Armor at a difficulty depending on the type of damage done. Digimon roll Willpower + Armor. Each success on a soak roll reduces damage by one.

Originally only two forms of damage, normal and aggravated, but later editions separated normal damage into bashing and lethal damage. Several ways have been proposed to handle these categories, most involving different healing times for the various types. A far simpler option is to use the original system of:

Bashing Damage: blunt weapons such as fists, clubs, and the teeth of herbivorous animals.

Difficulty to soak: 4.

Normal or Lethal Damage: cutting damage from knives, bullets, fangs, claws, etc.

Difficulty to soak: .6

Aggravated Damage: damage caused by magic, fire, bombs, radiation, and supernatural attacks.

Difficulty to soak: 8.

In this option, healing is the same no matter what type of damage is taken and one is more likely to take injury from lethal or aggravated damage than bashing, as in real life.

Typical Weapons and Damage Rolls

“Hey Kid, put that stick down before you put somebody’s eye out!” Note that kids (and adults for that matter) with weapons are very noticeable and would be immediately berated by any adults that see them. Nevertheless, here are a few basic attack and damage rolls for use in Digimon.

Human Brawl Damage

Weapon	Difficulty	Range (Yards)	Damage	Damage Type
Bite	5	1	Strength -1	Bashing
Body Slam	7	1	Special	Bashing*
Grapple	6	1	Strength	Bashing
Kick	7	1	Strength + 1	Bashing
Punch	6	1	Strength	Bashing

Digimon Brawl Damage

Weapon	Difficulty	Range (Yards)	Damage	Damage Type
Bite	5	1	Rage *	Lethal *
Body Slam	7	1	Special	Bashing*
Claw	6	1	Rage *	Lethal *
Grapple	6	1	Willpower	Bashing
Kick	7	1	Rage + 1	Bashing
Punch	6	1	Rage	Bashing
Tail Slap	7	1	Rage + 1*	Bashing

* The damage for the attack maneuvers marked with this symbol can be increased during character creation by spending Essence points. Note also that not all digimon have all of these attacks.

Common Melee Weapons & Their Damage

Weapon	Difficulty	Range (Yards)	Damage *	Damage Type
Axe	7	1	+5	Lethal
Club/ Stout branch	4	1	+ 1	Bashing
Knife	4	1	+1	Lethal
Lance	7	3	+4	Lethal
Sharp Stick	5	1	+1	Lethal
Sword (short)	6	1	+2	Lethal
Sword (typical)	6	1	+3	Lethal
Sword (long)	7	2	+4	Lethal
Spear	5	2	+3	Lethal

The damage for the these maneuvers is Strength for humans and Rage for digimon, so a damage of +1 would be Strength +1 for a human and Rage +1 for a digimon.

Firearms Damage

Weapon	Difficulty	Range (Yards)	Damage *	Damage Type
Bomb	nil	100	10 dice	Aggravated
Bow	8	100	+3	Lethal
Crossbow	7	20	+5	lethal
Pistol	7	20	+4	Lethal
Machinegun (Uzi)	7	50	+4	Lethal
Military Missile	8	1000	20 dice	Aggravated
Motive cocktail	6	Strength/Rage	+3	Lethal
Object (ashtray, Frisbee, lunchbox, or small rock)	6	Strength/Rage	+1	Bashing
Object (lamp, laptop computer, or large rock)	7	Strength/Rage -1	+2	Bashing
Object (couch, television set, or a small boulder)	8	Strength/Rage -2	+3	Bashing
Rifle	8	200	+8	Lethal
Revolver (.38 special)	6	12	+4	Lethal
Revolver (.44 magnum)	7	35	+6	Lethal
Rifle	8	200	+8	Lethal
Shotgun	6	20	+8	Lethal
Shotgun	6	20	+8	Lethal

* The damage for the these maneuvers is Dexterity for humans and Willpower for digimon, so a damage of +1 would be Dexterity +1 for a human and Willpower +1 for a digimon.

The maximum distance a ranged weapon can be shot is twice the Range given above. For every 5 yards, the target is beyond the Range number the difficulty increases by one. If the target is within 5 yards (one yard for a knife) than the difficulty is decreased by one.

Typical Armor

Armor Type	Armor Rating	Penalty *
Normal Clothing	0	0
Thick Clothing/Heavy Coat	1	0
Studded Leather vest or armor	2	0
Bulletproof Vest/Chain Mail	3	1
Flack-jacket/ Scale Mail	4	1
Half-Plate/Riot Gear	6	2

Full Plate Armor	7	3
Small Shield	+1 **	0
Large Shield	+2 **	+1 **

* All armor is added to soak dice; however, it is heavy and bulky so adds a penalty to basic movement and to dexterity (Willpower in digimon) rolls.

** Shield armor and penalties are cumulative, so a person in full plate mail who is carrying a large shield has an armor rating of 9 and a dexterity penalty of 4.



Combat Maneuvers

Digimon is a combat oriented game so a good selection of combat maneuvers is necessary. The maneuvers given here were chosen because of their cinematic qualities that allow for exciting combat sequences like those seen in anime and movies. Some of the maneuvers are from other White Wolf games but have been repeated here for their cinematic qualities or usefulness in play.

Digimon Special Maneuvers

These maneuvers may only be taken by Digimon. They usually need sharp teeth or claws to be effective so may be impossible for some Digimon to perform. A Digimon may choose one maneuver for each point of the Brawl skill they have. Other types of Monster (and even animals) may also take these maneuvers but use Dexterity instead of Willpower and Strength instead of Rage.

Fur Gnarl: The Digimon uses its claws or teeth to rip off a strip of flesh. This maneuver can be used on clothes, or anything similarly baggy as well as fur, wing membranes, feathers, or skin. The digimon rolls Willpower + Brawl at a difficulty of 8 and the damage is Strength +1 bashing and for every 2 levels of damage rolled (presoak), the opponent loses 1 die from their soak pool.

Hamstring: The digimon can cripple an opponent by tearing the ligaments of the leg. To perform this maneuver the digimon rolls Willpower + Brawl at a difficulty of 7. If successful, the opponent takes damage as normal but is unable to walk until that damage heals. Sufficient amount of damage may even tear the limb off. The difficulty drops by one if another digimon attacks the opponent at the same time from the front.

Jaw Lock: The Digimon can bite an opponent and hang on like a pit-bull. The maneuver is made as if it were a normal bite attack but if the damage rolled exceeds the opponent's Rage than the opponent is

immobilized. The attacker then rolls Rage + Athletics vs. his opponents Willpower + 4 at Difficulty 6. The opponent needs to roll an amount equal to or higher than the initial damage successes in order to escape. If less than enough successes are rolled then the opponent takes damage from the bite again. This continues until the attacker lets go or the victim rolls enough successes to escape.

Karate

A character can learn Karate only if he has the proper background or if he joins a dojo (or finds a Master) in play. Dots purchased in this background allow access to the following special combat maneuvers. One maneuver may be chosen for each dot of Karate possessed by the character. The combat maneuvers given below may be learned by Digimon but Willpower is rolled instead of Dexterity.



Binding Hold: Your character can catch his opponent's wrist and, by using leverage and his opponents own momentum, immobilize her. The character rolls Dexterity + Brawl at a difficulty of seven. If the character gains more successes on this roll than the opponent has points of dexterity than the opponent is held motionless. Held opponents may spend a Willpower point to attack with a free limb or free themselves with a contested Dexterity roll at difficulty 6.

Catch Missiles: The martial artist can catch missiles fired at her, from rocks to darts to arrows. Bullets and other high-speed projectiles cannot be caught. One missile can be caught (at difficulty 9) or deflected (at difficulty 7); the player rolls Dexterity + Dodge and must gain as many successes as the opponent rolled when releasing the missile.

Cautious Engagement: You have a very healthy respect for your opponent's blows and know how to avoid his attacks. Use the *higher* of your character's Dexterity or Wits to determine his Defense against Brawl-based attacks (not against Weaponry attacks) from a single opponent. If another opponent joins the attack, this bonus is lost.

Cyclone Thrust: The martial artist crouches while spinning around with his leg extended, knocking his opponent off her feet. The user rolls Dexterity + Brawl against a difficulty of the opponents Dexterity + Athletics. If the user succeeds, their opponent is thrown to the ground. The opponent takes no damage but does lose a turn, as he must climb to his feet.

Deceptive Leap: The martial artist leaps at her opponent, and feinting a kick from the front, strikes from the side or from behind as she passes. The maneuver may not be blocked, only dodged. To use this maneuver the user rolls Dexterity + Brawl at difficulty 5 and inflicts Strength +1 bashing damage.

Evade: The first rule of combat is not to be hit. When your character is facing a single opponent, he has a +2 modifier to his Dodge dice pool. For example, a character that has reserved three dice to Dodge gets to roll five dice against a single attacker if he has this maneuver.

Jump Kick: The martial artist makes a running leap (making a normal jump roll) and delivers a powerful kick to her opponent's head or upper torso. If the user inflicts more damage than the opponent has dots in Strength (after soak), the opponent is knocked off her feet. The user lands properly unless they botch this maneuver. The damage is Strength + 2 bashing and this maneuver takes two actions, one for the run and one for the leap/attack

Leaping Attack: In this maneuver, the martial artist leaps past his attackers and strikes at them in midair as he sails past. It is performed by rolling Dexterity + Athletics (difficulty 3) to leap. Using the normal jump table determine if the attacker is going to end up past their opponent. If he is then he can make an attack

roll at full dice pool. This maneuver takes two actions, one for the leap and one for the attack and either the hands (Brawl) or a weapon (Melee) may be used.

Storm Dance: You may remember this one from the botched attempt in Raiders of the Lost Ark. The user performs an intricate series of martial art maneuvers in an attempt to impress and intimidate his opponent. The player rolls Manipulation + Brawl, vs. his opponents Wits + Brawl, both at difficulty 7. If the user gets more successes than the opponent has the difficulty of all her attacks or dodges increased by 1 for the next (number of successes) in turns. This maneuver is often performed to dissuade an opponent and thereby avoid combat altogether.

Strangle Hold: The martial artist launches himself at his opponent and, while airborne, catches her about the throat with either his arms or legs. To attack the character rolls Dexterity + Brawl at difficulty 8 and if the user scores more successes than the opponent has dots in Strength, the opponent is knocked to the ground and held in a chokehold. An opponent so pinned will begin to lose one health level a turn (unsoakable) after as many turns as they have Stamina. When the opponent reaches Incapacitated than she must roll Stamina at difficulty 6. On a success, she falls unconscious until she heals the choking damage, which is healed at the rate of one health level every two turns. On a failure, she is fully Incapacitated. On a Botch, she dies with a broken neck. Opponents may attempt to escape by winning a contested Strength vs. Strength roll (diff 6).

Tornado Kick: The martial artist spins around once with incredible speed, her momentum adding bone-jarring force to her kick. The attack roll is Dexterity + Brawl at difficulty 7 and the damage is lethal.

Vulnerable Target Strike: Your character knows which sensitive spots to attack — eyes, nose, ears, throat, groin, and knee. If your character's attack succeeds, one of the points of damage he inflicts is lethal instead of bashing.

Whirlwind: The martial artist weaves her arms in a complex and rapid defensive pattern before her. To do this she rolls Dexterity + Dodge (difficulty 7) and for each success, she may add one die to each blocking maneuver she attempts during the same turn as this maneuver.

Street Fighting

All children learn the best way to wrestle other children when on the playground, and many use “street fighting” when they reach adulthood as well. A character can gain one of these maneuvers for each point of Brawl that they have. Digimon may also learn these maneuvers but use Willpower instead of Strength.

Barrel Roll: If you are body slammed or otherwise knocked down, you can make a Dexterity + Athletics check (difficulty 6) to see if you are able to roll with it and come to your feet. The roll should include any dice penalties you suffer (if any) from the event that knocked you down in the first place

Body Slide: Rather than slamming into someone, you slide into their legs, bringing them down on top of you, and entangling them completely. To do this you must roll Dexterity + Brawl at a difficulty equaling the opponents Dexterity + Athletics. On a success, you knock your opponent down and inflict an amount of bashing damage equal to your Strength.

Boingy Boingy: You can rush your opponent in such a way (by leaping and making flips and such) as to make it difficult for them to strike you as you approach. You see this one all the time in anime and action



movies. It was originally in Werewolf 2nd edition and I do not know why *White Wolf* gave it such a dumb name- feel free to change it. To perform this maneuver roll Dexterity + Athletics at difficulty 7.

Cheap Shop: Your character is not afraid to fight dirty. Whether it is hitting below the belt, jabbing an eye, or pulling ears, you will do what it takes to win. All opponents that have been immobilized by your character can be struck with a -1-difficulty modifier on each Strength + Brawl roll you make while he is immobilized.

Dodging: Actively dodging takes an action — the dodging party may not counterattack that turn. Each success minuses a success from the attackers roll. The combatant being attacked may dodge automatically (Dexterity + Dodge, difficulty 6) if that is her actions for the turn.

Alternately, you can both dodge and counterattack in one turn by splitting your dice pool. To do this you take the amount of dice you were originally going to use to make your attack that turn then take out as many dice as you want and use them instead of your Dexterity + Dodge to make your dodge roll. The remainder of the dice are then used to attack on your turn.

Dog-pile: Your character knows how to throw his body into the middle of a fight that is already in progress in such a way that the combatant at the bottom of the pile is squashed while the other combatants are unharmed. If an opponent is immobilized or knocked down in a grapple your character may join in by making a Strength + Brawl roll at difficulty 8. All successes rolled after the first may immediately be applied as bashing damage to the immobilized combatant.

Grappling: The attacker rolls Dexterity + Brawl (difficulty 6). The combatant being attacked may dodge automatically (Dexterity + Dodge, difficulty 6) if that is his action for the turn. If the attacker's roll results in more successes than the defender's roll does, the defender is grabbed. The attacker may inflict damage (equal to strength) automatically in each turn thereafter, and the defender is trapped until he strikes successfully and inflicts damage on the attacker.

Haymaker: By putting absolutely everything into a blow, a character can do a devastating amount of damage. You roll Dexterity + Brawl at difficulty 6 and do an amount of damage equal to your Strength (or Rage if a Digimon) + the number of Successes. The downside to this maneuver is the opponent's dodge roll is against difficulty 4, reflecting the obviousness of the windup needed for this sort of maneuver.

Knockout: Rather than pulling their punch, the character using this maneuver tries to just knock their opponent unconscious. A Knockout must be done with a Punch attack at Difficulty 7 and the damage is bashing. The damage is rolled as usual, but the opponent will not die from a roll that Incapacitates him, instead he is knocked out.

Pull Punch: The character using this maneuver chooses to subdue instead of kill an opponent. The attack and damage roll is the same for the method used to attack (punch, kick, whatever), but at +1 difficulty. The blow is meant to cause incapacitating pain instead of physical injuries so the damage does no actual injury. Instead mark the Health Levels off with an "S" instead of a "✓" or "X" and apply pain penalties as normal. However once the victim is no longer in combat (or is Incapacitated) he heals the subdual damage at the rate of one health level every two turns. This is usually more than enough time to tie him up or otherwise render the opponent harmless.

Take Down: A successful grapple attack will immediately knock down your opponent. You must make a successful Dexterity + Athletics roll (difficulty 6) to remain on your feet. Knocked down characters lose a turn as they struggle to get back on their feet and may be hit with at -1 difficulty if you stay upright or normally if you fall too.

Taunt: You know how to jump around an opponent until they are totally baffled and confused. This requires a Manipulation + Expression roll at a difficulty equaling the targets Wits (or Gnosis if a Digimon)

+ 4. This maneuver, if repeated over turns, allows another roll on top of existing successes until reaching a maximum of ten successes. Victims lose dice from rolls. For every additional person taunting the difficulty drops by one.

Melee Special Maneuvers

These maneuvers need melee weapons to use. Children will rarely have weapons in this day and age, a stick or kitchen knife being about the extent of likely weaponry, but many digimon carry clubs, swords, or other hand-held weapons. Remember that digimon roll Willpower instead of Dexterity and Rage instead of Strength when using these maneuvers. One maneuver may be chosen for each dot of the Melee skill possessed by a character.

Back Stab: This action only works if you attack an opponent with no warning from behind. By rolling Dexterity + Melee (difficulty 8) you have successfully struck your opponent in the back and can add the successes from the hit roll onto the damage roll plus three. For example if a man strikes an opponent with a knife and gets three successes on his attack roll than he is allowed to roll the normal knife damage +6 (or Strength + 5). This maneuver takes two actions, one to successfully sneak up on the opponent and one to strike him.



Disarm: You can strike your opponents weapon in such a way that you can knock it out of his hand. To do this the attacker rolls Dexterity + Melee (difficulty 8) contested against the opponent's Strength + Melee (also difficulty 8). On a success you have forced your opponent to drop his weapon and the weapon is thrown a number of yards equaling the number of successes your roll exceeded your opponent's roll away.

Doublestrike

Dex + Melee * 2, +2 diff, normal damage

1 action

With a small weapon (knife), you can hit the same opponent twice in quick succession and do full damage with each strike.

Double Up

No roll

no action

You can attack two opponents at the same time without any penalties.

(See Errol Flynn for examples).

Feint & Strike: By distracting your opponent with a false move, you can pull them significantly off balance before striking again. To use this maneuver roll Manipulation (Gnosis in Digimon) + Melee at a difficulty equaling your opponents Wits + Melee (Rage for digimon). Add any successes from strike roll to your dexterity + melee roll to hit them. A botch on the other hand, means that your feint was seen through and that if your opponent still has an action, they can strike you and hit automatically. This maneuver takes up two actions.

Parry: You can use your weapon to block incoming attacks. You can decide to parry without any dice pool penalties as if it were a dodge, simply roll Dexterity + Melee at difficulty 6.

Quickdraw: Normally to draw a weapon is a full action. With the quickdraw maneuver, you can pull the weapon and strike with it on the same turn. The only drawback is that there is a + 2 difficulty to the strike roll. This maneuver can also help you draw the weapon in awkward situations at the Storyteller's discretion.

Reverse attack

Dex + Melee, diff 7, normal damage.

You can attack an opponent behind you without turning around.

Specialization:

You have practiced so much with a certain type of weapon that you have a -2-difficulty bonus when using that sort weapon. However, any other sort of weapon is at +1 difficulty, due to your monomania. Types of weapons include swords, clubs, spears, polearms, axes, bows, crossbows, pistols, rifles, etc. You can take this maneuver several times, each time selecting a different weapon.

South Paw

No roll

no action

You have practiced using the weapon with your offhand, and suffer no penalties to your roll.

Throw weapon

Dex + Melee, diff 7 or 8, var. damage

1 action

You can throw a normally hand-held weapon and still hurt your opponent.

Firearms Special Maneuvers

Until recently children often played with toy firearms; some of these toys shot water (squirt guns), others made loud bangs with no actual missiles being shot (cap guns), while still others were the real thing but shot non lethal missiles such as beebe guns or bow and arrows made out of sticks. By the 1990's the increase in gangs and school shootings has made these toys obsolete and today any child seen with a firearm is likely to be stopped by the police. Nevertheless, sometimes a gun or bow is what is exactly what is needed. Humans use Dexterity + Firearms to shoot while Digimon use Willpower + Firearms. One of these maneuvers may be chosen for each dot of Firearms possessed by the character.



Quickdraw

No roll

No actions

You can yank a gun from a holster and use it while only suffering a 2 dice penalty.

Trickshot

Dex + Firearms, diff 8

2 actions

Shooting the rope your compatriot is hanging from or the video camera that blocks your stealthy entry is nothing to you. You have practiced hitting small stationary targets with uncanny accuracy. Doesn't apply to shooting people in the eye, etc.

Twin auto fire

Dex + firearms, diff at -2

1 turn/action

You can blaze away with an auto in either hand (3 round bursts or full auto) without being knocked over.

Jump & fire

Dex + Aths, diff 6, Dex + firearms, diff 7

2 turn

A bit like Reaping Rake, except that you leap into cover rather than past your opponents, shooting as you fly. See Woo, John.

Two guns

Dex + firearms, diff 7

1 action

You can fire two handguns at the same time without suffering any penalties.

Quick reload/unjam

No roll normally (Dex + firearms in some cases)

1 action (or less)

You are familiar with the mechanical aspects of your weapons and can reload or unjam it quickly.

Size & Healing

Digimon possess health levels despite being spirits due to their origin as artificial life forms. Digimon have a number of health levels equal to Rage + Size (Resistance + Size in nWod). The size categories are equal to:

Size	Size of a:	Typical Height or Length	Typical Mass (lbs)
-1	Insect	Less than 8 inches	Less than 1
0	Rat	1 foot	1-5
1	Human baby	2 feet	5-20
2	Fox or a 2-4 year old child	3 feet	20-50
3	Coyote or a 5-7 year old child	4 feet	50-70
4	Wolf or An 8 to 14 year old child	5 feet	70-100
5	Average adult man	6 feet	100-200
6	Gorilla or Pony	7 feet	200-500
7	Grizzly Bear or Horse	8 feet	500-2000
8	Buffalo	9 feet	2-3 tons
9	Hippo	10 feet	3-4 tons
10	Black Rhino *	11 feet	4-5 tons
11	Bush Elephant	12 feet	5-8 tons
12	Indian Elephant	13-15 feet	8-10 tons
13	Savannah Elephant	15-19 feet	10-15 tons
14	Most Dinosaurs	20-35 feet	15-20 tons
15	Sauropod Dinosaurs	35-55 feet	20-50 tons
16	Sperm Whale	55-60 feet	50-100 tons
17	Blue Whale	60-100 feet	Over 100 tons

* Note that the nWod puts a white rhino at size level 10 and an elephant at size level 13, however in reality both the white rhino and Indian rhino are the same size as the African forest elephant. As a result, I have replaced white rhino with the black rhino and specified the species of elephant closest to the size levels of 11 to 13.

A typical human with a Stamina of 2 and a man-sized spirit with a Rage of 2 will thus have seven health levels (2 + 5). All health levels other than the last seven are considered extra bruised levels. The last seven have pain penalties as in normal characters.

Unless the digimon can regenerate, he regains health levels in the same amount of time it takes a human to heal. If a digimon dies in the Material world, it dematerializes and fades away into data bits. If not uploaded by another digimon it will reincarnate as a digi-egg and begin to reform at a rate of one essence per day. When its essence equals its health levels the egg hatches and the digimon is reincarnated. If the dead digimon's data is uploaded by another than the dead digimon is destroyed and will not reincarnate.



Common Digimon Powers

Impmon (panting with exhaustion): “How can you run so fast with those little legs, huh?”

Calumon (cheerfully): “I have bouncy feet!”

–“When Is A Mon Justimon?”

Digimon Senses

Digimon have extremely keen senses. If a digimon is similar to a living creature then it is assumed to possess the same suite of senses as their animal analogue. To determine what your digimon senses roll Gnosis + Willpower (Finesse + Resistance in nWod) for Perception rolls. Digimon also have the following senses.

Sense Reflection: Digimon can sense things that can give them Essence automatically up to one mile away. For example, a tree-digimon can sense if there are trees nearby and in which direction they lie. This also allows a digimon to sense the presence of any other digimon who may be nearby.

Sense Rank: Digimon can sense if another digimon is weaker or more powerful than their own Rank. This means that a Champion form digimon can tell if another digimon’s form is of higher Rank (i.e. an Ultimate or Mega) by making a sense check. A digimon may attempt to hide its rank from others by making a contested Willpower (Finesse in nWod) roll to successfully hide their innate power and seem to be equal in strength to their peers.

Languages

All digimon characters can speak read and write the language of Spirits. No normal human can speak this language as they are literally incapable of pronouncing it. In digimon this language translates to primitive binary computer code. Digimon may also know one other language at character creation. This should be the language of their Tamer (so, a digimon who bonds with a Japanese child would speak Japanese). Digimon can gain linguistics as normal when choosing Abilities in order to speak other languages. NPC digimon can be assumed to know one human language per Rank and all digimon of Rank six or higher may “speak” any language via telepathy.

Initiative: Initiative for digimon is equal to Willpower + Rage.

Defense: A spirit’s Soak roll is equal to its Willpower + any points spent on the Armor charm.

Speed: The nWod gives a complicated formula for creating the movement rates of people, animals, & spirits. Unfortunately, as By: N. R. Kelley points out this formula results in much faster speeds than the real speed of the subject, at least in human beings (<http://filer.case.edu/users/jmb88/Evaluating%20Speed.pdf>). As a result, I prefer this formula for spirit movement based on the original Werewolf rules...

Speed	Examples	Digimon Base Walking Speed
Very Slow	Turtle, snail, worm	4
Slow	Guinea Pig, Penguin	6
Average	Human, Rat, Bear, Elephant	7
Fast	Rabbit, Dog, Cat, Pig, Sheep	9
Very Fast	Deer, Horse, Rhino, Elk, Gnu	10
Extremely Fast	Cheetah, Gazelle, Flying Falcon	14

Jogging Speed is walking speed + Willpower, and the maximum Speed is Willpower +20. Some digimon may have more than one movement rate depending on the type of creature the digimon appears to be. For example, a Falconmon will walk at a slow pace (birds of prey are not known for being fast runners) but can fly at a very fast rate.

In the digital World, all digimon (even those without limbs) are able to levitate in any direction — though without a clear connection to the concept of flight (such as wings), they must hover just off the ground (at a maximum distance equal to their Speed in yards) at the cost an Essence point per scene. Materialized digimon, on the other hand, are affected by gravity so unless they have use a charm or have wings or some such, they cannot fly. Those that do not have limbs of some sort will have to hop or drag themselves along the ground.

Digimon Rank and Its Spiritual Equivalent

The World of Darkness divides spirits into nine ranks ranging from non-sentient gafflings to God Himself. Spirits from the Digital World differ slightly from this standard as seen below. Note that each Rank levies a +1 difficulty modifier on all attempts to forcibly bind that spirit (see Werewolf for more on binding spirits). The Trait limits in the chart below are for NPCs and represent permanent dots and essence scores. Spirits of rank 6 to 10 are, to all intents and purposes, gods and have whatever traits the Storyteller decides.

Digimon Level	Wod Spirit Rank	Type Of Spirit (And digi-world examples)	Trait limits	Attribute dots	Maximum Essence	# of Charms
-2	1	Lesser gafflings (Data packets, trees, rocks, fish, digi-eggs)	3-5	5-6	8	1-2
-1	1	Typical gafflings (baby/fresh or digi-gnome)	5	7-8	10	1-3
0	2	Greater gaffling (baby 2/In Training)	7	9-14	15	3-5
1	2	Lesser Jaggling (child/Rookie)	9	15-25	20	5-7
2	2	Typical jaggling (Adult/champion)	12	26-35	25	7-9
3	3	Greater jaggling (Perfect/Ulimate)	13	35-38	30	9-10
4	4	Lesser incarnae (Mega/Ulimate)	14	38-40	40	10-11
5	5	Typical incarnae (most Chou/Super Ulimate)	15	41-45	50	11-12
6	6	Greater Incarnae (the Sovereigns)	n/a	n/a	n/a	n/a
7	7	Minor Celestine (minor gods & goddesses)	n/a	n/a	n/a	n/a
8	8	Lesser Celestine (greater gods: Luna, Helios etc)	n/a	n/a	n/a	n/a
9	9	Greater Celestines (the Wyld, Wyrn & Weaver)	n/a	n/a	n/a	n/a
10	10	Gaia	n/a	n/a	n/a	n/a

Using the Sample Digimon Character given in the chapter on character creation one finds that Labramon has the following traits:

Labramon's initial attributes (according to the selections above) are: Gnosis 4, Rage 5, Willpower 5, and Essence 18

Size level: Labramon is the size of a typical dog, or size level 3.

Health Levels: equal to Rage + Size so Labramon has 8 health levels (same as a human plus an extra bruised level).

Initiative: equal to Willpower + Rage (10 dice)

Defense: Labramon does not have the armor charm so it is 5.

Speed: Willpower + Species. A dog has a species factor of 8 so Labramon's speed is 13. He can run at a maximum speed of 33 yards a turn.

Essence and Uploading Data

Digimon need essence to survive. It is most essential trait a digimon character can have for Essence is used to power a digimon's special powers, to boost other attributes, and to keep it alive.

Like all spirits, digimon must spend a point of Essence per day just to remain active. If the digimon has no Essence to spend, it will fall into slumber until it manages to regain it by being immersed in a new flow of Essence. A digimon with less than half its maximum essence is weak, starving and desperate for sustenance. They will be in total predator mode, eating everything it can find and actively hunting down other spirits (and digimon) in order to feed upon their essence.



Charms are the most common thing that a digimon will spend essence on. Every charm, whether it is simply linking itself to a fetter or a special attack will cost at least one essence point to use. A full list of charms will be given in the next chapter.

Digimon can also use their Essence to boost their other attributes or heal lost health levels on a one-for-one basis. They cannot boost a single trait by more than their Rank +2 and each such boost takes a single action and lasts for only one scene; thus, boosting both gnosis and rage by one dice would take two actions and cost two essence points.

As a digimon takes damage, it loses it from health levels not Essence. When all a digimon's health levels are lost, the digimon begins to fade and flicker, as if it is not fully there. When a digimon loses all of its health levels, it will fall unconscious on the next turn. A digimon can keep itself conscious by spending Essence to replace lost health. If a digimon loses all of its Health and Essence then it "dies" and disintegrates into a cloud of floating data particles. If this data is not downloaded by another digimon then the data slowly fades back into the Digital World where it reforms as a digi-egg.

When reduced to an egg a digimon is in an unconscious state called Slumber. It remains in Slumber until it regains enough essence to reform its physical body. Once strong enough to reform, a digimon egg hatches and the digimon is reincarnated. A reincarnated digimon must roll Gnosis at a difficulty of 9 minus how

many points its Tamer has in the Familiar Link background. On a success, the digimon retains all of its memories and statistics. On a failure, the digimon remembers the feelings he has for his tamer but has lost all of his the abilities and powers and must begin his new life at Rank one. On a botch, the digimon is a completely new person (or even species) with no memories or abilities from his former life. Like a slumbering spirit, a digimon egg may be bound into a fetish using the proper rite.

Regaining Essence

Digimon, like all spirits, can regain Essence in a number of ways:

- They can gain one point per day simply by being close to the physical thing they reflect. For example, a Woodmon will gain essence by being among normal trees. Obviously, a digimon can earn only as much as it needs to stay alive in this fashion.
- Digimon may gain essence by eating. All food contains some essence (about one point per quarter pound) so a digimon who eats a loaf of bread can regain an essence point. Needless to say, this means that a digimon would need to eat a lot of food if it plans to regain all of the essence it loses in battle simply by eating. Luckily, a digimon that eats food closest in diet to its physical counterpart (if any) will gain an extra Essence point. For example, owls eat a lot of mice so a Falconmon that eats a mouse would gain two essence points instead of only one.
- The most common way any spirit gains essence is by preying on other spirits. All Spirits consume the essence of others. In some cases, “eating” is ambiguous, after all not every spirit has a mouth with which to consume, and so every spirit appears to consume things differently. Animal and plant spirits (such as the fish and non-animate trees in the digital world) eat much as their physical counterparts do by nibbling on bottom muck (the fish) or (in the case of the plants) by absorbing Essence through their leaves and roots. Digimon, like computer spirits, “download” resonant Essence by making invisible (“wireless”) attempts to pluck Essence from a target.

A Digimon can download the Essence of a defeated opponent who has disintegrated into data particles by making a Willpower roll at a difficulty equaling the target’s Gnosis (a contested Power + Finesse VS Power + Resistance in nWod). The number of successes indicates the amount of essence that is “eaten” by the attacker. If the entire target’s Essence is stolen, the victim is permanently dead. If only part of its Essence is taken than, the target and falls into slumber and will rematerialize as a digi-egg in the digital world.

- A Digimon can try to draw Essence from an appropriate source in the physical world by rolling Gnosis + Willpower (Power + Finesse in nWod), as affected by the local Gauntlet. (The spirit can sense such a source automatically up to one mile away.) The number of successes indicates the number of points of Essence regained, up to the spirit’s maximum. For example, a Bakemon can try to regain essence at a graveyard or an Impmon can drain Essence from a grove of blackthorn trees. A digimon can do this only once every 24 hours.
- The digimon may barter for additional Essence from other beings that possess essence, such as other spirits. Stronger spirits may ask a high price for this favor, however.

Regaining Willpower, Rage, & Gnosis

Digimon do not spend Willpower, Rage, or Gnosis, instead the Tamer spends his spiritual traits to affect his digimon. For example, a Tamer can spend a Willpower Point to help his digimon resist a mind control device or he can spend Rage to allow his digimon to make two actions on the same turn. Tamers regain spiritual traits in the same way Werewolves and other World of Darkness characters.

Digivolution & Life Cycle

“He digivolved twice, that's his ultimate form, WarGrowlmon.”

-Kazu, “Grow Mon Grow”

Digimon do not age and grow like other creatures instead, as they rise in spiritual rank they will ‘digivolve’ into another form. The digimon’s consciousness and abilities will remain the same but the character gains a bonus to Willpower, Rage, and Essence with each new form. The digimon can keep the digivolved form until it loses the amount of health levels plus the essence gained with that form in which case he will devolve back to Rookie form until an amount of Essence is regained to heal all lost health levels for all forms.

For example, Labromon from the character creation can digivolve to the form of Barguestmon at Rank 2. As Barguestmon, he gains an extra 10 Essence points and 6 Health points. During a fight, Barguestmon spends six essence on various charms. He then has the misfortune to lose five health levels from an attack. He spends another three essence points to heal three Health levels. He has spent a total of nine Essence Points. If he spends one more Essence point and loses four more Health Levels, he will have the amount of health levels and essence normally possessed by Labromon and he will devolve back into that form until he regains enough essence to heal the lost Champion Health Levels.

All digimon, if they survive long enough will attain the first five digivolution stages. Unless the appropriate merit or flaw is taken all digimon characters start out at Child/Rookie age (stage 4) automatically.

Digitama or Digi-Egg (デジタマ Dejitama): All Digimon are born from Digitama. They come in a variety of sizes, shapes, and colors. They typically hatch into a Fresh digimon. In a few rare cases (usually when being reincarnated) a digimon egg will hatch directly into an In-Training or Rookie. It is possible for a single Digitama to produce twins. DigiEggs can be produced in one of three ways:

1. Random data 'roaming' the Digital World may coalesce into a Digitama.
2. After the death of a Digimon, its data will reincarnate into a Digitama
3. Two digimon of opposite genders may mate and create a Digitama.

In World of darkness terms, a Digitama would be a lesser Gaffling. (Note: "DigiTama" is a portmanteau of the words "Digital" and "Tamago" (卵), egg in Japanese; hence, it is literally translated as "DigiEgg".)

Baby I or Fresh (幼年期 Younenki I): This is a newborn infant Digimon straight from the egg. They are Greater gafflings that possess very little offensive capability and generally rely on the care of other Digimon (usually their parents) or humans to survive. Most of them have charms geared more for defense then offence and most attack using bubbles that obscure an attackers sight or some other mildly offensive technique. In development Baby I digimon are similar to a year old human baby. In form, a fresh digimon is limbless and rather blob or ball shaped. They evolve quickly to the Baby II (In-Training) stage. (Note: "Younenki" is literally translated as "Baby Phase".)

Baby II or In-Training (幼年期 Younenki) is the second stage of a digimon’s lifecycle. A weak Jaggling in strength Baby II are the toddlers and young children of digimon society (equal to a 2 to twelve year old human) and are slightly stronger and more developed than their younger counterparts and usually have limbs of some sort so are more mobile than their previous forms. A digimon village will gather all of their In-Training digimon together in a school where they are taught the rules of digimon society by an older (usually champion) teacher. (Note: As in the Baby I, the Japanese word "Younenki" is literally translated as "Baby Phase".)

Child or Rookie (成長期 *Seichouki*) is the third stage of Digimon evolution. Child Digimon are minor Jagglings and the most well known of digimon as they are heavily featured in anime and video games. It is easy to see why as this form is young enough to be considered cute, while at the same time having strong attack powers. A child digimon is equal to an older child or young teenager (13 to 15 years old) in mental development and is typically on his own by this stage. A digimon character usually starts Rank one as a Rookie. (Note: "Seichouki" is literally translated as "Child Phase".)

Adult or Champion (成熟期 *Seijukuki*) is the fourth stage of Digimon evolution and are equal to Lesser Jagglings in status. This stage is equal to full adulthood and digimon cannot reproduce and create a DigiEgg until they reach this stage. Adult Digimon are the most common Digimon that will be encountered in the digital world. The shape and size of an adult varies wildly, with some being humanoid and others more like animals. In mental development, they vary from a typical young adult to the very elderly. A typical digimon character will become an Adult when he reaches Rank 2. (Note: "Seijukuki" is literally translated as "Adult Phase".)

Almost all digimon the Champion stage of evolution but only a very few are able gain a later stage of evolution before death from old age. As a result, the stages of Ultimate, Mega, and Chou are rarely encountered and only four digimon (the sovereigns) have ever made it to Rank 6 and Greater incarnae status.

Perfect or Ultimate 全体 *Kanzentai*) is the term used is the rare fifth stage of digimon evolution. They are adult digimon who have gained enough renown and data to be considered Greater Jagglings. Only about 10% of the digimon population is if this level. (Note: "Kanzentai" is literally translated as "Perfect Body" and is the official translation)

Mega or Ultimate (究極体 *Kyuukyokutai*) is the sixth stage of digimon evolution. Mega digimon have attained the final stage of evolution and have gained weak Incarnae status. Rarely encountered, these Digimon tend to make up less than 5% of the population of the digital world. Like all Incarnae Megas are extraordinarily powerful. (Note: "Kyuukyokutai" is literally translated as "Ultimate Body" however due to the easy confusion with the "Ultimate" used for the fifth stage of evolution in the American translation I prefer the term Mega for the sixth stage).

Chou or Super Ultimate (超究極体 *ChouKyuukyokutai*) is the rarest form of digimon. There are only a few examples and all are minor Incarnae that represent some concept or element. Among the Chou are the Seven Great Demon Lords, Gallentmon Crimson Mode, Imperialdramon Paladin Mode, and Ultimate Chaosmon. Chou usually look like their Mega form the only difference being that they are stronger or slightly different in color. Chou digimon make up about 3% of the Mega population. (Note: "Chou Kyuukyokutai" is literally translated as "Super Ultimate Body".)



Digivolution Rules

In the wild, Digimon will naturally age and digivolve to higher stages by absorbing data (essence) from its environment. Each stage needs an amount of data equal to the total health levels and twice the total essence

to attain that form. Gathering such a large amount of excess data takes a long time and each stage takes progressively longer to attain. Because of this very few wild digimon ever digivolve beyond Champion stage. However, when a Digimon forms a bond with a human it can digivolve much more quickly. This occurs because humans share their energy and experience through a D-Arc (also called a digivice) which bridges the souls of the human and digimon. Using the normal World of Darkness Renown rules a digimon uses the Glory, Honor, and Wisdom accumulated by his Tamer to digivolve. A Tamer who makes the right decisions for his partner can have him reach mega stage in less than a year. This is the reason so many digimon want to go to the human world to find a partner who will make them stronger.

When a digimon gains access to a new form it gains power in the form of a temporary boost in Willpower, Rage, and Essence. There may also be an increase in size, which will boost health levels, but in some cases, the digivolved form will be smaller than a previous form. In general, the character has the following bonuses.

Rookie:	none
Champion:	+1 Willpower, +2 Rage, and +10 Essence points
Ultimate:	+2 Willpower, +3 Rage, and +20 Essence points
Mega:	+4 Willpower, +5 Rage, and +30 Essence points

While any Rookie can choose any Champion form (or if champion any ultimate form, or if ultimate any mega form) it is easier for a digimon to transform into a new form that has similarities to its old shape. It is also harder to evolve to the more powerful forms. The base difficulties are:

Rookie: 6	Champion: 7	Ultimate: 8	Mega: 9	Chou: 10
-----------	-------------	-------------	---------	----------

However, the character can minus one for each of the following possessed by the form he is trying to obtain and the minimum difficulty is always six.

1. Same general digimon type (mammal, reptile, machine, undead etc.)
2. Similar name (Greymon to WarGreymon or Leomon to GrapLeomon)
3. Same general coloration , markings or species
4. Ritual announcement of digivolution (In the Digimon anime, a Digimon will usually shout out its type of Digivolution immediately before digivolving and then shout out its new name immediately after. Examples include "Guilmon Digivolve to . . . Growlmon! Alternatively "Gallentmon Mode Change to . . . Crimson Mode!")
5. Biomerge digivolution (only available if the tamer's Familiar Link trait is 5 or higher)

A Digimon rolls his Tamers Willpower, Gnosis, or Rage (depending on the human's character type) + Familiar Link to digivolve as in the chart below...

Tamers Character Type	Digivolution Roll
Crusader	Rage + Familiar Link
Entertainer	Willpower + Familiar Link
Intellectual	Wisdom + Familiar Link

A digimon cannot digivolve at will into a new form until he has spent an amount of character points to buy all the levels of size and special abilities of that form. Until then the digimon must rely on modify cards to digivolve even if he/she is of the proper rank. For example when Guilmon first became Growlmon he needed a modify card to obtain champion form. As the story progressed Guilmon gathered enough experience to buy the new attack (dragon slash) and the seven size levels needed by his champion form. He could now take champion form at will without needing Takato or a modify card. Note a digimon does not need to buy a special attack that uses the same charm as an earlier form or buy size levels for forms smaller than the previous form.

Armor Digivolution

On top of the regular stages, there is armor digivolution. Armor digivolution (*Āmātai* アーマー体), is when a Digimon absorbs the energy from one of the Digi-eggs of Power (a fetish object not to be confused with the egg of an unborn digimon). The Digi-eggs of power are also called Digimentals (デジメンタル) and each Digimental will give a digimon a separate form. An Armor Digimon's power is usually equal to a Champion but the two golden Digimentals (of Miracles and Fate) change a rookie or champion to an Ultimate form.

DNA Digivolution

One rare form of digivolution is called DNA digivolution (*Jogress Evolution* ジョグレス進化 *Joguresu Shinka*). With DNA Digivolution, two Digimon of one digivolve level combine into one Digimon of a higher level. The new Digimon will both of their consciousnesses united into a single personality and when it speaks its voice sounds like both of the component digimon simultaneously. In appearance, a DNA digivolution looks like a hybrid of its two component forms. A perfect example of this is Omnimon who is a DNA of War Greymon and Metal Garurumon). Because two digimon of a certain level who know one another well must be present to merge into this form a DNA digivolution requires a successful digivolution roll (at +1 difficulty) be made by both tamers as well as a point of Essence spent by the component digimon. The Japanese term for DNA Digivolution, Jogress Evolution, is a portmanteau of the words "joint" and "progress."

Biomerger Digivolution

Biomerger Digivolution (*Matrix Evolution* マトリックス・エボリューション *Matorikkusu Eboryūshon*) is similar to DNA Digivolution, but an Ultimate digimon merges with its human Tamer to evolve to Mega. Unlike DNA Digivolution, the resultant Mega level Digimon has two consciousnesses. The Digimon and Tamer remain separate and are able to feel each other's thoughts and feelings. The human Tamer lays within his or her partner, surrounded by a bubble of light, nude, lending his or her Rage, Gnosis, and Willpower to that of his partner. A digimon can biomerger only if his Tamer has a Familiar Link background of 5 or higher when the digimon is first ready to evolve to Mega form. When merged a biomerger digimon has the same stats as a normal Mega of his species but gains an extra action (that of his Tamer) per turn.



Renown & Experience

Takato: "What do you mean kid, we're the same age".

Rika: "I'm calling you kid because you don't know anything about anything".

- *"Now You See It, Now You Don't"*

As in all Storyteller games the characters rise in experience. Human characters rise by spending experience points and collecting Renown while Digimon both only experience point. Renown is gained as in other storyteller games and it is obtained by the interaction between the Tamer and his Digimon. For example, Takato would not gain Renown for destroying a digimon but he would gain it if he used a modify card that allowed Guilmon to destroy a digimon. See one of the main World of Darkness Rulebooks for how to use Experience Points and Renown.

Experience Chart

Human Experience Chart

Trait	Cost
Attribute	Current Rating x 4
Ability	Current Rating x 2
New Ability	3
Rage	Current Rating x 2
Gnosis	Current Rating x 2
Willpower	Current Rating

Digimon Experience Chart

Trait	Cost
Ability	Current Rating x 2
New Ability	3
Rage	Current Rating x 4
Gnosis	Current Rating x 4
Willpower	Current Rating x 4
Essence	Current Rating x 2
New Charm	Digimon's Rank x 2
Size Level	Current rating x 2

Renown Chart

CRUSADER				ENTERTAINER				INTELLECTUAL			
Rank	Glory	Honor	Wisdom	Rank	Glory	Honor	Wisdom	Rank	Glory	Honor	Wisdom
1	3	0	0	1	0	3	0	1	0	0	3
2	5	2	1	2	2	5	1	2	1	2	5
3	7	4	2	3	4	7	2	3	2	4	7
4	9	6	4	4	6	9	4	4	4	6	9
5	10	8	5	5	8	10	5	5	5	8	10

Sample Renown Awards

Action		Glory	Honor	Wisdom
Combat	Defeating a Rookie or other minor threat	2		
	Defeating an Champion or other average threat	3		
	Defeating an Ultimate or other strong threat	5		
	Defeating a Mega or other powerful threat	7		
	Destroying/Killing the threat	+1		
	Without a single other person or digimon being hurt	+1		
	Without being damaged in the process	+1		
	Threat was of higher digivolve rank	+1		
	Sacrificing oneself to save the Team	7		
	Showing restraint in the face of certain death		1	2
	Ending a threat without serious harm to your team			5
	Surviving an incapacitating wound	2		
	Attacking a much more powerful force without aid			-3

	Proving one's bravery in a non-lethal challenge	1	
	Besting someone in a riddle contest		3
	Showing mercy to a wayward digimon		3
Teamwork	Giving good advice		2
	Giving bad advice		-2
	Mediating a dispute fairly and impartially	3	
	Mediating a dispute unfairly	-4	
	Keeping one's promises	2	
	You are Team Leader (awarded once when position is granted)	3	
	Speaking poorly of one's digimon	-2	
	Speaking poorly of another's digimon	-4	
	Speaking poorly of another digimon's family	-5	
	Speaking poorly of one's team	-6	
Morals	Healing another (non team member) unselfishly		1
	Protecting a helpless digimon	4	
	Protecting a helpless human	3	
	Not protecting a helpless human	-2	
	Helping guard an important place	1	
	Staying at your post when on watch even when tempted not to	2	1
	Not staying at your post when at watch (sorry Lopmon)	-3	
	Not helping guard or patrol an area when asked	-3	
	Died while defending another (posthumous)	5	
	Enduring torture to protect another	7	
	Failing to succeed in a quest		-3
	Being truthful	2	
	Being deceptive	-3	
	Any time trickery backfires		-2
	Successfully completing a quest		3
Supernatural	Failing to succeed in a quest		-3
	Having and successfully following a prophetic dream		5
	Ignoring a prophetic dream or omen		-3
	Discovering a new modify card		1
	Discovering a new/lost special digi-item		2
	Discovering lost digimon history or lore		3
	Having and successfully following a prophetic dream		5
	Ignoring a prophetic dream or omen		-3
	Discovering lost digimon history or lore		3
	Discovering/creating a new realm in the digital world		3
	Discovering/creating a new umbral realm outside the digital world		5
	Discovering/creating a new Charm		7
	Using a supernatural item for selfish reasons only		-2
	Sacrificing a supernatural item for the good of the team		4

Charms

“Okay Calumon, time to get tough. I’m a digimon maybe I have some special attack too. Harry Glowing Blistery Ball! Big Noogie-Poke-You-In-The Eye Power Beam! Aw nuts...”

-Calumon, "Lionheart"

Gaining New Charms

Charms are the special powers and attacks possessed by digimon. A Rookie character automatically starts out with Materialize, Familiar Link and 3 more charms of his choice. He can buy more charms with character points equaling his Rank x2. However, these charms must be either one of the following:

1. One of the special attacks that come with a newly digivolved form such as Fox tail Inferno (the blast-fire charm) and Dragon Wheel (the Confrontation charm) for a Renamon digivolving into a Kyubimon).
2. A charm possessed by a digimon whose essence has previously been absorbed by the character. This represents the accessing of the data in the downloaded digimon.

When digivolving a character does not need to buy a charm that is the same as a previous charm. So if a Rookie uses Blast to breathe fire he does not need to buy Blast to breathe fire in Champion form. However, he WILL need to buy Blast again if he is going to use it for a different effect such as breathing ice or throwing glass. One of these charms can simulate almost all digimon powers and special attacks. Simply choose the charm closest to the special effect needed and give it an appropriate digimon activation phase.



Activating Charms

All charms take one turn to use and the user must spend at least one essence point to use a charm. The Difficulties vary depending on the charm and if one is not mentioned than it is assumed to be Difficulty 7. In many cases, a roll is not needed to use a charm just a spending of Essence. In a few charms (such as many special attacks), rolls are needed so consult the description of the charm for the exact mechanism. In a few charms the digimon’s Tamer must also spend rage point to use a charm. Digimon without Tamers can spend an extra two essence points to activate such a charm.

Every digimon species has a unique activation phase that allows him to use a particular charm. This activation phase differs among forms even if the actual effect does not. For example, Guilmon breathed a ball of fire using the Blast charm, to activate the charm he would shout “Pyro Sphere!” when he reached Champion age he still breathed fire by use of the Blast Charm but now he used the activation phase “Pyro Blaster!” In a few cases, however a digimon would not announce his attack in order to surprise his opponent. One way to simulate this in play is to increase the difficulty by one if the activation phase is not used or to simply allow remove a success if the player forgets the activation phase.

Tip: I have found that it is easier for players if they write the charms owned by his characters down on 3x5 inch index cards with a complete description of the charm and its activation phase. This makes less wear and tear on the rulebook and quicker response time when remembering charms during play.

List of Charms

Abduct

With this charm, a digimon can literally drag a human being across the Gauntlet and into the Penumbra.

The digimon must first be on the material side of the Gauntlet (using Materialize or Gauntlet Breach) or have the Reaching charm to use this power. The digimon must spend a number of essence points equal to the stamina of it's victim then roll Gnosis (Difficulty equal to the victim's Willpower) resisted by the target's Strength + Dodge (difficulty equal to the digimon's Willpower) to snatch the victim. If the target wins the roll, he remains on the material side of the Gauntlet. The digimon cannot use this ability to move a human back to the material world. For the human to exit the Umbra, he must find an alternate way out. This charm is used by the IceDevimon in episode 10 to snatch Rika.

Absorb Data

The digimon can absorb a digital device (such as a CD, wireless modem, or computer) or its elemental substance (electricity, water, fire, etc) into its own mass to increase its own power. The digimon must make physical contact with the item, and then make a resisted Gnosis roll. The difficulty (and gnosis of the item) depends on the size and complexity with 6 for a CD, 7 for most computer components, and an 8 for an entire television or computer. The devoured item's Gnosis is then added to the digimon's Rage and Essence up to his maximum. If the digimon gains an exceptional success than he also gains one of the item's powers. The cost is equal to the gnosis of the item being absorbed up to a maximum of eight.

Access Cairn

This charm allows a digimon to access the fundamental nature of a cairn or similar sacred site. The spirit uses the cairn type (e.g., Wisdom, Enigmas etc.) to facilitate other charms of similar nature. For example, a spirit can use a Stamina cairn to increase his Armor charm by the level of the cairn. The essence cost is six unless the spirit belongs to the brood of the cairn's totem.

Acquisition

This charm is common to ghostly digimon. With this ability, the digimon may "borrow" a small physical, non-living, item from the material world while remaining in the Penumbra. The spirit must be on the material side of the Gauntlet (using Materialize or Gauntlet Breach) or have the Reaching charm. The digimon must then spend an essence point and roll Gnosis (difficulty depending on the local Gauntlet). If successful, the object vanishes from the material world and appears in the Umbra. At the end of the scene, the object returns to the physical world unless the digimon spends another essence point to keep it for another scene. If the object is moved or hidden when in the Umbra, it will reappear in the corresponding part of the physical world (note that a digimon may reform far away from its original location). The essence cost depends on the size of the object taken: a hand full of cash would cost one point, an object the size of a lamp would cost two and one the size of a suitcase would cost three.

Adaptation

The digimon can exist in any environment, regardless of pressure, temperature, and atmospheric composition (including any poisons or gas naturally occurring in these conditions). Each time a digimon takes this charm, he is immune to one environment (underwater, volcanic, ice cold etc). By spending an Essence, point and rolling Willpower + Rage (difficulty 7) the digimon can make another creature immune to the same conditions for one hour per success.

Agony

The digimon can attempt to incapacitate a creature by magnifying its pain. To use this charm the digimon rolls Rage at a difficulty equal to the target's Willpower. On a success, the dice pool penalties for the

target's wounds doubles. If the target attempts to take an action with a dice pool smaller than this penalty, he must spend a Willpower point to perform the action. The duration of this charm is one turn per essence point spent up to three turns.

Airt Sense

A digimon with this charm can sense the quickest path to wherever it wants to go, be it the way back to its den or the location of some ancient artifact. The quickest and most efficient path is not always the safest, but that is how it goes. If successful, the digimon can sense what direction to go when traveling. The digimon rolls Gnosis to locate a particular place or individual. On a success, the digimon visualizes the closest and most efficient route to the location he wishes. The information is stored in its head as a precise set of directions, allowing it to spend minimal time checking for landmarks. This charm does not reveal the presence of dangers or obstacles along the way, unless they are specific landmarks. ("Turn left at the volcano.") If the location in question is a secret known only by its owner, the roll is contested. Roll Willpower (difficulty the owner's Willpower) for the subject. The charm's user must be in the physical presence of someone whose secret is to be discerned. If the target ties or wins the roll, he cannot be subjected to this charm again for 24 hours. On a botch, the digimon gets lost and may end up in an unforgiving Realm.

Note that this charm cannot locate the path to a place that is magically veiled or that exists on another plane of existence, other than the plane that the digimon inhabits when it activates this charm. The charm's effects last for a scene. If the digimon doesn't reach her destination in that time, she must make another Gnosis roll to attempt to remember the details.

Appear

The digimon may manifest in the physical world without actually materializing. The digimon appears as a non-corporeal and semi-transparent "ghost" that cannot physically affect material objects in any way. The digimon may speak or (at a cost of an extra five essence) use charms (such as blast or possession) when in ghostly form. Omnimon uses this charm to speak to Rika in *the Adventures Battle* (the first Tamers movie).

Armor

For each point of Essence spent the digimon gains an extra soak dice for the remainder of the scene. (Note revised rules changed this charm so that by spending 2 point of essence, the spirit uses its gnosis to soak, however for this game I prefer the original rules).

Assess Character

The digimon can access an individual's personality and moral fiber. The digimon rolls Gnosis (difficulty 7); the number of successes indicating how accurately the spirit evaluates the target. The Storyteller should have a fairly good feel for how noble or base a character is using his Nature and Renown as well as any personal virtues or vices.

Avalanche

The digimon can cause a meteor or loose rocks, soil or snow to collapse on top of a foe. To do this charm the digimon and victim must be in an area where an avalanche, rock fall or mudslide is possible then spend essence before rolling Gnosis + Rage. The difficulty and effects are up to the Storyteller depending on the environment. The slide does an amount of bashing damage depending on the number of successes on the

Rage dice and the victim is trapped for a number of turns equal to the successes on the Gnosis dice. Tip: using two different color dice for each trait in the dice pool makes this easier.

Balance:

The digimon has a superb sense of balance and can walk across the narrowest ledges, ropes, etc, no matter how thin or slippery. By invoking this charm by spending essence, the difficulties for all climbing and balancing rolls are reduced by three. Impmon demonstrates this charm in many episodes.

Blast

This is the most common of all digimon charms and dozens of activation phases are used for this power depending on its exact effect and the type of digimon using it. Some digimon send bursts of fire at their targets, others shoot out shards of broken glass, lightning bolts, gusts of blizzard cold, bullets, or even swarms of insects. In all cases, the digimon is able to attack from a distance. A normal ranged attack is used for this charm. For every point of essence spent after the first, either add an additional 10 yards to the range or an additional dice of damage is inflicted. The damage is aggravated and equal to the character's Rage. This charm may be taken multiple times for different effects or for different digivolved forms.

Blighted Touch

The digimon can deliver an affliction of the soul unto a target. If the digimon attacks successfully, the target's must make a Willpower roll immediately. If he fails, his negative characteristics dominate his personality for the next few hours. On a botched roll, the blighted personality becomes permanent. This charm cost two essence points to activate.

Blink

The digimon can teleport a short distance. The digimon simply vanishes from one spot and reappears in another. A digimon may teleport to escape an enemy, to gain an advantage in a fight (for example, by appearing behind a target), or to hide quickly. A digimon can teleport one yard per essence point spent.

Bludgeon

Another favorite digimon charm, with this one the digimon can energize a physical blow that normally does bashing damage (punch, tail lash, wing strike, body slam, kick, horns, or hoofs) and cause it to do lethal or even aggravated damage. By spending one essence the blow inflicts lethal damage to most creatures and aggravated damage to creatures of the opposite program type and fighting style. For every five extra essence, points spent on this power the digimon can add +1 damage to the blow.

Blood Sucking

The digimon is vampiric and can gain essence from drinking the blood of a target. The digimon must grapple with its victim to grab him (or spend three essence points to paralyze the target long enough for one attack). The digimon then rolls Rage for bashing damage and gains one essence point per point of damage inflicted. The damage is subtracted from the victim's blood points instead of health levels. A Human sized victim has 10 blood points and the digimon can take up to five points of blood without weakening a victim of this size. Every point after five reduces the victim's dice rolls by one and inflicts a health level of damage. If attacking another digimon then every size level over five gives an additional two blood points.

Break Reality

With a successful Gnosis roll, the digimon can disrupt the reality of a substance, and thereby modify its form. For example, the digimon could create a door in a wall, enabling it to pass through. The difficulty depends on the extent of the change as well as how interesting, sensible and clever the action would be. The number of successes obtained determines how much change is actually accomplished. A failure with this Charm is extremely harmful: a normal failure causes the digimon to lose an extra point of Essence while a botch causes the digimon to lose a Gnosis point as well. The change is temporary (lasting one scene) unless the digimon spends extra points of essence to make it permanent. The cost to permanently Break Reality ranges from 2 to 10 points depending on the severity of the change.

Break Wind

The digimon can release a cloud of thick stinking, greenish vapor from an orifice (usually the rear one). All who smell this rich, pungent gas must make a Willpower roll or choke, falling to the ground or running away, desperate to find fresh air. The radius is initially 3 yards per essence point spent (to a maximum of five Essence points) on the first turn then the cloud travels windward for three turns before dispersing. Were-creatures who cannot escape the area of effect must roll to resist frenzy.

Brood Speech

This charm allows a digimon to speak to any or all other spirits of its own Family within a radius determined by the digimon's Gnosis in miles. To activate this charm, the digimon spends a point of Essence and then rolls Gnosis + Willpower to determine how long and detailed a message the character can send. A single success allows the sending of a single image or a short phrase while three or more successes would allow several sentences or a detailed image. Caturamon used this ability (along with the Reaching charm) to speak to the incapacitated Impmon in episode 22.

Call for Aid

The digimon can call for the aid of like spirits and make them help him. Depending on the character, this aid may be in the form of other digimon of the same species or in animal spirits of a related type. For example, a Myotismon could summon bat spirits. The digimon makes a Willpower roll at difficulty 3 if the spirits are within sight, 8 for common spirits in the local habitat, and 10 if the spirits outside their normal habitat. The cost is 1 essence for spirits within earshot, 2 for spirits outside earshot but in the same general area, 3 if the summoned spirit is in the Penumbra while the calling spirit is materialized (or vice versa), 4 if outside the area, and 5 for spirits inside another realm.

Call the Wind

The digimon can summon a localized wind. The wind may be used to blow away poison gas, cause paper to flutter or a winged creature can use it to aid in gliding. The cost is one essence point per mph strength of the wind or two essence points if strong enough to enable attacks from above if gliding.

Calcify

This Charm allows a digimon to bind a target into the Pattern Web. The Storyteller rolls the spirit's Willpower against the target's Rage or spends two Essence for an automatic hit. Each success subtracts one

dot from the victim's Physical Attributes (or Essence in the case of spirits). When the target's Essence or Attributes is reduced to zero, the victim is bound fast until freed. Rescuers of physical beings must score a number of damage successes on the web with a cutting weapon or Rage attacks equal to the successes of the calcifying spirit. Attacks employing Wyld energy also dissolve the web. This charm is only possessed by Weaver spirits.

Calm

The digimon can walk among humanity without causing fear or the delirium. The people who see the digimon will perceive it as harmless, beautiful, cute, or as a costumed kid instead of as a monster. The spirit spends a point of Essence and rolls Gnosis + Willpower (difficulty 7). This charm usually lasts for one hour per success but any aggressive behavior by the spirit or the presence of another fear/delirium causing being will disrupt this charm.

Camouflage

The digimon can camouflage itself. It may change color like a chameleon, change texture and color like an octopus, or simply blend in with its natural environment like a deer in the forest or a polar bear in snow. The digimon spends a point of Essence and remains still. As long as he is motionless, the camouflage remains active. This charm can be used along with Hibernate to disguise a sleeping digimon. Anyone trying to perceive the camouflaged digimon has a difficulty of 9 to all perception rolls.

Cats-feet

The digimon is immune to any fall of less than 100 feet and always lands on his feet. This charm even works when the spirit is materialized. By spending more essence points the distance can be doubled (i.e.; two essence points means the spirit can fall 200 feet without harm). In addition to preventing falls, use of this charm also reduces the difficulties of body slam and grapple attacks by two.

Clarity

The digimon can sense others in pitch darkness, fog, and even if they are using illusions or invisibility. The character can automatically see in the dark and through fog without penalty. If trying to detect an invisible (or camouflaged) opponent or one that is hidden by Illusion the digimon must spend another Essence point than roll Gnosis + Willpower (difficulty 7) and get an equal or greater number of successes than the target did when performing his own power.

Cleanse the Blight

This charm purges spiritual corruption in its vicinity. Roll the digimon's Gnosis at a difficulty determined by the strength of the Blight or spend 10 essence points for an automatic success. Most digimon with this charm are vaccines.

Cling

This charm allows a digimon to grapple an opponent in an unbreakable grip by making a successful attack roll. Once successful the digimon acts at Willpower+ 5 for grappling purposes. This grappling effect may be with arms, tentacles or teeth but only holds onto (doing bashing damage) unless an extra point of essence is spent to inflict lethal damage. Only successful grappling or reducing its essence to zero will remove the clinging digimon unless it lets go first. Many plant digimon have this charm.

Commune

The digimon can sense any change to its home territory. When materialized, this charm can function with any environment tied to the digimon's nature: forests for tree spirits, sewers for rat spirits, etc. To use this charm the digimon rolls Gnosis (difficulty 6 or local gauntlet if in the penumbra). One success allows basic information (presence of intruders, potential threats, etc) up to 500 yards from the user. Each additional success increases the radius by an additional 100 yards and increases the detail of information learned. One success could tell the presence of intruders, while three successes could reveal the species and gender of those intruders. This charm lasts as long as the digimon remains concentrating on sensing the environment, but it is unaware of, and cannot react to, the outside world, nor can it relay her findings while concentrating. Each turn of concentration cost one essence point.

Concealment

The digimon is able to summon some natural substance (fog, shadows, smoke, a dust storm, etc) or can put itself slightly out of phase with its environment in order to make it harder to strike. The digimon spends one point of Essence for each additional point it wishes to add to an attacker's difficulty to strike (as in the chart below) and rolls its Gnosis + Willpower at difficulty equal to the attacker's Perception + Alertness. Each success extends the effect up to one yard from the digimon. This charm lasts for one scene and the digimon suffers the penalties to its ranged attacks while in cover.

Concealment	Cover	Difficulty	Essence cost
Barley	A slight hazing	+1	1
Partially	Most of body hidden	+2	2
Substantially	Only head/hands exposed	+3	3
fully	Practically invisible	+4	4

Confrontation

The digimon can strike at an opponent and right before the impact a blast of energy burst forth and strikes his opponent. To attack in this fashion the digimon must spend an Essence point than make a Punch attack roll at +1 difficulty. If the attack succeeds then the opponent takes an amount of damage equal to the digimon's Rage. The energy can take the form of a flaming punch, an electrical tail lash, or even a wheel of fire shaped like a dragon that flies from the attacker's body as she leaps towards the enemy.

Energy Slam can also be used to bind an enemy. In this case, the digimon spends two essence points and makes an attack and damage roll as normal. However, instead of harming the victim the energy wraps around and contains the target as if it were a rope. The victim is bound for a number of turns equaling the attack successes after which the victim may make a strength roll (or rage roll if a spirit or digimon) with a difficulty equal to the amounts of successes received on the damage dice to break free.

Control Electrical Systems

The digimon can exert control over electrical systems by rolling Gnosis (difficulty from 3 to 9 depending on the system's complexity). This Charm can allow the digimon to overload a system, shut it down or manipulate it. For example, it may use a security system to open or lock a door or to use a computer from a distance. The essence point cost is from 1 to 5 points for an automatic success.

Craft Technology

The digimon can instantly shape any inanimate item (plastic, metal, wood, bone etc) into a variety of objects. Using this charm a spirit can turn cardboard box into a waterproof cottage, a deer antler into a spear, or a piece of wood into a boat. To use this charm the digimon spends essence points at cost depending on how long he wants the change to last. The basic difficulty is 5 with modifiers depending on the complexity of the object and how different it is from the original substance, as seen in the chart below.

Essence Spent	Duration	Degree of Difference	Difficulty Modifier
1	One turn	Different shape	+ 1
2	5 minutes	Different size	+1
3	10 minutes	More complex parts	+1
4	One scene	Different material	+1
5	one story	Fuel added	+1
6	Permanent	Same Type	-1

For an example if a digimon wishes to turn a toy car into a real one the difficulty is 8: or 5 + 0 (same general shape), +1 (much larger size), +1 (addition of more parts, such as an engine), +1 (plastic car changes to metal with a cloth material), +1 (needs gas), -1 (both the toy and automobile are cars). Beelzemon uses this charm to turn a toy squirt gun into a positron cannon in episode 43.

Create Figment

This charm allows a digimon to craft a dream creature created from its own or someone else's imagination. Creating a figment is an extended action with the user taking as much time as it needs to construct the creature. Roll Gnosis + Willpower (difficulty 8) with each success equaling a single trait dot. Traits are determined as if the figment is another spirit. Once enough successes are gathered the digimon then spends one essence point to activate the figment for one turn. More essence can be spent to keep the figment active for subsequent turns and once essence is no longer being spent, the figment dissolves into the ether. There are two ways for a figment to become a real being with a life of its own. First, the creating creature must spend a permanent point of essence to activate it. Second, the creating spirit may botch the roll. In the first case, the creation is a normal digimon of its type with its own agenda and in the second case, the creature created will be hostile towards its creator and uncontrollable. In the Digimon Universe, this charm is possessed only by the Digi-Gnomes and the Sovereigns.

Create Fires

With a successful Gnosis roll, the digimon can start a number of small fires. The digimon spends one essence point and rolls Rage. The difficulty varies from 3 for small fires to 9 for conflagrations. Each success causes a small fire to break out within its Gnosis in yards with the number of fires limited to the Rank of the digimon. The fires must have fuel in order to keep burning and the digimon cannot cause nonflammable material or living creatures to burn (spirits need the Blast charm to do that). The fires may grow or decrease in size and intensity naturally once started.

Create Wind

The digimon can create wind effects. To use this power the user rolls Gnosis at a difficulty varying from 2

for a breeze to 10 for a tornado. Alternately, the spirit may spend essence for an automatic success, one for a breeze to 20 for a tornado. The direction of the wind can be controlled but the effects are up to the Storyteller.

Crystallize

The digimon is able to transform another being into crystal, stone, ice or a similar substance. The digimon spends four essence to hit automatically, then rolls Rage against the Target's Willpower. Each success inflicts one health level of aggravated damage to the target and a portion of the victim's body becomes crystalline and brittle. If the victim loses all health levels, he becomes a statue of himself and will die unless changed back (by healing at least three health levels) within 24 hours. Only certain magical healing (such as Mother's touch) will restore victims of this charm. Victims will instantly die if their statues are broken.

Cybersenses

This charm gives the digimon senses that humans must detect by using machines. Using this charm the digimon can hear radar or (even radio waves) or see ultraviolet, infrared or other radiation. Each time this charm is picked it gives a separate sense. To use this charm the digimon spends one essence and rolls Gnosis (difficulty 6). Note that some animals have these powers as well (snakes see in the infrared, birds see in the ultra-violet, and bats use sonar) so digimon of these types should use them free of essence cost. This charm lasts for one scene.

Dement

This charm assaults a person's mind with a cavalcade of nightmarish imagery, breaking down his sanity in the process. Such images are often personal and culled from a victim's own memory, although the user sometimes applies images from its own history or "memory" to decide such visions. Use of Dement is a contested action, with opposing rolls being made reflexively. The digimon spends one Essence and rolls Willpower versus the victim's Willpower. If the digimon rolls the most successes, the victim gains a mild derangement of the Storyteller's choice for a number of days equal to the successes rolled. If the victim already possesses a mild derangement, the original derangement becomes severe. If the target rolls more (or an equal number) successes than the digimon using this charm, then this power has no effect on him. The D-Reaper uses this power on Jeri in episode 47.

Desiccation

This is a charm often possessed by spirits associated with water, blood, and deserts. Desiccation allows a digimon to drain fluid from its opponent's body causing dehydration or even death. The range is five yards per point of power. To use this charm the digimon rolls Gnosis + Willpower and the number of successes determines the number of points of bashing damage the target takes from loss of fluid. Due to a lack of real biology, vampires and other undead (not digimon undead, which are technically alive) may contest the spirit's roll with Stamina + Survival roll; however, if the digimon wins the contest, the supernatural loses a point of Vitae (or other relevant stat such as Pyros) in addition to taking bashing damage.

Discorporation

This charm allows a digimon to Step Sideways like a werewolf, its body dissolving into formless ectoplasm and fading into the Penumbra. In the Penumbra it can travel about and step over the Gauntlet and reform elsewhere as normal. Roll the digimon's Power Gnosis+ Rage at a difficulty equal to the local Gauntlet for

this charm to succeed. A digimon take another with him for a cost of five essence points. Renamon uses this charm constantly.

Disable

The digimon can temporarily paralyze a target. The victim is paralyzed for a number of turns equal to the number of successes on the spirit's Rage roll (difficulty equaling the target's Stamina +3). This charm cost one essence point per the target's current health level or essence score.

Disappear

The digimon can become invisible at will. As long as it does not move or bring attention to itself, it will stay invisible to sight, smell and even to electronic sensors. If the digimon attacks, it will become visible unless it spends an amount of essence equal to its attack successes. An invisible opponent always attacks with surprise.

Disorient

This charm, also known as Pixy Leading, allows a digimon to alter landmarks and directions completely with a successful Gnosis roll (difficulty 6 or the Gauntlet rating whichever is higher). Humans and other creatures depending on landmarks will become totally lost (compasses will go haywire and maps will be misleading). Each point of essence affects a two-mile radius. This charm last for one hour per success.

Divide and Conquer

This charm allows a digimon to split into multiple versions of itself, dividing up its Rage, Gnosis, Willpower and Essence between each new clone. For each essence point spent (maximum of five points) the digimon summons one exact duplicate of himself. When each clone is reduced to zero Essence, it vanishes. The rat deva, Kumbhiramon uses this charm in episode 21.

Drain Life

This charm enables a digimon to steal Essence from a another digimon or a material being. The digimon first decides which trait it is attempting to drain, then rolls Gnosis + Willpower against the subject's Stamina + Survival at a difficulty equal to the local Gauntlet. If the attacker wins, the victim loses one point of Essence and these points are gained by the attacking digimon. If the target wins, the attacker loses a number of points of Essence equal to the successes scored by the target. This spirit must touch the target (or strike it with a tool) to use this charm. Beelzemon uses this charm on Taomon and Rapidmon in episode 35.

Dream Journey

The digimon can intrude on the dreams of a sleeping target. When in the dream the digimon can manipulate events within allowing it to torment, arouse or cause comfort by interacting with the target's dream self. Although the dreams are very vivid they do not carry over into the physical world and the target may not remember them unless the digimon spends ten Essence points. Others may only attack a digimon using this power by crossing into the Dream Zone.

Ease Pain

This charm allows a digimon to ease a material creatures pain for one scene (or hour, whichever comes first) per essence point spent. The charm heals no damage but the target has no pain penalties while this charm is in effect. If the effect wears off without being renewed or if the spirit departs then the pain will return.

Elemental Immunity

Digimon with this charm are effectively immune to attacks from their constituent elemental energy. When the digimon possessing this charm is targeted by one of these attacks, add his Rage to its soak roll. The digimon's Rage is also automatically subtracted from any environmental exposure as well. For example, a Guilmon with a Rage of 8 could sleep in a burning chemical plant with no ill effects. Typical elements are earth, fire, air, water, heat/sunlight, electricity, and cold and the digimon must be closely associated with one of these elements. No essence is required to use this charm and it may be selected numerous times for each element associated with a particular form.

Emotional Aura

This charm broadcasts a general pulse of emotion over a wide area. The digimon spends one essence point to activate the aura of emotion, which then lasts for a scene. Anyone who comes within five yards of a digimon using this charm must make Willpower roll contested by the digimon's Willpower. If the digimon wins, the subject suffers a -2 dice penalty to dice pools for the duration of the scene from being distracted by the emotion. If the subject wins, he is unaffected by the emotion for the duration of the scene

Ensnare

The digimon possesses an entangling attack of some sort. This may be from spider webbing, tentacles, vines, wires, coils, or even glue-like spittle. To hit its target, the digimon makes an attack roll at a difficulty equal to the target's Dexterity + Dodge (or Willpower if another Digimon). If the attack is a success the victim is trapped and each turn the victim may roll Strength + Athletics (or if a digimon, Rage) to escape; otherwise he is immobilized. The difficulty for such attacks equals the attacking digimon's Rage. After a number of turns equal to the digimon's Willpower, begin reducing the difficulty of the snare by two each turn as the spirit tires. This attack costs one essence point and additional essence may be spent to add to the snare. While immobilized the victim has no defense against attacks but may soak the damage as normal.

Familiar Link

Normally a digimon can only dwell in the physical world for a few hours before being 'sucked back into the Digital World. This charm allows a digimon to link itself to a person so it can remain in the physical world. Unlike Fetter, the link must be to a living, sentient, being. Once materialized the digimon must make a willing pact with a person. Once linked a digimon and its Tamer are partners for life. To link itself the digimon simply spends two essence points to fetter itself to the person. A familiar must stay within five yards of its partner if in the Penumbra (or within a mile per the Tamers Willpower points if materialized) or be forced back through to the Digital World. It is assumed that all Player Characters are already linked to a partner so they get this charm free.

Fear-struck

This charm causes an opponent to become paralyzed by fear. The digimon spends a point of essence and then rolls his Rage at a difficulty equaling the target's Willpower while the target contests the roll with

Willpower at a difficulty equaling the digimon's Willpower. Success by the digimon renders the victim unable to move, speak or even scream for one turn. Four or more successes indicate that the victim freezes in place for three turns.

Fetter

Fetter allows a digimon to link itself to an object once the spirit has crossed the Gauntlet into the physical world. Normally a digimon can only dwell in the physical world for a few hours before being sucked back through the Gauntlet, but once fettered; he can remain in the physical world indefinitely. Once through the Gauntlet (or by using the Reaching Charm), the digimon chooses an object within five meters of its current position and spends two essence points to fetter itself to the object. The digimon can then stay fettered in the material world for as long as it likes, until the fetter is destroyed (in which case the digimon is immediately pulled back into the Digital World), until the digimon finds a partner and uses Familiar Link to bind himself to that person, or until the digimon is destroyed. The downside of this charm is that the digimon may move more than five meters from its fetter only for an hour; afterwards it must come within the five-meter range for at least two hours before it can leave it again. Many digimon will only use this charm until they find a permanent partner.

Final Strike

This charm allows a digimon on the verge of Discorporation to make one last desperate attack against its opponent. The digimon spends a point of essence and makes an immediate attack roll against its foe as a reflexive action. This charm is only usable when a spirit has fallen to 4 health levels of less.

Fire Armor

The digimon can set its body afire without being affected by the flames. Flammable objects such as grass or fur touching the spirit will begin to burn, while enemies striking it with natural weapons will suffer one health levels of aggravated damage per essence point spent to a maximum of three points.

Flee

This charm allows a digimon to escape from a foe as if he has an effective Willpower of 15. This rating may be used for any roll (including running in which case minimum speed is equal to Willpower) that will allow the spirit to escape and avoid recapture. The charm costs two essence points per turn.

Flood

The digimon can cause all the waters in a given area to rapidly rise (or alternately summons a tsunami) causing flooding. Doing so requires spending Essence. One Essence point will fill a swimming pool while five points will flood an amount of land equal to a one-mile radius to a depth of 5 feet. Every additional essence point will raise the water level by five feet and every five additional essence points will increase the flood another mile.

Freeze

The digimon can drastically lower the temperature in the immediate area. The cost is a point of essence for every 10 yards affected. The Digimon then spends a point of Rage. Everyone in the area of effect then suffers the digimon's newly reduced Rage in dice of lethal damage automatically. The victims may resist if

they have insulating clothing. Clothing of this sort automatically blocks damage equal to its armor rating for a number of rounds equal to its rating and reduces the damage to bashing. This charm lasts for a number of rounds equal to the digimon's Gnosis + Rage or one scene (whichever comes first).

Glowing Flame

This charm allows a digimon to glow with a brilliant light for one scene. The type of light depends on the digimon with those related to the moon glowing silvery, those related to the sun glowing with golden sunshine, and lightning digimon glowing blue. In all cases, the light is bright enough to illuminate a 100-foot radius and the glare of the light causes all creatures using melee attacks to fight at +1 difficulty. Unfortunately, this charm makes the Digimon easy to see from a distance so any missile attacks (including Blast) are at -1 difficulty to hit a glowing digimon. A possible side benefit of this charm is that creatures sensitive to bright light may be damaged depending on the type of light given off by the spirit. For example, a vampire will take one dice of aggravated damage per turn it stays within the aura of a digimon radiating sunlight.

Gnaw

The digimon can strengthen its jaws until it can chew through anything. To use this charm the digimon spends an essence point then rolls Rage at a difficulty that depends on what is being gnawed: 3 for wood, 6 for steel, and 9 for titanium. If using a bite attack on a living thing this charm causes an additional dice of damage and upgrades bashing damage to lethal and lethal to aggravated. This charm lasts one scene.

Great Leap

When using this charm a digimon can leap incredible distances. He can leap 100 feet per success on a Willpower roll (difficulty 6) as long as he spends an essence point first.

Group Fusion

A group of three or more digimon with this charm may surround a target and fuse together around him. Each digimon then drains a physical attribute from the target every turn. The digimon trap their victim as if their strength is equal to their Willpower. Once a target has lost all his attributes he is calcified as per the Charm of the same name. The cost is one essence point a turn.

Hallucination

The digimon can cause a victim to hallucinate. The victim may talk to people who are not there; act like a stick is a sword, or even just walk aimlessly about looking at all the pretty colors. The digimon rolls Gnosis (difficulty equal to the victim's Willpower) versus the subject's Wits + Alertness (at a difficulty equal to the digimon's Willpower). The number of successes indicates the number of turns the victim hallucinates. While affected the victim is +1 on all difficulties and -2 on initiative rolls.

Harrow

With this charm, the digimon can inflict an emotional state in a single enemy. This emotion may be fear, anger, hate, lust, or even love. The digimon spends a point of essence then rolls Rage at a difficulty equal to the target's Willpower. If the digimon succeeds, the target is overwhelmed by the relevant emotion for a number of turns equal to the number of successes the digimon gained.

Heat

The opposite of Freeze, in this charm the digimon can drastically raise the temperature in the immediate area the cost is three points of essence for every 10 yards affected. The digimon also spends a point of Rage, which is lost for the remainder of the scene. Everyone in the area of effect then suffers the digimon's newly reduced Rage in dice of aggravated damage automatically. Using this Charm may have additional effects (such as desperately shedding clothing) at the Storyteller's discretion.

Healing

This Charm allows a digimon to heal physical beings (including other materialized digimon). By rolling Gnosis against a difficulty of six. It takes one success to heal a point of bashing damage, two successes to heal a point of lethal damage, and two successes and an additional essence point is needed to heal a point of aggravated damage. The damage healed may be due to wounds, illness or poison but the most recent wounds are always healed first. A digimon can heal up to its Willpower in health levels of damage (so, a spirit with a Willpower of five can restore up to five health levels of damage). This Charm can be used only once per scene per target. How this power works depends on the spirit, unimon much touch an injury with their horn while dragons may literally lick wounds away.

Hibernate

The digimon can enter a voluntary state of slumber to preserve its essence. For every point of essence spent to Hibernate, the spirit may slumber for up to one month. During this time, the spirit does not have to spend essence every day to survive. For an additional expenditure of essence, the spirit can create a special condition that will cause the spirit to awaken early.

Hide

The spirit is very good at hiding. Perhaps it blends in with its environment or causes anyone who sees it to overlook its presence. Onlookers suffer a +2 difficulty penalty on Perception rolls to notice the digimon. This charm stops working as soon as the digimon does something to draw attention to itself.

Hide Scent

The digimon can change its spiritual "scent" to seem like some other creature so it can not be tracked. A fox digimon spirit can thus make itself "feel" like a rabbit digimon to mislead followers. The spirit spends an essence point to cause all physical trackers to have +2 difficulties on their Perception roll. This charm also acts as a counter spell to the Tracking charm.

Hoarfrost

The digimon emits a blast of arctic air causing a thick layer of frost to form on a surface. Any victim attacked in this manner loses one dice from any action involving Physical Attributes for every essence point spent. This dice loss occurs as the victim becomes numb with cold. If the victim loses more dice than his highest physical attribute, than he becomes immobilized in a thick layer of ice.

Howl

This charm enables a digimon to let out a blood-curdling howl that causes an opponent to panic and run. The digimon spends a point of essence and then rolls Rage at a difficulty equaling the target's Willpower. If the spirit succeeds the victim must flee the spirit's presence for a number of turns equal to the number of successes achieved.

Hypnotic Gaze

The digimon can hypnotize anyone forcing the victim to obey its every command. The digimon spends an essence point then rolls Gnosis (difficulty equaling the target's Willpower). Each success tempts the target until three successes wins him over for the rest of the scene.

Illusion

This charm allows a digimon to create an illusion with full visual, auditory, tactile and olfactory components. The illusion may be of a person, an animal, or a monster or even of an area. The digimon spends a point of essence for each 10 foot area covered by the illusion and then makes a Gnosis roll (difficulty 6) versus the subject's Wits + Alertness (at a difficulty equal to the digimon's Willpower). For each success the digimon rolls in excess of the target's successes, the illusion affects one of the subject's senses. The Storyteller may allow the target another roll to realize that it is an illusion if the vision does something particularly out of character.

Incite Frenzy

The digimon can cause any creature with Rage (such as Werewolves or Vampires) to enter frenzy. Roll the digimon's Rage against a difficulty equaling the target's Willpower. All normal frenzy rules apply. This charm may be used on creatures without Rage with a cost of three essence points.

Informational Link

The digimon can access the knowledge incorporated into the Pattern Web (in particular the internet) without needing a computer. The digimon can spend ten essence points then roll Gnosis, at difficulty 9, to find the answer to any question.

Inner Pain

The digimon may cause a living being intense mental pain. No wounds mark the flesh but the victim will become so emotionally agonized that he will not be able to tell the difference. For every two points of essence spent by the digimon the target loses one die from all dice pools for a turn. If the essence points exceed the victim's stamina than the target must make a Willpower roll (difficulty 7) or fall unconscious for a turn and once he awakens, he will lose two dice from all actions for the scenes duration.

Insight

The digimon can gain learn any hidden aspect of another being such as a secret or repressed memory. To perform this charm the digimon merely needs to spend essence. If the digimon searches for no particular thing than the cost is five essence points but if a specific, aspect is, being looked for than the cost is ten essence points.

Iron Will

The digimon can lock its mind upon a certain goal (I.e. guard a location, hunt down a target, or remain unbeaten in a fight) and gain the iron will merit until the goal is complete. This charm cost one essence per hour used and the digimon cannot abandon his goal.

Invisibility

The digimon can conceal itself magically by turning invisible. Any opponent wishing to find the digimon must roll Intelligence + Wits at a difficulty equal to the spirit's Willpower + 5. This charm cost five essence points and the invisibility last a number of rounds equal to the spirit's successes on a Gnosis roll at difficulty 8. Unlike the charm *Disappear*, the digimon is only invisible to normal sight (and not mechanical means of detection) and the user of Invisibility can even attack when invisible without becoming visible.

Kindle

The digimon can kindle the spark of life wherever that potential lies. It can cause seeds to germinate, fruit to grow on trees, and animals to become fertile. For five essence points, the spirit can also kindle powerful emotions in other beings that can blot out all other emotions for the duration of the charm.

Liquefy

The digimon can merge its form with water (or some other liquid such as blood or oil) and then reappear in another that is already known to the digimon. The digimon rolls Gnosis at a difficulty equal to the local gauntlet rating. This charm is especially useful for fleeing from a battle. For five essence points, the spirit can automatically succeed.

Malfunction

This charm temporarily disables a specific technological object, such as a cell phone, computer or a automobile engine. The malfunction has no apparent external cause because the digimon using this charm has interrupted the flow of spiritual energy into the object, thus causing its breakdown. The digimon expends a point of essence and touches the object to disable it. The object ceases to work for a number of turns equal to the successes rolled. If the object is carried by another who seeks to avoid the digimon's touch, an attack roll is required to make contact. The object must be artificially manufactured and cannot be larger than the digimon. However, but a discernable part of a larger machine can be targeted so a cat sized Impmon can't affect an entire airplane but he can affect the plane's compass or guidance system.

Manipulate Element

The digimon can move, morph and shape the element under its sphere of influence. The element should have a fairly narrow definition (soil, concrete, steel, stone, plastic, glass, wood, Ice, etc.) The digimon can roughly shape a surface area of about 100 square feet (or a volume of roughly 40 cubic feet). The Manipulate Element (Earth) charm, for example, can create a crude wall or an escape tunnel. This charm cannot be used as a direct attack (That would be the Blast charm) and elements unable to hold a particular shape (air, fire, and water) are temporary and last only one turn per gnosis point. All others are permanent, though they are not magically held in shape and may naturally collapse soon after being formed.

Mechanical Possession

This charm allows a digimon to take control of a normal machine or vehicle. By spending one essence point, the digimon may operate the machine for the duration of a scene — the digimon can turn the machine off or on and control any moving parts, though he cannot alter electrical flow. A digimon using this charm to drive a car, for instance, would seem to create a haunted car that has an ignition switch that turns with-out keys, a steering wheel and pedals that move all by themselves, and a radio knob that moves to switch stations. The result is a car that seemingly is driving itself. The spirit may make Gnosis rolls in instead of Drive or Pilot in order to operate such a vehicle.

Materialize

All digimon obtain this charm free at Rookie stage and it allows the digimon to take physical form on Earth by using local elements to change it's data into matter. A digimon's physical form appears just as it does in the Digital World. A digimon can remain in the material world for only a few hours unless it binds itself to an object or person using the Fetter, Familiar Link, or Possession charm.

To materialize a digimon spends three points of essence and rolls Gnosis + Willpower at a difficulty equal to the local Gauntlet. The number of successes indicates the number of hours that the spirit can remain in the material world before reverting to ephemera and fading into the Umbra. During this time the digimon cannot regain lost essence and it must then choose between remaining in the material world (in which case it must anchor itself to a person, place or object) or returning to the Digital World.

Morphic Form

The digimon has a malleable form that allows it to change its form based on environment. Digimon with this charm can change their shape, structure or means of locomotion in a wide fashion, sprouting wings or fins or even making itself larger or smaller. However, their basic shape remains the same, so a Unimon that wants fins for swimming will become a unicorn with webbed feet. These changes last for a number of hours equal to the successes on a Gnosis + Willpower roll. Changing a point of Size costs one point of essence, and adding a new form of movement costs three points of essence; cosmetic changes (color, skin texture, etc.) cost one point of essence. It is possible that a spirit might be able to grant itself other abilities, but it should not duplicate other charms. For example, a robotic digimon might be able to make itself nonflammable or bulletproof, but such changes should cost four essence and not provide any other soak bonuses.

Mortal Mask

The digimon is able to transport itself across the Gauntlet into the Real World, but, after materializing the digimon changes it's appearance to seem human. This human "costume" is as usually very generic in abilities and appearance (all attributes being 2) and is not perfect often having some strangeness about it that observers just cannot quite put their finger on. Perhaps it smiles all the time or makes small but unusual gestures. Normal witnesses may make a Wits + Alertness roll at a difficulty equal to the digimon's Willpower. Success indicates that the person notices something "off" about the person. A good example of this charm can be seen in the first Tamer's movie "*The Adventure's Battle*".

Once materialized the digimon spends four points of essence and rolls Gnosis + Willpower at a difficulty equal to the local gauntlet to change to human form. The number of successes indicates the number of hours the digimon may exist in the material world without reverting to its natural shape. Of course, a digimon can just go somewhere private before the power expires to renew this charm to keep human form. A digimon with this power does not need to fetter itself as long as it remains in it's human guise.

Noxious Gas

The digimon produces a malodorous cloud of poisonous gas. The size of the cloud is a three-yard radius per essence point spent. The gas lingers for three turns then disperses. The damage is equal to the spirit's Rage. Anyone breathing the gas must soak the damage each turn. If the damage taken exceeds the target's stamina than he passes out. The damage can be resisted by holding one's breath or by using winds to disperse the cloud.

North Wind

This charm allows a digimon to summon a swirling, disconcerting gale that gusts about the digimon's opponents. The gale is very distracting and all caught in it lose two dice from all actions. The charm lasts one turn per essence point spent up to five essence points.

Nullify Dream

The digimon can nullify any powers that affect dreams including other charms, Werewolf Gifts, Wizardly magic, or spirit charms. The cost is three essence points for each turn of nullification.

Omen Trance

With this charm, a digimon enters a meditative trance where he may gain a potential warning or vision of the future. The digimon might receive warning of an impending attack, foretell the arrival of a potential ally or watch a betrayal unfold before it happens. Viewing the future accurately is impossible as no vision is guaranteed to come true. Worse, visions can be confusing and perhaps even lead to actions that cause a foretold tragedy to come true. After all the future is what you make of it. The vision lasts for roughly a turn, just enough time to watch enough of the action to make out the actors and the setting. The vision is usually clear enough to make out details, though the details might be misleading.

To perform this charm the usual essence point is spent and the digimon rolls an extended Gnosis + Willpower roll at a difficulty equal to the local gauntlet. The charm requires 15 successes to complete; each roll representing one minute spent in the trance. When in a trance the digimon is unaware of events surrounding it but is aware of anything that touches or affects its body directly. A digimon may not attempt this charm more than once a day. A digimon may attempt the trance for another but the essence cost is tripled and the successes needed are doubled. The digimon must also taste of the creature's essence or physical body. If successful, the digimon catches a glimpse of a potential event in its near future — anywhere from 24 hours to one week.

Open Moon Bridge

Creates a moon bridge to a desired location as in Werewolf: the Apocalypse. The location must be on the same world and the digimon can create a bridge even if there is no caern or locus present. The bridge extends a total distance 200 miles per point of essence up to a maximum distance of 1000 miles.

Open Sky Bridge

Works exactly like Open Moon Bridge except that it creates a bridge between two Umbral Realms, including two realms of the Digital World. It is usually found in digimon associated with the sun and moon but some others may also have this charm.

Passion Drain

The digimon must closely touch a person for this to work, casual touching does not count but kissing or hugging does. The digimon then spends two essence points to drain a point of Willpower from the victim. This is a charm often possessed by nymph-like forest digimon or demonic digimon.

Peek

Digimon with this Charm are able to briefly look out at the physical world when in the Penumbra. The digimon rolls Gnosis + Willpower (Difficulty equal to the local Gauntlet) and the number of successes indicates the number of turns the spirit can spend watching through the Gauntlet.

Possession (Normal)

The digimon may possess a living being and control its body for a time. Possession requires a spent essence point and a successful Gnosis roll (difficulty of the victim's Willpower). If the digimon gains control of the victim's body then it will occupy it for the duration of a single scene. Use the victim's available traits (except Willpower points, which are equal to the digimon's current Willpower points) and dice pools for any action the possessed person wishes to take. If the target wins or ties the roll, the digimon fails its possession attempt however as long as the digimon has essence points remaining; it can continue to make possession attempts against a target. If a possessed body is killed or knocked unconscious, the digimon is forced out.

Possession (Superior)

Digimon and other spirits of Rank 5 or greater can choose a more powerful version of Possession. In this case, if the roll is successful, the possession is permanent. The digimon needs to spend three essence points and engage in an extended roll of Gnosis (difficulty equaling the target's Willpower) vs. the Target's Willpower (difficulty equaling the spirit's Willpower). Each roll represents one hour and if the spirit gains 50 successes between dusk and dawn, the spirit gains permanent control of the victim's body. During the time it takes to possess its victim, the spirit will find an isolated part of the Umbra (usually a Blight for demons) and remain there, concentrating on the possession. During this time, the spirit can take no other action. If it engages in spirit combat, the possessive link is broken. Others of their kind often guard possessing spirits, in order to ensure that the possession process continues undisturbed. A spirit that has possessed a victim may be able to manifest certain characteristics and abilities through the vessel of the victim's body. Such hapless humans are how fomori are made.

Purify

The digimon can remove toxins from a physical being or object. One essence point per health level of damage caused by the poison needs to be spent to completely flush the poison. For an object, such as a pool of water three essence points are needed to permanently dissolve the toxin.

Quake

The digimon can cause the ground (either in the Umbra or the Earth if materialized) to shake with such force that all those standing are thrown to the ground. The radius is 352 yards per essence point spent up to a maximum of five points for one mile. Everyone within the radius suffers bashing damage equal to half the spirit's Rage roll, rounded up. By spending additional essence points the spirit can open a chasm causing the targets to fall and take an additional dice of aggravated damage per two points spent.

Quicksand

This charm allows a digimon to cause the ground to soften and turn into a sticky mess in order to trap a victim. The surface may become deep sticky mud, tar or wet sand but all within it can move at only half walking speed and become covered in the muck. As a result all combat maneuvers or charms involving movement or leaping cannot be performed and all attacks are at a +1 difficulty. To cast this charm the digimon must spend an essence point and roll Willpower + Rage (difficulty 7) with each success affecting a 10-foot area.

Quit Reality

This charm allows a digimon to “step sideways” from both the physical and shadow planes into a third place, usually directly into a Realm of the Digital World. The digimon may take a passenger along by spending ten essence points.

Rapture

With this charm, the digimon can grant another creature an ecstatic vision, giving him or her feelings of immense pleasure and a sense of communion with the universe. It is a melding of ephemera and soul that makes a target feel close to deity. To use this charm a digimon must be physically touching a target (or using the Reaching charm) then spend two points of essence while rolling Gnosis at a difficulty equaling the target’s gnosis. For one turn, the victim is completely incapacitated — perhaps babbling in tongues, dancing or even singing hymns. For a number of hours after this effect (8 – Stamina), the victim feels charged and sure of her devotion to the spirit’s cause, receiving 2 extra dice on any roll when acting in accord with the spirit’s desires.

Unfortunately, such intimate contact with an alien mind can cause damage to the target’s psyche and all other dice pools are at two. Worse If the target fails a Willpower roll (at difficulty 6), he gains a temporary derangement (usually a fixation or compulsion based on the digimon’s cause) for a number of days equal to the spirit’s Gnosis. Furthermore, each exposure to this charm lowers the target’s resistance to any of the digimon’s other powers by one per use to a maximum – 5 but these penalties fade at a rate of one per day. Luckily, a target eventually builds up immunity to this charm and every subsequent use adds one to the spirit’s difficulty and reduces the length of the rapture by half.

Reaching

This charm allows a digimon to use one of its other charms through the Gauntlet if the digimon is in the Penumbra. The digimon spends an essence point then rolls Willpower at a difficulty equaling the local Gauntlet. Each success creates a resonant conduit through into the physical world through which the digimon can cast its next charm. Reaching lasts for one scene and moves with the digimon. This conduit exists in the Penumbra and creatures with the ability to perceive umbral objects may be able to spot it at a +4 difficulty.

Reflect

This charm allows a digimon to create a force field around itself that both protects the digimon and bounces an enemies attacks right back at them. To create the wall the digimon spends a point of Essence and rolls Willpower at difficulty 6 plus one for each opponent over one. The field reflects an amount of damage equal to the successes gained on this roll. Any extra dice of damage passes through the force field and can

be soaked as normal. The damage reflected by the field bounces back at the attacker and may be dodged and soaked by the attackers as if they were the original recipient of the attack.

Reform

When in the Umbra a spirit may dissolve their form and transport themselves somewhere else, usually far away from its enemies. The digimon must roll his Gnosis successfully for this Charm to succeed or the digimon can spend 20 essence points to automatically teleport. The digimon must already have a destination in mind (which can be anywhere in the Umbra that the digimon has been before) before using this charm or be teleported randomly by the Storyteller. Once teleported safely away it takes a digimon a full turn to re-materialize.

Savant

This charm gives any other charm a boost of power. The charm used with savant must requires a roll and savant adds three dice to that pool. This charm may be purchased more than once, but only for another charm.

Scale

This charm allows a digimon to climb on the Pattern Web without becoming stuck, calcified, or alerting net or pattern spiders to their presence. For all non spider digimon, this charm cost two essence points to activate.

Scent of Safety

This charm allows a digimon to instinctively home in on the nearest safe area. It cost six Essence to use.

Seduce

The digimon makes the victim believe that the spirit is the most beautiful creature he has ever seen. The cost is five essence points and the target must spend a Willpower point to even think of harming the creature.

Seek

The digimon can sense an event or thing directly related to its sphere of influence. For example, a ghost digimon can sense a dying person or gauge how long before the end, while a tree-digimon can home in on the nearest forest. The digimon rolls its Willpower at a difficulty of 8. The number of success gives a general impression of direction and distance to the target. Functional distance is approximately a radius of two miles; by spending an essence point, the digimon may extend the radius by a another two miles.

Shapeshift

The digimon may take the form of anything it desires. It gains only the form and visage of its new shape, not its powers or abilities. If the digimon wishes to appear as a specific individual, it must roll its Willpower to determine how successful it is. The essence cost is five points per form other than its natural one assumed.

Shatter

The digimon can cause all glass (or ice, crystal, or other easily breakable substance) in the vicinity to break. This charm may cause incidental damage as well. To use this charm the digimon must spend three essence points and roll Gnosis at a difficulty of six. The number of successes determines the number of yards affected and/or damage depending on the Storyteller's ruling.

Short Out

The digimon can cause electrical systems to short out. The cost varies from one to three essence points (depending on the complexity of the device) and a Gnosis roll (difficulty 6) determines how long the machine remains unusable.

Slash

The digimon can cause its claws, teeth or a blade to become supernaturally sharp. To use this charm the digimon spends an essence point then rolls Rage at a difficulty of 6. The weapon now causes an additional dice of damage and upgrades bashing damage to lethal and lethal to aggravated. This charm lasts one scene.

Sleep

This charm allows a digimon to cause a victim to fall into a supernatural sleep. The digimon spends an essence point then rolls a Gnosis + Willpower at a difficulty equal to the target's Willpower. Each success represents an hour of sleep. When asleep the victim will not be awakened by any noise but can be woken if shaken or hurt. Digimon of Rank 4 or higher may put anyone within hearing distance asleep with a cost of 10 essence points but each victim can roll Willpower (difficulty 6) to resist.

Sleep Eater

This charm allows a digimon to rob a victim of sleep. The digimon spends an essence point then rolls Gnosis + Willpower at a difficulty equal to the target's Willpower. Each success represents an hour's worth of sleep lost. After the target loses six hours of sleep, the target begins suffering the effects of fatigue as if he had not slept in 24 hours. In game terms this means that with every six successes obtained by the spirit the target suffers a cumulative -1 die penalty to all dice pools and once the effects wear off he must make a Stamina + Alertness roll or fall asleep. A person may only lose a number of day's worth of sleep equal to his Stamina before passing out. The penalties can be reversed through normal sleep.

Solidify Reality

This Charm enables the digimon to spin the Pattern Web, thus reinforcing the laws and rules of the Weaver upon aspects of the Umbra. The power requires only a Willpower roll. Each success makes an object or spirit more solid, increasing its Essence or effective health levels by one per success. The effect lasts for about a day. This Charm can be performed on a target only once, until the effects wear off. Even a different kind of spirit cannot perform this Charm multiple times on the same target. Many times, Pattern Spiders will perform this Charm on each other before entering combat.

Soul Snatch

This is a rare and terrifying charm possessed only by digimon of rank 4 or higher. Soul Snatch allows a digimon to steal the soul of another. The digimon needs to spend three essence points and engage in an extended roll of Gnosis (difficulty equaling the target's Willpower) vs. the Target's Willpower (difficulty equaling the digimon's Willpower). Each roll represents one hour and if the digimon gains 50 successes between dusk and dawn, the digimon grasps the victim's soul. The victim must then succeed on a Stamina + Survival roll (difficulty 8) or fall unconscious. Even if conscious, the victim may not spend points of Willpower, expend points of any supernatural *power* trait or use any supernatural ability without the consent of the digimon who has his soul. The victim also cannot regain Willpower once its soul has been harvested.

The digimon who stole the soul has full knowledge of its victim's thoughts and actions, no matter its location. If the victim has an essence trait, the digimon may use these points of essence as its own. It may also choose to feed upon the victim's soul gaining two points of essence per dot consumed, feeding first on its prey's Willpower then its dots of any supernatural advantage such as Gnosis. Each hour that the digimon is feeding, the victim loses one dot and must again succeed upon a Stamina + Survival roll or fall unconscious due to the pain. When the spirit is finished feeding, the victim's soul is destroyed.

Speed

This charm confers uncanny swiftness upon the digimon, allowing it to move at supernatural speed. The digimon may use this charm to attack with uncanny swiftness by spending one essence point to take an extra action per turn or the digimon may spend two points of essence to move at twice its normal movement rate for the duration of the scene. If the digimon spends an additional two points of essence (for a total of four), the spirit's Speed triples for the duration of the scene.

Spikes

The digimon can cover its body in prickly projections. These projections may be porcupine-like quills, cactus spines, or even razor edged scales depending on the digimon. These quills are sharp and cause anyone who attacks the digimon with bare flesh to take the attackers strength +1 in bashing damage if their attack roll is less than five successes. In addition, anyone who grapples or body slams the digimon will take damage automatically. The digimon also takes damage as normal, spikes are not armor! The quills last for one scene unless the digimon is a creature that normally has spikes (such as a porcupine or cactus digimon). This charm simply needs an essence point to activate it.

Spirit Minions

The digimon has made compacts with other (lesser) digimon for aid in times of need. These underling digimon will unfailingly come to help defend its master though it will normally flee when its health levels or essence reaches one quarter of their maximum. The number of digimon in service is directly related to their number of ranks below their leader. A digimon may have the fealty of one digimon that is one rank below them, but two digimon that are two ranks below them, and so on. These servitors cost time, and essence to maintain; this is reflected by effectively lowering the maximums for the master digimon. Each spirit kept in fealty lowers the Willpower of the commanding digimon by one and lowers his maximum essence by the total ranks of the digimon in its service.

Example: A Myotismon (Rank 4) who has two Vilemon (Rank 2) in fealty would have his maximum Willpower reduced by two and his maximum essence by four.

The difference between this charm and simply having allies is that whenever he feels like it the commanding digimon can activate this charm and cause his minions to appear – even in the physical world!

Activating this charm costs one point of Essence for each digimon summoned. The digimon makes a Willpower roll (at a difficulty equal to the local Gauntlet). The number of turns until their servitors arrive equals five minus the successes with a minimum of one.

Spirit Static

The digimon may raise the Gauntlet in a given area by one. Digimon working in conjunction with each other may raise the Gauntlet rating by a maximum of three. A digimon must stay in the area to keep emitting the spirit static or spend ten Essence to make the local gauntlet permanently at its new rating. While it is creating the static, all of the digimon's dice pools drop by two.

Spiritual Vision

This charm allows a digimon in the physical world (whether fettered or materialized) to peer into the Penumbra for a short period of time. Roll the spirit's Gnosis + Willpower at a difficulty equal to the local Gauntlet. The number of successes indicates the number of turns the spirit can activate this ability.

Suggestion

The digimon can whisper an evil suggestion into a target's mind, and the target is inclined to act upon that thought. For example, it may make a man desire a beautiful woman and urge him to ask her out or it could give a man the image of a knife and urge him to kill. The Storyteller rolls the digimon's Gnosis against a difficulty equal to the target's Willpower to activate the charm. If the victim wishes to resist than the roll becomes contested by the victim's Willpower roll at a Difficulty equaling the digimon's Gnosis.

Swarm

This charm allows a group of three or more digimon to grow in power in order to take down a single opponent. For each point of essence spent on this charm, the group gains a +1 bonus to strength and dexterity. The limit is the number of individuals in the swarm, so two attackers gain a +2 bonus while five attackers can get a +5 bonus. More than one individual in the swarm can contribute essence to this charm along as they both have the Swarm charm.

Swarm Form

This charm allows a digimon to break up its body into thousands of tiny parts. What form the parts take depends on the digimon and may be a mass of whirling leaves, a flock of bats, a pile of worms, or even a puddle of water. The small parts have a Rage of one for Strength purposes, no soak rolls, and a speed that is halved. Depending on the form of the digimon it may gain flight, be able to squeeze through small openings or gain immunity to most melee and missile attacks (only weapons that cause aggravated damage and fire cause damage). The digimon can damage other creatures by enveloping them. A creature caught within the swarm at the beginning of its turn takes one health level of bashing damage automatically. Swarm creatures can choose to do lethal damage, by spending an extra essence point. The swarm has a radius in yards equal to the Size of the digimon and all creatures caught within a swarm suffer +2 to all Mental difficulties do to confusion. This charm lasts for one-scene and cost two essence points to activate.

Swift Flight

The digimon with this Charm must be able to fly. By using it, the digimon can fly at triple normal speed. The digimon cannot attack when zooming along at supersonic speed but he can get to a destination faster. This charm last until the digimon lands.

Telekinesis

This charm allows a digimon to manipulate objects without needing to touch them. The objects will simply seem to begin moving by themselves so pencils may float across the room or even dishes hurl across a room to strike an enemy. This charm generally does not allow for fine motor skills such as manipulating a pen to write a message in cursive script but simple scribbled letters in a fogged bathroom mirror or manipulating a computer's keys to type on its screen are possible. To use this charm the digimon spends one essence point and rolls Gnosis + Willpower (difficulty up to the Storyteller); the number of successes rolled determines the mind's relative Strength (when attempting to lift, move or throw an object) or how well the movement was done. In general a number of successes equal to an objects size level is needed to lift it plus one success per yard the object is moved.

Telepathy

Digimon with this charm can reach out and link their minds with others, allowing instantaneous and reliable mental communication. The mental voice sounds just like the digimon's normal voice and the digimon cannot attack with this charm other than by distracting an opponent by "talking" loudly. Another drawback to telepathy is that it does not work over the phone or recording devices.

To speak telepathically the digimon rolls Gnosis. If the target is in sight the difficulty is 6, if he is nearby but out of sight it is 7, a difficulty of 8 is needed if the target is within three miles, 9 if he is within five miles, and 10 if anywhere further away than this. If telepathy is resisted, the difficulty is the target's Willpower.

Being that intimate with an alien mind is profoundly disturbing for most humans and for the next 24 hours, any rolls to avoid a derangement are made at +1 Difficulty for each scene spent in contact with a spirit's mind. The storyteller can allow some exceptions to this, for example, one's own Tamer should not be bothered nor should other telepaths.

Threshold

This charm allows a digimon to create a temporary gateway through the Gauntlet. The portal's look varies by the nature of the digimon; it might appear as a bank of fog, a door that did not exist a moment before or merely a dark garden path. This charm costs a number of Essence equal to the strength of the Gauntlet and the portal's size is equal to the Size of the spirit, but this can be expanded by spending essence on a one-to-one basis. To use this charm a digimon rolls Gnosis + Willpower at a difficulty equal to the local Gauntlet. The entrance only lasts for a number of turns equal to the successes generated, but while open, beings can pass freely through the portal. Portals are one-sided (two-dimensional) phenomena. If approached from the wrong side, those looking at them or even moving through the space they occupy cannot see or interact with them. Portals are doors, not windows — you cannot accurately see where you are going until it is too late. Beings of Godlike (Rank 6 or higher) powers can open permanent Thresholds but rarely do so.

Thunderclap

The digimon can produce a sonic boom to stun its victim. This thunderous noise may be created by clapping the hands, roaring, or even striking with a hammer. The digimon spends one essence and all creatures within ten feet of the spirit (friend and foe alike except the spirit itself) must make at least one

success on a Willpower (difficulty 8) or be stunned and unable to act for one turn. If the victim botches the Willpower roll then they are out of action for the rest of the scene by the shockwave.

Tracking

The digimon can track its prey unerringly. This Charm cost a point of Essence per creature being tracked up to a maximum of five.

Transmogrify Victim

With this charm, a digimon or other spirit that is in possession of a host can reshape its victim as it wills. Evil spirits often turn possessed humans into formori, terrible monstrosities with tentacles, horns and organs unintended by nature. To use this power the spirit spends one point of essence and rolls Gnosis + Willpower against a difficulty equal to the host's Stamina + Survival in a contested action With the victim's Willpower at a difficulty equal to the spirit's rank + 2. If the spirit rolls the most successes than the victim's body is reshaped into a form that uses the spirit's Gnosis, Willpower and Rage instead of any traits the victim has; this may grant a number of monstrous physical attacks or use of charms. When the transformation ends, the host resumes normal shape and awakens. If the transmogrified being is killed, the host is slain. Any damage suffered by the host is retained after the host resumes normal form. If a possessed body is killed or knocked unconscious, the spirit is forced out and must transform another victim if it still wishes to act. Attacks using a blessed object or magical nature against a spirit in possession of a transmogrified body damage the spirit's health levels instead of those of its physical host

Trip

The digimon can cause another being to trip and fall to the ground. The digimon spends one Gnosis point and rolls Rage at a difficulty equal to the victim's Dexterity + Athletics. On a success, the victim trips and falls down stunned for a number of turns equal to successes. The victim may make a Stamina + Athletics roll once a turn after the first to get back up but is +1 to all difficulties for the rest of the charm's duration.

Truth Sense

The digimon can tell when a person is lying. It only detects if the subject is telling a falsehood and does not automatically give the digimon the truth. To use this charm the digimon spends an essence point and rolls its Gnosis at a difficulty equaling the target's Manipulation + Subterfuge (or Gnosis if another digimon or spirit).

Tunnel

The digimon can make its claws powerful enough to dig through anything. Using this charm, he can burrow underground, dig complex tunnels or build elaborate underground homes. The digimon rolls his Rage against a difficulty depending on the substance to be dug through (4 for loose mud, 6 for hard packed dirt, and 9 for solid rock. One yard is dug per success. To build a structurally sound tunnel or cavern that will not collapse the spirit must know enough of engineering to create anchor points in the surrounding soil or stone, a successful Gnosis roll will suffice for this. If using a claw attack on a living thing this charm causes an additional dice of damage and upgrades bashing damage to lethal and lethal to aggravated. This charm lasts one scene.

Umbrastorm

The digimon can create a thunderstorm. Due to the nature of spirits, it is not always just water that rains down and downpours of fish, frogs and even blood are not unheard of. The essence cost is five for a one-mile diameter storm with 40 mph winds. The storm can increase in size by 10% and the wind by 10 mph per each additional two points of essence spent or alternately, a lightning bolt can be summoned (damage equal to Rage + 4). Storms created with this charm last until they die down naturally.

Unfetter

This charm allows a fettered digimon to unbind itself from its physical counterpart for a time. The digimon spends a point of Essence and rolls Willpower at difficulty 6. The number of successes is the number of hours the digimon may stray from its mooring; if the digimon is not within its normal range of the mooring after that time, it will disincorporate and is pulled back into the Digital World.

Unlock

The digimon can use this charm to unlock any door or device by spending an essence point and rolling Gnosis at a difficulty equal to the local Gauntlet.

Updraft

The digimon can summon a small whirlwind or dust devil that will lift a creature into the air and drop him. To summon the whirlwind the digimon must make a successful Willpower roll. The cost is one essence for a man-sized target, two for a horse-sized one, and three for one the size of an elephant. The damage depends on height with the victim thrown five feet per success.

Venom

This charm allows a digimon to spend one to three points of Essence to inject a supernatural venom into its foe. The poison may be delivered by bite, sting or other physical attack but always inflicts an additional point of damage for every point of essence spent. In addition, the victim must succeed at a Stamina roll (difficulty equal to the spirit's Rage), or lose one point of Essence (or Gnosis, Quintessence, or other supernatural energy).

Ward

This charm allows a digimon to perform a quick warding rite by drawing an invisible pictogram in the air. The digimon then rolls Gnosis + Willpower (difficulty 7) and any hostile spirits within 100 feet are frightened and unnerved causing them to be -1 per success on all dice pools and forcing them to make a Willpower roll at a difficulty equaling the Digimon's Rank + 4 to physically enter the ward. The ward lasts for one scene.

Wild Sense

If a digimon wants to find a locus or track down a digimon that is miles away they can use this charm. The digimon rolls Willpower + Rage (difficulty equaling the local Gauntlet), with more successes giving more accurate information. One success suggests a vague sense of direction, while five successes would give accurate directions, an idea of travel time and warnings of hazards en route.

Modify Cards & New Fetishes

“They look like Tarot cards, have you become a fortune teller?”

- Makino, “O Partner Where Art Thou?”

Modify Cards are those Digi-Battle cards marked as Power Option, Power Blast, Digivolve, and Force FX. In the card game, they enable a player to perform such strategies as make his opponent lose a turn or to score points even if his digimon loses. For reasons understood only by the greatest of spirits these cards will give a digimon special powers if swiped through a D-arc dedicated to that digimon.

Obtaining Modify Cards:

Modify cards, like all Digi-Battle cards were originally sold in a starter pack of 30 cards or booster packs of five cards each. Each starter pack contained about six or seven modify cards while, if one was lucky a booster pack may contain at most two modify cards. As the starter packs are rather rare it is assumed that the characters started out with one or more booster sets in their possession. The exact number depends on the Tamer's Cards Background. The rules for “buying” modify cards with background points is the same as for obtaining fetishes in Werewolf.

The D-Arc:

Modify cards require a D-arc (digivice) to be used and, even though the Tamer may have several cards he cannot use them on his digimon until he develops the Familiar Link Background. At that point the Tamer's soul becomes linked to his digimon allowing the D-arc to interface between the child's belief and the digimon. Every D-arc contains a compass (that points to the digimon linked to it), and a screen which shows what the digimon is seeing and (if what it is looking at is another digimon) gives the basic Rank, Brood, and primary attacks of that digimon. Every D-arc is different and but most resemble large sports watches and are usually colored like the digimon linked to it. D-arcs can only be created by Digi-Gnomes and may appear out of thin air (actually the umbra) or an existing watch or card reader may suddenly turn into one once the background restriction has been met.



Using the Cards:

Modify cards are activated by swiping them through the Tamer's D-arc. This card slash is simulated by the Tamer making a Gnosis roll at a difficulty equaling the card's Gnosis rating. This represents the strength of the Tamer's beliefs and how well the D-arc interfaced with the digimon and the spirit inside the card.

A Tamer can have only a single modify card of a certain type in his deck. Two or more cards of the same type will cancel each other out and none of them will work. This restriction is a side effect of the original Digi-Battle card game where a player is only allowed to have 30 none of them the same. A home made card (such as the blue card made by Kazu in the anime) can be used but because the strain on the imagination of the Tamer is larger (because she knows it is not a real card), the difficulty is raised by two and the card falls apart if used again. A Tamer can draw six cards at once and all must be used before six more can be drawn.



Sample Modify Cards

Aquatic Attack

Level 1, Gnosis 6

This card will give a digimon the ability to swim like a fish (at a base speed equal to Willpower) for one scene. It does not give the ability to breathe water so the digimon must come up for air after a number of minutes equal to its Willpower or begin to drown. It will also give a +1 bonus to Willpower and Rage for attacking and inflicting damage while the digimon is in the water. This card is especially useful if combined with the Water Proof and Depth Charge cards.

Beelze Motorcycle

Level 5, Gnosis 7

This card summons the demonic motorcycle spirit Behemoth. When ridden Behemoth changes the digimon's movement to 14, dig 4 and adds 3 dice to attack and damage rolls. Unfortunately, any non-Mega who attempts to ride Behemoth is subject to a Possession attack. Possessed riders will ride about and randomly attack innocent bystanders until the rider is removed from the motorcycle. A Mega is immune to this attack and can automatically command Behemoth for one scene or until all essence is lost. Behemoth is the special steed of Beelzemon and if summoned for that digimon it will restore all lost essence points for him as well as give him the usual powers of this card.

Black Gears

Level 3, Gnosis 7

This card can affect any digimon who is not in Mega form. Using it restores five Essence points to your digimon that can be used to boost any trait it wishes including healing damage or powering charms.

Blitz

Level 1, Gnosis 8

This card is only useful if you are confronting another Tamed digimon. It automatically counteracts the next three cards used by the other tamer making them automatically fail. The only card that can counteract Blitz is Option Eater, which will immediately void Blitz once used.

Bomb Dive

Level 2, Gnosis 7

This card only works on digimon that have the flying movement rate. The digimon must be able to truly fly, with either wings or mechanical assistance, and not merely hover like most spirits. It gives a digimon who is confronting another digimon with the Emerald or Topaz battle style to attack by swooping down and striking the enemy for Rage + 5 points of damage!

Coral Rip

Level 1, Gnosis 7

This card can only be used against an opponent that is swimming in water or other liquid. It causes a coral reef full of sharp protrusions to form around the Tamer's digimon in order to prevent the enemy from touching him. In game terms, it adds two extra soak dice against all attacks as the coral reflects or hinders the digimon's opponent. This reef lasts for a full scene or until canceled by the Tamer.

Counter Attack

Level 4, Gnosis 6

This card cannot be used with a Rookie, but with any other digivolution it is one of the strongest cards a Tamer can have in his deck. A Tamer can only use Counter Attack if his digimon is confronting a digimon of a higher digivolution level but once used it automatically counters the opponents next attack and doubles the Gnosis, Willpower and Rage of the Tamer's digimon until the end of the fight.

Crest of Courage

Level 2, Gnosis 7

If used alone this card restores two essence points to your digimon. If used after swiping the Crest Tag card however it grants the following abilities as well:

1. It causes the digimon to grow wings and fly at a base speed equal to willpower.
2. It causes a digimon to do aggravated damage to digimon of the Ruby battle style no matter what the original battle style of the subject was.

Crest of Friendship

Level 2, Gnosis 7

If used alone this card restores two essence points to your digimon. If used after swiping the Crest Tag card however it will add a point of temporary Honor to the digimon's Renown if the Tamer's digimon can win the fight. If the digimon can befriend its opponent afterwards it may add even more Honor to the score depending on the efforts made to befriend the other digimon.

Crest of Reliability

Level 2, Gnosis 7

If used alone this card restores two essence points to your digimon. If used after swiping the Crest Tag card however it grants the following abilities as well if your digimon belongs to the sea animal brood.

1. It allows the digimon to grow gills and breathe underwater as well as swim at a minimum speed equal to Willpower.

It restores an additional two points of temporary Essence.

Crest of Sincerity

Level 2, Gnosis 7

If used alone this card restores two essence points to your digimon. If used after swiping the Crest Tag card on the same scene that your

digimon has digivolved however it grants an additional 4 temporary essence points which can be spent instead of the digimon's own Essence.

Crest Tag

Level 3, Gnosis 7

Swiping this card will automatically digivolve a Champion/Adult level digimon to Ultimate/Perfect. The digivolved form lasts for one scene or until the Ultimate loses enough points to devolve in which case he automatically returns to Champion level. This card can also be used to gain the special powers that come with the crest cards given above if one of those cards is used immediately following the use of the Crest Tag card.

Depth Charge

Level 1, Gnosis 7

If your digimon has a swim movement rate and she is confronting an opponent with the Ruby battle style then this card will allow your digimon to download half of her opponents Essence points automatically at the end of the duel. Even if the digimon's life is spared, half of its remaining Essence is immediately downloaded by your digimon and can be used for healing and regaining spent Essence as normal. If the opponent is reduced to one or fewer essence by the end of the fight then he is reduced to digitama form.

Digi-Duel

Level 4, Gnosis 8

This card will only work if your digimon wins a fight and reduces his opponent to data. It will double the number of essence points downloaded by your digimon when he attempts to absorb his opponent's essence. Simply roll to download essence as normal and double the resulting successes up to the maximum possessed by the defeated digimon.

Digimentals

Level 3, Gnosis 8

The Digimentals (confusingly called Digi-eggs by some) are a group of ancient digimon artifacts (small statues that are only vaguely egg-shaped) that allow a form of digivolving called Armor Digivolution. As they are a fetish, they can be used even if some power prevents a digimon from naturally Digivolving. A Digimental can give a variety of possible Champion forms but only one alternate form per Digimental can be possessed by a single digimon and that form is in addition to the digimon's normal champion shape.



Once encountered a Digimental can be scanned into a Tamer's Digivice and activated just like a card. There were originally fifteen Digimentals but those of Tenacity, Pride, and Desire seem to have been lost and the Digimental of Darkness was transformed into the Digimental of Miracles by the Sovereigns so their effects are unknown. The surviving Digimentals are those of Courage (changes rookie into a fire digimon such as Flamedramon, Allomon, Boarmon and Lynxmon), Friendship (changes him into a electricity digimon such as Raidramon, Stegomon and Thunderbirdmon), Hope (Star digimon such as Pegasusmon, Saggitarimon, and Bullmon), Kindness (Tropical digimon such as Kangaroomon, Toucanmon and Chameleonmon), Knowledge (Insect digimon such as Flybeemon, Digmon, and Searchmon), Light (Mythical animals such as Harpymon, Nefertitimon, and Quetzalmon), Love (Air digimon such as Pteramon, Pipismon, and Swanmon), Miracles (wise animal digimon such as Peacockmon, Elephantmon, and Maildramon), Reliability (Water digimon such as Orcamon, Tylomon, and Archelomon), Sincerity (jungle digimon such as Frogmon, Ponchomon, and Nohemon), and the Digimental of Destiny (digimon with metal armor such as Rapidmon, Goatmon, and Reppamon.)

Digirruption

Level 1, Gnosis 7

If your digimon has a dig movement rate and she is confronting an opponent with the Emerald battle style then this card will allow your digimon to grow super-strong claws (or teeth or drills or whatever is used to dig) that do

aggravated damage to the opponent. If the digimon already does aggravated damage to that battle type then the damage is unsoakable.

Digivice (Green, Red, or Yellow)

Level 1, Gnosis 8

There are three of these cards each of which will only affect digimon with the corresponding battle style: Red affects Ruby, Green affects Emerald, and Yellow affects Topaz digimon. In every case, swiping these cards will allow an Ultimate/Perfect digimon to automatically digivolve to Mega level. Each card must be purchased separately.

Digivice (Green & Yellow, Red & Green, or Red & Yellow)

Level 2, Gnosis 8

These cards work the same as the digivice cards given above except that each card can be used for two digimon of different battle types. Many Tamers keep one card of each type that corresponds to their digimon's battle style to increase the chance of digivolution to mega. Each card must be purchased separately.

Digivolve to Champion

Level 1, Gnosis 6

This card will turn your Ultimate/Perfect or Mega level digimon back to Champion form. This can be done because the Champion form has a movement or ability that is more advantageous than the other forms. Unlike the Downgrade cards, it only affects your own digimon.

Digivolve Shining Digivolution

Level 4, Gnosis 6

This card will automatically cause your digimon to digivolve to the next level, even if he has not yet collected enough experience to attain that form naturally. The digivolution is temporary (only lasting one scene) and it will only evolve

the digimon to the next digivolve level: Rookie to Champion, Champion to Ultimate, etc. To use this card the tamer must void two cards in his hand.

Digivolve: Ultra Digivolve

Level 3, Gnosis 6

This card will automatically cause your digimon to digivolve to the next level, even if he has not yet collected enough experience to attain that form naturally. The digivolution is temporary (only lasting one scene) and it will only evolve the digimon to the next digivolve level: Rookie to Champion, Champion to Ultimate, etc. The only downside to this card is that the Tamer voids the rest of his hand and must redraw six new cards on his next turn.

Downgrade St-57

Level 3, Gnosis 6

One of the most powerful cards in the deck if used correctly, Downgrade St-57 will turn any Champion level digimon – including an opponent-back into a Rookie! It works automatically on your own digimon but an opponent is allowed a contested Willpower roll (at a difficulty equal to the Tamer's Willpower) to resist.



Downgrade St-57s

Level 5, Gnosis 7 Even more powerful than Downgrade St-57, this card will turn any Ultimate/Perfect level digimon –including an

opponent - back into a Rookie! It works automatically on your own digimon but an opponent is allowed a contested Willpower roll (at a difficulty equal to the Tamer's Willpower) to resist.

Even Steven

Level 3, Gnosis 6

This card will prevent a digimon from devolving back to a previous form. Even if the digimon loses all his health points and extra essence gained with a form he will not change back. Instead, the digimon fights on in his current form until defeated.

Flood

Level 2, Gnosis 6

This card will cause a localized thunderstorm. Normally this storm will do no more than get the tamer and his digimon wet but if the opponent digimon has the dig movement rate the water will flood any tunnels made causing two dice of drowning (bashing) damage per turn the opponent is underground.

Fly Away

Level 1, Gnosis 6

Takato's favorite card, Fly Away allows a digimon to grow wings and fly at a movement rate equal to his Willpower. When airborne the digimon can also add two dice to all attacks due to the force of the power behind this card.

Flytrap

Level 2, Gnosis 6

This card helps even the odds against flying digimon, it creates a sticky substance that gums up the wings or engine of the flyer and causes him to crash and take falling damage. The opponent is now grounded for a number of turns equal to the successes made when activating this card.

Force FX (Green, Red, or Yellow Offensive)

Level 1, Gnosis 6

All the Force FX cards will change your digimon's battle style to allow your digimon to do aggravated damage against an opponent he normally would only do lethal damage too. Each of the three types of Force FX cards count as separate cards that must be purchased separately. The three cards each last one scene and do the following:

1. Green Offensive: temporarily changes your digimon's battle style to the Emerald type allowing him to do aggravated damage to digimon that have the Ruby battle style.
2. Red Offensive: temporarily changes your digimon's battle style to the Ruby type allowing him to do aggravated damage to digimon that have the Topaz battle style.
3. Yellow Offensive: temporarily changes your digimon's battle style to the Topaz type allowing him to do aggravated damage to digimon that have the Emerald battle style.

Goliath

Level 5, Gnosis 7

This card will enlarge a digimon one-step per success on the size chart on page 66. Growing in size adds a number of extra bruised health levels and dots of Rage equal to the successes gained. For example, Cyberdramon (size level: 11) grew to Sauropod size (size level 15) when Ryo gained four successes on this card in episode 29 of the TV show. This gave Cyberdramon 5 extra health levels (not that he needed them) and increased the damage he did with his claws to Rage + 7, more than enough to delete poor Majiramon who was already injured due to the attacks of the other digimon.

Hyper Speed

Level 1, Gnosis 6

This card will give a digimon the ability to move and attack at supernatural speed. It can run at triple normal speed and take two actions in one turn for the rest of the scene.

Iron Drill

Level 1, Gnosis 6

This card gives your digimon the ability to dig at a rate equal to his Willpower. This ability may allow him to attack by burrowing beneath his opponent (in which case he gains two extra dice of damage do to surprise or possible cave in) or to dig his way out of a rockslide or similar attack.

Meat

Level 1, Gnosis 6

This card restores one point of essence to any carnivorous digimon. If the digimon also belongs to a normal animal brood (dog, cat, fox, etc) then it will restore two essence points.

Metal Attack

Level 2, Gnosis 7

This card gives a digimon the malfunction charm. If used against a mechanical digimon the card allows the charm to do an amount of damage equal to Rage +2 to the opponent.

Option Eater

Level 4, Gnosis 7

This card will void any previously slashed card except for a Digivice, Digivolve or Force FX card. This card may be your own (in which case it works automatically) or an opponent Tamer. If the latter than the opponent Tamer is allowed to resist by making an opposed Willpower roll at difficulty 7.

Organic Enhancer

Level 1, Gnosis 6

This card restores one point of essence to any herbivorous or omnivorous digimon. If the digimon also belongs to a normal animal brood (insect, horse, sheep, etc) then it will restore two essence points.

Pluck

Level 3, Gnosis 7

This card works only if confronting a flying digimon. It automatically sucks up four of the flying opponent's Essence points and downloads it to your digimon who can use them to heal himself or replace lost essence as normal.

Power Freeze

Level 4, Gnosis 7

This card will void any previously slashed Digivice, Digivolve (yes it makes your opponent devolve) or Force FX card. This card may be your own (in which case it works automatically) or an opponent Tamer. If the latter than the opponent Tamer is allowed to resist by making an opposed Willpower roll at difficulty 7.

Sacred Fruit

Level 2, Gnosis 6

This card will allow a digimon to use whatever attribute (Gnosis, Willpower, or Rage) has the most dice for his next attack or charm no matter what attribute is normally rolled. For example, a digimon with a Gnosis of 8, Rage of 6, and Willpower of 5 will roll Gnosis +2 for damage when swinging a sword on his next attack after this card is used. Sacred Fruit can only be used on an Ultimate/Perfect, Mega, or Chou digimon.

Shield Cards

Level varies (1 to 3), Gnosis 6

There are dozens of Shield cards such as the War Greymon Brave Shield card used in episode 15 of the anime. The cards actually cause a shield to materialize in the hand of your digimon. The shield adds a number of dice equal to its level to the soak roll of your digimon (so a level 2 shield card will add two dice to a soak roll) for a number of turns equal to successes rolled when activating this card.

Waterproof

Level 1, Gnosis 6

This card allows any digimon with a swim movement rate to grow gills and breathe underwater like a fish. It also adds +2 to all Willpower rolls for underwater athletics including striking a swimming opponent.

Weapon Cards

Level varies (2 to 4), Gnosis 6

There are dozens of Weapon cards including Battle Tomahawk (level 2) and Platinum Sword (level 4). These cards actually cause a copy of the weapon in question to materialize in the hand of your digimon. The weapon is wielded just like any other melee or firearm and last for one a number of turns equal to the successes rolled before vanishing. The amount of damage done by the weapon depends on its level as follows:

Level 2: usable by any digimon of Rookie level or higher, causes Rage +1 points of damage.

Level 3: usable by any digimon of Ultimate/Perfect level or higher, causes Rage +2 points of damage.

Level 4: usable by any digimon of Mega level or higher, causes Rage +3 points of



Friends & Foes

“They are lethal creatures, who should be contained.”

- Yamaki, “Juggernaut”

Digi Gnomes



Digi Gnomes look like tiny chubby white humanoids with short legs and wing-like arms and are the servants and assistants of the Wyld & Weaver within the Digital World. They are basically the spirits of machinery, the little gremlins inside all machines that make the devices work. They can change reality to whatever is requested and are surprisingly powerful for such minor spirits. Digi Gnomes only speak in the spirit tongue, which sounds like happy giggling to humans.

While their origins as machine spirits would seem to make Digi-Gnomes Weaver spirits they are not fully of the Spider’s brood for, just as technology has changed and evolved, so the Digi Gnomes also have an affinity with the Wyld. This empathy with the Wyld gives Digi Gnomes a playful and fun loving nature that is quite at odds with the serious nature of most other Weaver spirits.

Size Level: 0 Gaffling with a Speed of 6 on the ground and 10 in flight

Gnosis: 4, Willpower: 10, Rage: 1, Essence: 30 (15 if materialized on the Physical World)

Charms: Acquisition, Adaptation, Airt Sense, Control Electrical Systems, Craft Technology, Create Figment, Glowing Flame, Materialize, Reform, and Swarm

Digimon & Digital Net Spiders

Below are basic statistics for over 360 digimon species. All of the statistics for these digimon are from the original Digi-Battle cards. In some cases several cards (in Guilmons case I actually used 13 different cards) were used to get an average.

All digimon statistics are given in the following formula: Name, Battle Style (a colored square), Types (Rank, Program Type, Brood, Size, health levels, and walking speed), Physical Description, Attributes, and basic attacks with charms in *italics*). The statistics are done in simple spirit format for casual NPCs. For example, Monodramon (below) can roll Rage for Beat Knuckle and Willpower for Cracking Bite instead of the Storyteller needing to look up each individual charm. For major NPCs, I suggest using the normal character creation rules.

In a few cases more than one battle type (the colored square) or Program Type will be given. In these cases, the digimon has an equal chance to belong to either type. The official code names are given for each attack form and I have put a sample charm for each attack. The Storyteller can change or add to these charms based upon that name and familiarity with that digimon type if she wishes.



Converting your own Digi-Battle cards to the World of Darkness is surprisingly easy. First select your card, let's use Monodramon: card BO-272 for an example...

First simply from reading the text we know his name (Monodramon), his Rank (Rookie or 1st), his Program Type (Vaccine), his Battle Style (Emerald from the green square on the top left hand corner), and his basic appearance (a small purple wyvern). Size and speed is a bit iffy and we have to either make it up or go with what is shown in the cartoons: in the later case, he is size level two and speed 6 with flight speed 10.

Now for his attributes. Attributes can be easily derived from a digimon's special attacks. In Monodramon's case, that is Beat Knuckle (380), Cracking Bite (240), and Defend (150). Defend ALWAYS equates to Gnosis, the lowest or physical attack usually equals Willpower, and the obviously magical attack usually equates to Rage. Essence is the total of these three sums. Simply divide the card statistic by 50 to get the World of Darkness statistic. So Monodramon has a...

Gnosis of 3 (Defense 150/ 50 =3)

Willpower of 5 (Cracking Bite 240/50 = 4.8 rounded up to 5)

Rage of 8 (Beat Knuckle 380/50 = 7.6 rounded up to 8)

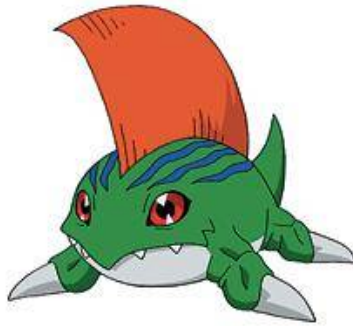
Essence 16 (3 + 5 + 8 = 16)

Converting your own cards is a great way to get ideas for individual characters for, unlike in animation where the same model is used for each digimon (this saves money in animation) each card features a different individual who clearly looks different from others of his species. For example, compare these three cards that feature Guilmon...



Each gives a very different impression and possible character concept, from a muscular warrior, to the familiar TV goofball, all the way to an elegant and sleek dragon, yet they are all members of the Guilmon species. In addition, each has different statistics, which further individualizes the characters, and the cards can be used as game props as well to show the other players what a certain character looks like.

Rank 1 (Rookie/Child Rank Digimon)



Betamon



Agumon



Biyomon

Name	Types	Description	Attributes		Attack Form
Agumon	Child/Rookie	A small orange dinosaur resembling a tiny <i>T. rex</i>	Gnosis	3	Defend
	Vaccine		Willpower	5	Claw Attack (<i>Cling</i>)
	Reptile		Rage	8	Pepper Breath (<i>Blast - fire</i>)
	Size level: 2		Essence	16	
	Health: 10				
	Speed: 7				
Armadillomon	Child/Rookie	A golden armadillo with red markings on the forehead like the Carbuncle of myth	Gnosis	2	Defend
	Vaccine		Willpower	8	Diamond Shell (<i>Armor</i>)
	Animal		Rage	5	Diamond Slamming (<i>Confrontation</i>)
	Size level: 2		Essence	15	
	Health: 7				
	Speed: 6				
Bearmon	Child/Rookie	A grey humanoid bear cub wearing a blue baseball cap. Also known as Kumamon	Gnosis	5	Defend
	Vaccine		Willpower	8	Justice Fist Thrust (<i>Bludgeon</i>)
	Animal		Rage	7	Bear Roll (<i>Confrontation</i>)
	Size Level: 3		Essence	20	
	Health: 10				
	Speed: 7				
Betamon	Child/Rookie	A tubby green salamander with a red crest on its back, blue stripes, and a white belly.	Gnosis	3	Defend
	Virus		Willpower	5	Beta Slugger (<i>Bludgeon</i>)
	Amphibian		Rage	7	Electric Shock (<i>Blast</i>)
	Size level: 2		Essence	15	
	Health: 9				
	Speed: 6				
Biyomon	Child/Rookie	A small pink bird with claws at the end of its wings	Gnosis	3	Defend
	Vaccine		Willpower	5	Pecking Attack (<i>Bludgeon</i>)
	Bird		Rage	7	Spiral Twister (<i>North Wind</i>)
	Size level: 2		Essence	15	

	Health: 9 Speed: 6, fly 10				
Black Agumon	Child/Rookie Virus Reptile Size level: 2 Health: 9 Speed: 7	A black theropod dinosaur, resembling a tiny <i>T. rex</i>	Gnosis Willpower Rage Essence	3 4 7 14	Defend Claw Attack (<i>Cling</i>) Darkness Breath (<i>Blast – dark oily flame</i>)
Black Gabumon	Child/Rookie Virus Reptile Size level: 2 Health: 7 Speed: 7	A unicorn horned white theropod dinosaur wearing the skin of a white striped black wolf.	Gnosis Willpower Rage Essence	3 5 7 15	Defend Dark Horn Attack (<i>Bludgeon</i>) Black Blaster (<i>Blast</i>)
Candlemon	Child/Rookie Data Fire Size level: 1 Health: 7 Speed: 4	A living candlestick	Gnosis Willpower Rage Essence	2 5 6 13	Defend Melted Wax (<i>Cling</i>) Flame Bomber (<i>Blast</i>)
Crabmon	Child/Rookie Data Sea Animal Size level: 1 Health: 6 Speed: 6, dig 4	A red and black giant crab	Gnosis Willpower Rage Essence	2 7 5 14	Defend Scissor Magic (<i>Slash</i>) Crab Meat Bomber (<i>Blast</i>)
Chuumon	Child/Rookie Virus Animal Size level: 1 Health: 5 Speed: 7	A hairless and pink humanoid rat	Gnosis Willpower Rage Essence	3 8 4 15	Defend Whisper Voice (<i>Suggestion</i>) Cheese Bomb (<i>Blast</i>)
Demi-Devimon	Child/Rookie Virus Evil (demon) Size level: 1 Health: 7 Speed: 4, fly 10	A, bat winged, black fuzz ball with two bird claws and wearing a hood	Gnosis Willpower Rage Essence	3 5 6 14	Defend Evil Whisper (<i>Blighted Touch</i>) Demi Dart (<i>Blast</i>)
Dorumon	Child/Rookie Data	A velociraptor covered in shaggy grey fur with tiny	Gnosis Willpower	5 7	Defend Dash Metal (Confrontation)

Animal	bat wings, a foxy	Rage	9	Metal Cannon (Blast)
Size level: 3	tail and a red gem	Essence	21	
Health: 12	in the forehead			
Speed: 9, fly 9				



Gazimon



Gabumon



Elecmon

Name	Types	Description	Attributes	Attack Form
Dracmon	Child/Rookie	A blue skinned humanoid with red claws and eyes in the palms of his hands who wears a black hood and has a barbed tail	Gnosis	5 Defend
	Virus		Willpower	9 Undead Fang (<i>Blood Sucking</i>)
	Evil (undead)		Rage	7 Eye of Nightmare (<i>Hypnotic Gaze</i>)
	Size Level: 3		Essence	21
Elecmon	Health: 10	A tubby red badger-like animal with long ears, purple stripes and eight tails	Gnosis	3 Defend
	Speed: 7		Willpower	5 Body Attack (<i>Bludgeon</i>)
			Rage	7 Sparkling Thunder (<i>Blast</i>)
			Essence	15 Special Charm: <i>Tunnel</i>
Falconmon	Child/Rookie	A black humanoid owl (not a falcon) with rust and purple markings and wearing a vest	Gnosis	5 Defend
	Vaccine		Willpower	6 Scratch Smash (<i>Confrontation</i>)
	Bird		Rage	8 Shuririnken (<i>Blast</i>)
	Size level: 2		Essence	19
Floramon	Health: 10	A yellow green walking plant with a mane of red petals and with hands that end in purple lilies	Gnosis	3 Defend
	Speed: 6, fly 10		Willpower	5 Stamen Rope (<i>Ensnare</i>)
			Rage	7 Rain of Pollen (<i>Blast</i>)
			Essence	15

	Health: 9 Speed: 6				
Gabumon	Child/Rookie Data Reptile Size level: 2 Health: 9 Speed: 7	A unicorn horned bipedal dinosaur that is wearing the skin of a blue striped wolf	Gnosis Willpower Rage Essence	3 5 7 15	Defend Horn Attack (<i>Bludgeon</i>) Blue Blaster (<i>Blast</i>)
Gaomon	Child/Rookie Data Animal Size level: 3 Health: 11 Speed: 7	A blue-grey humanoid husky dog wearing a red bandanna and boxing gloves	Gnosis Willpower Rage Essence	6 6 8 20	Defend Double Backhand (<i>Bludgeon</i>) Rolling Upper (<i>Confrontation</i>)
Gazimon	Child/Rookie Virus Animal Size level: 2 Health: 8 Speed: 9, Dig 6	A shaggy, long-eared, grey dog with the fore feet of an anteater	Gnosis Willpower Rage Essence	7 5 6 18	Defend Pitfall (<i>Quake</i>) Electric Stun Blast (<i>Blast</i>) Special Charm: <i>Tunnel</i>
Gizamon	Child/Rookie Virus Sea Animal Size level: 3 Health: 10 Speed: 6, swim 7	Resembles a d&d blulette but is yellow with webbed claws and has four fins on its back	Gnosis Willpower Rage Essence	3 5 7 15	Defend 4-Leg Kick (<i>Bludgeon</i>) Spiral Saw (<i>Slash</i>) Special Charm: <i>Tunnel</i>
Goburimon	Child/Rookie Virus Evil (Fairy) Size level: 3 Health: 10 Speed: 7	A green goblin wielding a club, also known as Goblinmon	Gnosis Willpower Rage Essence	3 5 7 15	Defend Goburi Strike (<i>Bludgeon</i>) Goburi Bomb (<i>Blast</i>)
Gomamon	Child/Rookie Vaccine Sea Animal Size level: 1 Health: 8 Speed: 6, swim 10	A white sea-lion with purple stripes and a red mane	Gnosis Willpower Rage Essence	3 5 7 15	Defend Claw Attack (<i>Slash</i>) Marching Fishes (<i>Call for Aid</i> - fish spirits)
Gotsumon	Child/Rookie Data	A small grey stone golem with yellow	Gnosis Willpower	2 7	Defend Rock Fist (<i>Bludgeon</i>)

Elemental (rock) eyes Rage 5 Crazy Crusher (*Blast*)

Size level: 3 Essence 14 Special Charm: *Armor*

Health: 8

Speed: 7, dig 4



Guilmon



Hanguramon



Impmon

Name	Types	Description	Attributes	Attack Form
Guilmon	Child/Rookie Virus Reptile Size level: 4 Health: 12 Speed: 7, dig 6	A child-sized red dinosaur with black stripes and bat-wing ears	Gnosis 4 Willpower 6 Rage 8 Essence 18	Defend Rock Breaker (<i>Tunnel</i>) Pyro Sphere (<i>Blast</i>)
Hanguramon	Child/Rookie Virus Machine Size level: 2 Health: 8 Speed: 4	A floating living set of gears	Gnosis 4 Willpower 5 Rage 6 Essence 15	Defend Gear Rollers (<i>Blast</i>) Darkness Gears (<i>Calcify</i>)
Hawkmon	Child/Rookie Data Bird Size level: 2 Health: 10 Speed: 6, fly 14	A small eagle-like bird with clawed wings and wearing a Native American headdress	Gnosis 4 Willpower 6 Rage 8 Essence 18	Defend Beak Pecking (<i>Slash</i>) Hawk Beam (<i>Blast</i>)
Impmon	Child/Rookie Virus Evil (Fairy) Size level: 2 Health: 9 Speed: 7	A purple gremlin wearing a red bandanna and gloves and with a yellow smiley face on his chest	Gnosis 4 Willpower 6 Rage 7 Essence 17	Defend Summon (<i>Hoarfrost</i>) Bada Boom (<i>Blast -fire</i>) Special Charm: <i>Malfunction</i>
Kamemon	Child/Rookie Data	A green, humanoid turtle	Gnosis 7 Willpower 7	Defend Pointer Arrow (<i>Airt Sense</i>)

	Cyborg Size level: 2 Health: 11 Speed: 4	with a cybernetic shell and tail and wearing a blue army helmet	Rage Essence	9 23	Met Tackle (<i>Bludgeon</i>)
Keramon	Child/Rookie n/a Weaver Spirit (net spider) Size level: 2 Health: 9 Speed: 6	a pale lavender floating jellyfish-like thing with two arms, antennae on the head and cables for tentacles	Gnosis Willpower Rage Essence	2 5 7 14	Defend Network Flapping (<i>Calcify</i>) Crazy Giggle (<i>Incite Frenzy</i>)
Kokuwamon	Child/Rookie Data Machine Size level: 3 Health: 8 Speed: 7	A small grey robot shaped like a beetle	Gnosis Willpower Rage Essence	3 7 5 15	Defend Mini Scissor Claws (<i>Slash</i>) Mini Electro Shocker (<i>Blast</i>)
Kotemon	Child/Rookie Data Reptile Size level: 2 Health: 9 Speed: 7	A small, white, humanoid lizard dressed in purple samurai robes and wielding a sword	Gnosis Willpower Rage Essence	5 9 7 21	Defend Fire Mask (<i>Fear-Struck</i>) Thunder Sword (<i>Slash</i>)
Kudamon	Child/Rookie Vaccine Mythical Beast Size Level: 2 Health: 11 Speed: 9	A white mongoose with gold markings and a golden club on its tail, based on the fabled ichneumon of Egyptian myth.	Gnosis Willpower Rage Essence	6 7 9 22	Defend Extreme Light Shock (<i>Glowing Flame</i>) Bullet Whirlwind (<i>Blast</i>)
Kunemon	Child/Rookie Virus Insectoid Size level: 2 Health: 8 Speed: 4, dig 4	A large yellow hornworm with black lightning-bolt shaped markings.	Gnosis Willpower Rage Essence	3 5 6 14	Defend Poison Winder (<i>Ensnare</i>) Electro Thread (<i>Blast</i>)
Labramon	Child/Rookie Vaccine Animal Size level: 3 Health: 10 Speed: 9	A white dog with the red ears and tail of the classic faerie hound of Celtic myth	Gnosis Willpower Rage Essence	2 5 7 14	Defend Cure Liquor (<i>Heal</i>) Retrieving (<i>Ensnare</i>)



Lopmon



Otamamon



Monodramon

Name	Types	Description	Attributes		Attack Form
Lalamon	Child/Rookie	A tubby green humanoid with stubby limbs and a head that forms a pink flower bud Also called Raramon	Gnosis	5	Defend
	Data		Willpower	6	Sing a Song (<i>Emotional Aura</i>)
	Plant		Rage	8	Nut Shoot (Blast)
	Size Level: 2 Health: 10 Speed: 4		Essence	19	
Leormon	Child/Rookie	A medium sized wildcat similar to an African Golden cat with blue eyes and wearing a gold collar	Gnosis	5	Defend
	Vaccine		Willpower	8	Critical Bite (<i>Gnaw</i>)
	Animal		Rage	7	Leo Claw (<i>Slash</i>)
	Size level: 3 Health: 10 Speed: 9		Essence	20	
Lopmon	Child/Rookie	A light pale chocolate bipedal bunny rabbit with pink stripes and a horn on its head	Gnosis	2	Defend
	Data		Willpower	5	Blazing Fire (<i>Blast</i>)
	Animal		Rage	8	Tiny Twister (<i>North Wind</i>)
	Size level: 1 Health: 9 Speed: 7		Essence	15	
Lunamon	Child/Rookie	A pinkish white humanoid with a head with four flap-like ears, five clawed hands, and yellow crescent markings	Gnosis	5	Defend
	Data		Willpower	7	Luna Claw (<i>Slash</i>)
	Sea Animal		Rage	9	Tear Shoot (<i>Blast</i>)
	Size level: 2 Health: 11 Speed: 7		Essence	21	
Monodramon	Child/Rookie	A small purple wyvern with golden markings and silver claws (fly)	Gnosis	3	Defend
	Vaccine		Willpower	5	Crackling Bite (<i>Gnaw</i>)
	Dragon		Rage	8	Beat Knuckle (<i>Bludgeon</i>)
	Size level: 2 Health: 10 Speed: 6, fly 10		Essence	16	

Muchimon	Child/Rookie	A small red and yellow penguin with clawed flippers	Gnosis	3	Defend
	Data		Willpower	7	Tropical Beak (<i>Bludgeon</i>)
	Bird		Rage	5	Ardent Flair (<i>Glowing Flame</i>)
	Size level: 1		Essence	15	
	Health: 6 Speed: 6, swim 10				
Mushroomon	Child/Rookie	A walking mushroom (whitish green with a purple and yellow cap) wearing red gloves and shoes	Gnosis	3	Defend
	Virus		Willpower	6	Fungus Cruncher (<i>Bludgeon</i>)
	Plant		Rage	5	Laughing Smashing (<i>Harrow</i>)
	Size level: 2		Essence	14	
	Health: 7 Speed: 4				
Otamamon	Child/Rookie	A giant purple tadpole with two forelimbs	Gnosis	2	Defend
	Virus		Willpower	5	Slamming Attack (<i>Bludgeon</i>)
	Amphibian		Rage	6	Stun Bubble (<i>Blast</i>)
	Size level: 2		Essence	13	
	Health: 8 Speed: 4, swim 10				
Palmon	Child/Rookie	A green bipedal plant with sharp teeth and a large pink flower on its head	Gnosis	3	Defend
	Data		Willpower	7	Poison Ivy
	Plant		Rage	5	Stinking Attack
	Size level: 2		Essence	15	
	Health: 7 Speed: 7				
Patamon	Child/Rookie	An orange and white guinea pig with bat wings for ears	Gnosis	3	Defend
	Data		Willpower	5	Slamming Attack (<i>Bludgeon</i>)
	Animal		Rage	7	Boom Bubble (<i>Blast</i>)
	Size level: 1		Essence	15	
	Health: 8 Speed: 6, fly 6				
Phascomon	Child/Rookie	A demonic koala with grey fur, horns, tiny bat wings and red eyes markings	Gnosis	4	Defend
	Virus		Willpower	4	Eucaly Claw (<i>Slash</i>)
	Animal		Rage	8	Evil Snore (<i>Sleep</i>)
	Size level: 2		Essence	16	
	Health: 10 Speed: 6, fly 7				
Psychemon	Child/Rookie	A unicorn horned pink bipedal dinosaur that is	Gnosis	3	Defend
	Data		Willpower	5	Striped Horn Attack (<i>Bludgeon</i>)

Reptile	wearing the skin	Rage	7	Colored Sparkles (<i>Blast</i>)
Size level: 2	of a purple striped	Essence	15	
Health: 9	wolf			
Speed: 7				



Renamon



Terriermon



Wormmon

Name	Types	Description	Attributes		Attack Form
Renamon	Child/Rookie	A golden furred humanoid fox with purple yin yang markings	Gnosis	4	Defend
	Data		Willpower	6	Power Paw Punch (<i>Bludgeon</i>)
	Animal		Rage	7	Diamond Storm (<i>Blast</i>)
	Size level: 4		Essence	17	
	Health: 11				
	Speed: 9				
Salamon	Child/Rookie	A cute white puppy with long floppy ears	Gnosis	3	Defend
	Vaccine		Willpower	5	Petty Punch (<i>Bludgeon</i>)
	Data		Rage	7	Puppy Howl (<i>Howl</i>)
	Size level: 2		Essence	15	
	Health: 9				
	Speed: 9				
Snow Augumon	Child/Rookie	A small white dinosaur resembling a tiny T. rex	Gnosis	3	Defend
	Vaccine		Willpower	4	Ice Claw (<i>Slash</i>)
	Reptile		Rage	8	Little Blizzard (<i>Hoarfrost</i>)
	Size level: 2		Essence	15	
	Health: 10				
	Speed: 7				
Snow Goburimon	Child/Rookie	A blue skinned goblin who is wearing fur clothing and carrying a club	Gnosis	3	Defend
	Virus		Willpower	5	Snow Cudgel (<i>Bludgeon</i>)
	Evil (fairy)		Rage	7	Bolt Strike (<i>Blast</i> - ice bolt)
	Size level: 3		Essence	15	
	Health: 10				

		Speed: 7			
Syakomon	Child/Rookie	A red clam shell that opens up to reveal a cute green creature within	Gnosis	3	Defend
	Virus		Willpower	5	Water Pressure (<i>Desiccation</i>)
	Sea Animal		Rage	6	Black Pearl Blast (<i>Blast</i>)
	Size level: 2 Health: 8 Speed: 4, swim 6		Essence	14	
Tapirmon	Child/Rookie	A Baku, a mythical tapir with dark coloring and the tusks of an elephant that eats bad dreams	Gnosis	3	Defend
	Vaccine		Willpower	7	Waking Dream (<i>Rapture</i>)
	Animal		Rage	4	Deleting Virus (<i>Nullify Dream</i>)
	Size level: 3 Health: 7 Speed: 9		Essence	14	
Tentomon	Child/Rookie	A three foot tall, bipedal ladybug beetle	Gnosis	2	Defend
	Vaccine		Willpower	5	Talon Attack (<i>Slash</i>)
	Insectoid		Rage	7	Super Shocker (<i>Blast</i>)
	Size level: 2 Health: 9 Speed: 7		Essence	14	
Terriermon	Child/Rookie	A white and green cross between a dog and a rabbit with very long ears and a single horn on the forehead	Gnosis	4	Defend
	Vaccine		Willpower	6	Bunny Blast (<i>Blast</i>)
	Animal		Rage	7	Terrier Tornado (<i>Updraft</i>)
	Size level: 1 Health: 8 Speed: 7		Essence	17	
Toyagumon	Child/Rookie	A small grey tyrannosaur made out of living Lego building blocks	Gnosis	4	Defend
	Virus		Willpower	5	Block Punch (<i>Bludgeon</i>)
	Puppet		Rage	6	Toy Flame (<i>Blast</i>)
	Size level: 2 Health: 8 Speed: 7		Essence	15	
Tsukaimon	Child/Rookie	A purple and white guinea pig with bat wings for ears	Gnosis	3	Defend
	Virus		Willpower	5	Slamming Attack (<i>Bludgeon</i>)
	Animal		Rage	7	Purple Fog (<i>Concealment</i>)
	Size level: 1 Health: 8 Speed: 6, fly 6		Essence	15	
Veemon	Child/Rookie	A small blue and white wingless dragon with a yellow V on the	Gnosis	4	Defend
	Vaccine		Willpower	6	Vee Headbutt (<i>Confrontation</i>)
	Dragon		Rage	5	Vee Punch (<i>Bludgeon</i>)

	Size level: 2	forehead	Essence	15	
	Health: 7				
	Speed: 7				
Wormmon	Child/Rookie	A giant green caterpillar with red markings	Gnosis	3	Defend
	Virus		Willpower	7	Sticky Net (<i>Ensnare</i>)
	Insectoid		Rage	5	Silk Thread (<i>Blast</i>)
	Size level: 2		Essence	15	
	Health: 7				
	Speed: 4				

Rank 2 (Adult/Champion Rank Digimon)



Airdramon



Bakemon



Allomon

Name	Types	Description	Attributes	Attack Form
Airdramon	Adult/Champion Data Dragon Size level: 12 Health: 22 Speed: 4, fly 10	A winged snake (amphiptere) with blue scales and red bat wings. A bone helmet covers the upper part of its dragon's head	Gnosis 4 Willpower 7 Rage 10 Essence 21	Defend God Tornado (<i>Blast</i>) Spinning Needle (<i>Updraft</i>)
Allomon	Adult/Champion Data Dinosaur Size level: 12 Health: 21 Speed: 7	A blue <i>Allosaurus</i> with red stripes and wearing a Native American headdress	Gnosis 5 Willpower 6 Rage 9 Essence 20	Defend Dynamite Head (<i>Confrontation</i>) Dino Burst (<i>Blast</i> -fire)
Angemon	Adult/Champion Vaccine Angel Size level: 10 Health: 18 Speed: 7, fly 14	A male four angel dressed in white, that wields a spear (for the female see Angewomon: an ultimate)	Gnosis 4 Willpower 7 Rage 8 Essence 19	Defend Holy Rod (<i>Slash</i>) Hand of Destiny (<i>Blast</i>)

Ankylommon		Adult/Champion	A gold plated <i>Ankylosaurus</i> with spikes on its back and a spiked tail mace	Gnosis	5	Defend
		Data		Willpower	8	Armor of Light (<i>Confrontation</i>)
		Dinosaur		Rage	9	Tail mace (<i>Bludgeon</i>)
		Size level: 12		Essence	22	Special Charm: <i>Armor</i>
		Health: 21				
		Speed: 6, dig 4				
Apemon		Adult/Champion	A golden ape with spiky fur that carries a bone club	Gnosis	4	Defend
		Vaccine		Willpower	8	Mega Bone Stick (<i>Bludgeon</i>)
		Animal		Rage	7	Metallic Fur (<i>Spikes</i>)
		Size level: 6		Essence	19	
		Health: 13				
		Speed: 7				
Aquilamon		Adult/Champion	A giant bald eagle with the horns of a ram	Gnosis	4	Defend
		Data		Willpower	7	Grand Horn (<i>Bludgeon</i>)
		Bird		Rage	10	Blast Laser (<i>Blast</i>)
		Size level: 8		Essence	21	
		Health: 18				
		Speed: 7, fly 14				
Archelomon		Adult/Champion	A dragon headed turtle with razor edged flippers	Gnosis	5	Defend
		Data		Willpower	8	Fin Cutters (<i>Slash</i>)
		Reptile		Rage	9	Ocean Streamer (<i>Flood</i>)
		Size level: 12		Essence	22	
		Health: 21				
		Speed: 4, swim 9				
Bakemon		Adult/Champion	A classic sheet-type ghost floating just off the ground	Gnosis	5	Defend
		Virus		Willpower	8	Zombie Claw (<i>Slash</i>)
		Undead		Rage	7	Death Charm (<i>Drain Life</i>)
		Size level: 3		Essence	20	
		Health: 10				
		Speed: 6				
Birdramon		Adult/Champion	A phoenix with feathers of flame and a dragon-like head	Gnosis	4	Defend
		Data		Willpower	7	Fire Flapping (<i>Fire Armor</i>)
		Bird		Rage	8	Meteor Wing (<i>Blast</i>)
		Size level: 11		Essence	19	
		Health: 19				
		Speed: 7, fly 10				
Black Garurumon		Adult/Champion	A Hispo form werewolf with white striped black fur and with feather-like tufts of fur on the shoulders	Gnosis	4	Defend
		Virus		Willpower	8	Ice Cannon (<i>Manipulate Element - Ice</i>)
		Animal		Rage	9	Dark Howl (<i>Howl</i>)
		Size level: 7		Essence	21	
		Health: 16				
		Speed: 10				








Black Gatomon



Boarmon










Bogymon

Name	Types	Description	Attributes		Attack Form
Black Gargomon	 Adult/Champion	An evil clone of Gargomon, black and grey with a red mark on the forehead and silver machine gun hands (also called Black Galgomon)	Gnosis	5	Defend
	Virus		Willpower	9	Bunny Pummel (<i>Bludgeon</i>)
	Animal		Rage	7	Gargo Pellets (<i>Blast-gun</i>)
	Size level: 6		Essence	21	
	Health: 13				
Black Gatomon	 Adult/Champion	A bipedal black cat with tufted ears and clawed purple gloves. Also called Black Tailmon. Always Female, see Mikemon for male	Gnosis	7	Defend
	Virus		Willpower	12	Neko Punch (<i>Bludgeon</i>)
	Animal		Rage	10	Cat Tail (<i>Ensnare</i>)
	Size level: 3		Essence	29	
	Health: 13				
Black Growlmon	 Adult/Champion	An evil clone of Growlmon that is black with red markings	Gnosis	6	Defend
	Virus		Willpower	7	Plasma Blade (<i>Slash</i>)
	Dragon		Rage	8	Exhaust Flame (<i>Blast -fire</i>)
	Size level: 11		Essence	21	
	Health: 19				
Boarmon	 Adult/Champion	An orange boar with a red head and neck, grey snout and ears and a flaming crest	Gnosis	5	Defend
	Data		Willpower	8	Slamming Flame (<i>Fire Armor</i>)
	Animal		Rage	9	Nose Blaster (<i>Blast</i>)
	Size level: 9		Essence	22	
	Health: 18				
Bomber Nanimon	 Adult/Champion	A spherical black humanoid wearing red wrestling clothes, the ball-shaped body is really a bomb with a	Gnosis	3	Defend
	Virus		Willpower	7	Baku Oyaja Punch (<i>Confrontation</i>)
	Invader		Rage	6	Bomber (<i>Blast - bomb</i>)
	Size level: 5		Essence	16	
	Health: 11				

lighted fuse

Speed: 7

Bogeymon		Adult/Champion Virus Evil (demon) Size Level: 4 Health: 13 Speed: 7, fly 10	A small red demonic imp with a pitchfork and purple horns and wings	Gnosis Willpower Rage Essence	6 7 9 22	Defend Death Clash (<i>Sash</i> with pitchfork) Ruby Eye (<i>Harrow</i>)
Bullmon		Adult/Champion Vaccine Animal Size level: 8 Health: 17 Speed: 9	A brown bull with blue and gold armor and wearing a red Matador's cape	Gnosis Willpower Rage Essence	5 9 9 23	Defend Tail Whipping (<i>Ensnare</i>) Matador Dash (<i>Confrontation</i>)
Butterflymon		Adult/Champion Vaccine Insectoid Size level: 5 Health: 14 Speed: 7, fly 9	A humanoid yellow butterfly with blue and white wings	Gnosis Willpower Rage Essence	7 7 9 23	Defend Sweet Honey Straw (<i>Scale</i>) Sweet Pheromone (<i>Hallucination</i>)
Centaurumon		Adult/Champion Data Mythical Animal Size level: 7 Health: 15 Speed: 10	An orange and purple centaur	Gnosis Willpower Rage Essence	4 7 8 19	Defend Jet Gallop (<i>Confrontation</i>) Solar Ray (<i>Blast</i> – arrows)
Chameleomon		Adult/Champion Virus Reptile Size level: 9 Health: 17 Speed: 6	A giant green chameleon with red stripes and wearing green army helmet	Gnosis Willpower Rage Essence	4 9 8 21	Defend Tongue Lashing (<i>Ensnare</i>) Wide Eyes (<i>Heat</i>)
Clockmon		Adult/Champion Data Machine Size level: 4 Health: 12 Speed: 7	A humanoid clock carrying a metal mallet	Gnosis Willpower Rage Essence	4 7 8 19	Defend Time Buster (<i>Thunderclap</i>) Chrono Breaker (<i>Calcify</i>)
Coelamon		Adult/Champion Data	A coelacanth with a skull for a head	Gnosis Willpower	4 7	Defend Fossil Bite (<i>Slash</i>)

Sea Animal
Size level: 5
Health: 14
Speed: 4, swim 9

Rage 8
Essence 19

Water Bullet (*Blast*)



Devidramon



Divermon












Dobermon

Name	Types	Description	Attributes		Attack Form
Cyclonemon	Adult/Champion	A wingless yellow dragon with one arm larger than the other. Based on the Caribbean dragon, Huracan	Gnosis	6	Defend
	Virus		Willpower	8	Arm Bomber (<i>Ensnare</i>)
	Dragon		Rage	8	Hyper Heat (<i>Heat</i>)
	Size level: 12		Essence	22	
	Health: 20 Speed: 7				
Darkrizamon	Adult/Champion	A dragon composed of black flame with a silver helmet on its head, also called Dark-Lizardmon	Gnosis	5	Defend
	Virus		Willpower	7	Snipe Fang (<i>Slash</i>)
	Dragon		Rage	8	Dark Flare (<i>Blast-fire</i>)
	Size level: 4		Essence	20	Special (<i>Fire Armor</i>)
	Health: 12 Speed: 7				
Deputymon	Adult/Champion	A gunslinger whose chest is a giant pistol and whose face is hidden by a cowboy hat and bandanna that exposes only a pair of yellow eyes.	Gnosis	4	Defend
	Vaccine		Willpower	6	Russian Roulette (<i>Divide & Conquer</i>)
	Mutant		Rage	8	Justice Bullet (<i>Blast</i>)
	Size level: 5		Essence	18	
	Health: 13 Speed: 7				
Dark Tyrannomon	Adult/Champion	A black Godzilla-like dinosaur with green back plates, red stripes and a white belly	Gnosis	5	Defend
	Virus		Willpower	7	Iron Tail (<i>Bludgeon</i>)
	Dinosaur		Rage	8	Fire Blast (<i>Blast-flame</i>)
	Size level: 13		Essence	20	
	Health: 21 Speed: 7				
Deltamon	Adult/Champion	A blue dinosaur with a robot dinosaur head for one hand and a	Gnosis	5	Defend
	Virus		Willpower	7	Serpent Bite (<i>Venom</i>)
	Dinosaur		Rage	8	Triple Forces (<i>Blast-laser</i>)
	Size level: 12		Essence	20	

dinosaur's skull for
the other

Health: 20
Speed: 7

Devidramon		Adult/Champion Virus Dragon Size level: 12 Health: 20 Speed: 7, fly 10	A demonic dragon with four red eyes and tattered wings	Gnosis Willpower Rage Essence	5 7 8 20	Defend Crimson Claw (<i>Slash</i>) Red Eyes (<i>Suggestion</i>)
Devimon		Adult/Champion Virus Evil Size level: 7 Health: 15 Speed: 7, fly 10	A black demon with bat wings. Devimon is always male, for the female see Lady Devimon	Gnosis Willpower Rage Essence	5 8 8 21	Defend Touch of Evil (<i>Slash</i>) Evil Wing (<i>Blast</i>)
Digmon	 	Adult/Champion Vaccine Insectoid Size level: 7 Health: 18 Speed: 6, dig 9	A four limbed insect-like beast with a drill for a snout and on each forepaw	Gnosis Willpower Rage Essence	7 10 11 28	Defend Rock Crashing (<i>Quake</i>) Gold Rush (<i>Blast</i>)
Dinohumon	 	Adult/Champion Data Reptile Size level: 6 Health: 16 Speed: 7	A lizard man, green with purple stripes and wearing the clothing of a Native American brave	Gnosis Willpower Rage Essence	7 9 10 26	Defend Akinakes (<i>Slash</i>) Lizard Dance (<i>Confrontation</i>)
Divermon		Adult/Champion Virus Amphibian Size level: 5 Health: 11 Speed: 7, swim 10	A fish man like the creature of the Black Lagoon or the deep ones of the Cthulu mythos	Gnosis Willpower Rage Essence	5 9 6 20	Defend Striking Fish (<i>Slash -spear</i>) Bubble Blast (<i>Blast</i>)
Doberman		Adult/Champion Virus Animal Size level: 5 Health: 13 Speed: 9	A black and tan Doberman pincer dog with a metal spiked collar	Gnosis Willpower Rage Essence	5 10 8 23	Defend Grey Noise (<i>Fear Struck</i>) Black Beam (<i>Blast</i>)
Doggymon		Adult/Champion Data Puppet	A living stuffed toy dog with tan fur, floppy purple	Gnosis Willpower Rage	5 9 7	Defend Ultra Bite (<i>Gnaw</i>) Jesting Howling (<i>Howl</i>)

Size level: 3
Health: 10
Speed: 9

ears, and large
pointed teeth

Essence 21








Dokugamon










Dolphmon



Fangmon

Name	Types	Description	Attributes	Attack Form		
Dokugumon		Adult/Champion	A giant black and red spider with a skull and cross-bones on its back	Gnosis	5	Defend
		Virus		Willpower	7	Poison Thread (<i>Entsnare</i>)
		Insectoid		Rage	7	Poison Cobweb (<i>Venom</i>)
		Size level: 6		Essence	19	
		Health: 13 Speed: 7				
Dolphmon		Adult/Champion	A blue dolphin with silver stripes and a fierce expression	Gnosis	4	Defend
		Vaccine		Willpower	8	Dolphin Kick (<i>Bludgeon</i>)
		Sea Animal		Rage	8	Pulse Blast (<i>Blast</i>)
		Size level: 6		Essence	20	
		Health: 14 Speed: 4, swim 14				
Dorugamon		Adult/Champion	A classic dragon wolf, lupine with grey and silver fur and bat wings with a red gem on the forehead	Gnosis	7	Defend
		Data		Willpower	9	Cannonball (<i>Blast</i>)
		Dragon		Rage	12	Power Metal (<i>Confrontation</i>)
		Size Level: 6		Essence	28	
		Health: 18 Speed: 9, fly 10				
Drimogemon		Adult/Champion	A giant purple and white mole with a drill protruding from its snout	Gnosis	3	Defend
		Data		Willpower	8	Mole's Claw (<i>Tunnel</i>)
		Animal		Rage	8	Iron Drill Spin (<i>Slash</i>)
		Size level: 10		Essence	19	
		Health: 18 Speed: 6, dig 7				
Ebidramon		Adult/Champion	A giant lobster with a dragons head	Gnosis	4	Defend
		Data		Willpower	8	Twin Scissors (<i>Slash</i>)
		Sea Animal		Rage	7	Lobster Step (<i>Disorient</i>)
		Size level: 5		Essence	19	
		Health: 12				

Speed: 6, swim 9

Elephantmon		Adult/Champion	An elephant with blue and red metal tusks and ears with matching armor on the head, back, and legs	Gnosis	5	Defend
		Vaccine		Willpower	9	Tusk Missile (<i>Blast</i>)
		Cyborg		Rage	9	Turbine Wave
		Size level: 11 Health: 20 Speed: 7		Essence	23	(<i>Thunderclap</i>)
Exveemon		Adult/Champion	A blue dragon with a white underside and wings, an V shaped orange mark is on the forehead	Gnosis	5	Defend
		Vaccine		Willpower	8	Critical Crunch (<i>Gnaw</i>)
		Dragon		Rage	9	Veelaser (<i>Blast</i> –laser)
		Size level: 10 Health: 19 Speed: 7, fly 10		Essence	22	
Fangmon		Adult/Champion	While often described as a wolf, Fangmon is clearly a lean red fox wearing purple sleeves and leggings	Gnosis	7	Defend
		Data		Willpower	9	Snipe Steal (<i>Slash</i>)
		Animal		Rage	9	Blast Coffin (<i>Blast</i>)
		Size level: 6 Health: 15 Speed: 9		Essence	25	
Firamon		Adult/Champion	A lammasu (winged lion) with metal armor that emits flame	Gnosis	8	Defend
		Vaccine		Willpower	10	Fira Claw (<i>Confrontation</i>)
		Animal		Rage	12	Flame Dive (<i>Fire Armor</i>)
		Size level: 7 Health: 19 Speed: 9, fly 14		Essence	30	
Flamedramon		Adult/Champion	A blue humanoid dragon with no wings and wearing flame emblazoned armor	Gnosis	5	Defend
		Vaccine		Willpower	8	Flame Fist (<i>Confrontation</i>)
		Dragon		Rage	8	Fire Rocket (<i>Fire Armor</i>)
		Size level: 10 Health: 18 Speed: 7		Essence	21	
Flarerizamon		Adult/Champion	A wingless dragon composed of living flame and wearing a metal helmet. Also known as Flame-Lizardmon	Gnosis	4	Defend
		Data		Willpower	8	Raging Inferno
		Dragon		Rage	8	(<i>Fire Armor</i>)
		Size level: 4 Health: 12 Speed: 7		Essence	20	Blaze Buster (<i>Blast</i>)
Flybeemon		Adult/Champion	A red humanoid bee with long ear-like antennae and a long "tail" ending in a stinger	Gnosis	5	Defend
		Data		Willpower	6	Poison Stinger (<i>Venom</i>)
		Insectoid		Rage	8	Fly Spark (<i>Blast</i> -lightning)
		Size level: 5 Health: 13 Speed: 6, fly 10		Essence	19	









Gargomon










Garurumon



Goatmon

Name	Types	Description	Attributes	Attack Form	
Frigemon	 Adult/Champion	A living snowman with round bear-like ears on the top of its head (also known as Yukidarumon)	Gnosis	4	Defend
	Vaccine		Willpower	8	Subzero Ice Punch (<i>Confrontation</i>)
	Elemental (ice)		Rage	7	Snow Ball (<i>Blast</i> -snowballs)
	Size level: 5		Essence	19	
	Health: 12				
	Speed: 7				
Frogmon	 Adult/Champion	A yellow tree frog wearing green armor	Gnosis	5	Defend
	Data		Willpower	9	Frog Bite (<i>Gnaw</i>)
	Amphibian		Rage	8	Bush Dagger (<i>Slash</i>)
	Size level: 4		Essence	22	
	Health: 13				
	Speed: 7				
Fugamon	 Adult/Champion	A classic Japanese oni (ogre) with brown skin, a bone club and wearing a tiger skin loincloth	Gnosis	3	Defend
	Virus		Willpower	8	Heavy Stick (<i>Bludgeon</i>)
	Evil (fairy)		Rage	9	Evil Hurricane (<i>Updraft</i>)
	Size level: 7		Essence	20	
	Health: 16				
	Speed: 7				
Gaogamon	 Adult/Champion	A blue and silver husky with two red tentacles that end in three claws growing from its shoulders	Gnosis	6	Defend
	Data		Willpower	11	Dash Double Claw (<i>Slash</i>)
	Animal		Rage	8	Gaoga Hound (<i>Blast</i>)
	Size level: 4		Essence	25	
	Health: 12				
	Speed: 9				
Gawappamon	 Adult/Champion	A cybernetic kappa with a turtle's shell, duck beak and a CD player on top of its head that shoots out razor sharp discs.	Gnosis	9	Defend
	 Data		Willpower	10	Gawappunch (<i>Bludgeon</i>)
	Cyborg		Rage	12	Gawappa Shooter (<i>Blast</i>)
	Size level: 3		Essence	31	
	Health: 15				
	Speed: 7, swim 10				

Gargomon		Adult/Champion Vaccine Animal Size level: 6 Health: 15 Speed: 7	A man-sized white and green rabbit with machineguns for hands and wearing a pair of blue jeans (also called Galgo-mon)	Gnosis Willpower Rage Essence	5 8 9 22	Defend Animal Upercut (<i>Bludgeon</i>) Gatling Arm (<i>Blast-bullets</i>)
Garurumon		Adult/Champion Vaccine Animal Size level: 7 Health: 15 Speed: 9	A Hispo form werewolf with silver fur striped with purple and feather-like tufts of fur on the shoulders	Gnosis Willpower Rage Essence	7 7 8 22	Defend Slamming Attack (<i>Bludgeon</i>) Howling Blaster (<i>Blast</i>)
Gatomon		Adult/Champion Vaccine/Virus Animal Size level: 3 Health: 18 Speed: 7	A bipedal white cat with tufted ears and clawed golden gloves, also known as a Tailmon, always Female, see Mikemon for male	Gnosis Willpower Rage Essence	4 8 7 19	Defend Lightning Claw (<i>Slash</i>) Cat's Eye Hypnotism (<i>Hypnotic Gaze</i>)
Gekomon		Adult/Champion Virus Amphibian Size level: 3 Health: 11 Speed: 6	Despite its name this is a bipedal green frog not a gecko lizard. It has google eyes, a long tongue and carries a tuba	Gnosis Willpower Rage Essence	5 8 8 21	Defend Tongue Attack (<i>Entsnare</i>) Symphony Crusher (<i>Howl</i>)
Gesomon		Adult/Champion Virus Sea Animal Size level: 7 Health: 15 Speed: 6, swim 14	A fanged squid with white coloring and a fanged maw walks on 8 legs using the two tentacles as arms.	Gnosis Willpower Rage Essence	5 7 8 20	Defend Elastic Arms (<i>Ensnare</i>) Coral Crusher (<i>Cling</i>)
Goatmon		Adult/Champion Vaccine Animal Size level: 5 Health: 13 Speed: 9	A grey goat with golden horns and wearing metal armor and a neck a bell around its neck	Gnosis Willpower Rage Essence	6 8 8 22	Defend Mystic Bell (<i>Fear Struck</i>) Milky Erode (<i>Blast</i>)
Gorillamon		Adult/Champion Data Animal	A white gorilla with a gun for a right arm	Gnosis Willpower Rage	4 9 7	Defend Power Lifting (<i>Cling</i>) Energy Cannon (<i>Blast</i>)

Size level: 7
Health: 14
Speed: 7

Essence 20







Growlmon



Guardromon



Icedevimon

Name	Types	Description	Attributes	Attack Form	
Greymon	 Adult/Champion	A huge orange tyrannosaur with blue stripes and wearing a three horned helmet	Gnosis	4	Defend
	Vaccine		Willpower	7	Great Horns Attack (<i>Bludgeon</i>)
	Dinosaur		Rage	8	Nova Blast (<i>Blast –fire</i>)
	Size level: 12		Essence	19	
	Health: 20 Speed: 7				
Grizzlymon	 Adult/Champion	A huge silvery purple grizzly bear wearing red armor, also spelled Grizzmon	Gnosis	7	Defend
	Vaccine		Willpower	11	Maul attack (<i>Slash</i>)
	Animal		Rage	9	Crescent Dawn (<i>Confrontation</i>)
	Size level: 7 Health: 16 Speed: 9		Essence	27	
	Growlmon		 Adult/Champion	A red dinosaur with black stripes, a white mane, two horns and blades on the arms	Gnosis
Virus		Willpower	7		Dragon Slash (<i>Slash</i>)
Dragon		Rage	9		Pyro Blaster (<i>Blast –fire</i>)
Size level: 11 Health: 20 Speed: 7		Essence	21		
Guardromon		 Adult/Champion	A clunky rusty red robot		Gnosis
	Virus	Willpower		6	Warning Laser (<i>Agony</i>)
	Machine	Rage		8	Guardian Barrage (<i>Blast</i>)
	Size level: 4 Health: 12 Speed: 7	Essence		19	

Halsemon	■	Adult/Champion Data Mythical Beast Size level: 7 Health: 16 Speed: 9, fly 20	A Mesopotamian griffin (an eagle's head, tail, and feet on a lion's body) with a metal helmet and 4 wings	Gnosis Willpower Rage Essence	4 8 9 21	Defend Udjat (<i>Hypnotic Gaze</i>) Tempest Wing (<i>Updraft</i>)
Ice Devimon	■	Adult/Champion Virus Evil (demon) Size Level: 7 Health: 15 Speed: 7	A white demon with bat wings, always male, for the female see Lady Devimon	Gnosis Willpower Rage Essence	4 7 8 19	Defend Frozen Claw (<i>Confrontation</i>) Tundra Freeze (<i>Hoarfrost</i>)
Ikkakumon	■	Adult/Champion Vaccine Sea Animal Size level: 12 Health: 19 Speed: 7, swim 10	A giant fluffy white walrus with a unicorn horn	Gnosis Willpower Rage Essence	4 7 7 18	Defend Heat Top (<i>Bludgeon</i>) Harpoon Torpedo (<i>Blast</i>)
Kabuterimon	■	Adult/Champion Vaccine Insectoid Size level: 11 Health: 19 Speed: 7, fly 10	A huge blue-black rhinoceros beetle	Gnosis Willpower Rage Essence	4 7 8 19	Defend Horn Attack (<i>Bludgeon</i>) Electro Shocker (<i>Blast</i>)
Kangarumon	■	Adult/Champion Vaccine Animal Size level: 6 Health: 13 Speed: 10	An orange kangaroo with a blue head and wearing red boxing gloves and shoes	Gnosis Willpower Rage Essence	4 9 7 20	Defend Jumping Jab (<i>Bludgeon</i>) Hop Step Jump (<i>Blast</i>)
Kiwimon	■	Adult/Champion Data Bird Size level: 5 Health: 13 Speed: 9	A giant (flightless) kiwi bird with leaves forming a mane around its neck and with a bone helmet on the head	Gnosis Willpower Rage Essence	3 7 8 18	Defend Jumping Kick (<i>Bludgeon</i>) Pummel Peck (<i>Confrontation</i>)
Kokatorimon	■	Adult/Champion Data Bird Size level: 4 Health: 13 Speed: 7, fly 9	A giant rooster-like white bird with a black cockatoo's crest and toothed beak	Gnosis Willpower Rage Essence	4 7 9 20	Defend Feather Sword (<i>Slash</i>) Frozen Fire Shot (<i>Blast</i>)



Kyubimon










Leomon



Meramon

Name	Types	Description	Attributes		Attack Form
Kongoumon	<div></div> Adult/Champion Data Insectoid Size level: 5 Health: 14 Speed: 7	A man sized golden beetle wielding weapons in each of its six arms and wearing a pearl necklace	Gnosis	5	Defend
			Willpower	10	Power Slapping (<i>Bludgeon</i>) Multiple Arm Bombs (<i>Blast</i>)
			Rage	9	
			Essence	24	
Kurisarimon	<div></div> Adult/Champion Net Spider Weaver Spirit Size level: 3 Health: 11 Speed: 7	A floating crab spider with cables for limbs, each cable ending in spearhead blades. A type net spider (also called Chrysalimon)	Gnosis	4	Defend
			Willpower	9	Data Crusher (<i>Drain Life</i>)
			Rage	8	Unconnect Buster (<i>Calcify</i>)
			Essence	21	
Kuwagamon	<div></div> Adult/Champion Virus Insectoid Size level: 11 Health: 18 Speed: 7, fly 10	A giant red-orange stag beetle	Gnosis	5	Defend
			Willpower	8	Scissor Claw (<i>Slash</i>)
			Rage	7	Power Guillotine (<i>Gnaw</i>)
			Essence	20	
Kyubimon	<div></div> Adult/Champion Data mythical Beast Size level: 6 Health: 15 Speed: 9	A nine tailed Japanese kitsune (fox spirit) with golden fur and yin yang markings, Always Female, see Reppamon for male	Gnosis	4	Defend
			Willpower	8	Dragon Wheel (<i>Confrontation</i>)
			Rage	9	Fox Tail Inferno (<i>Blast</i>)
			Essence	21	
Ladydevimon	<div></div> Adult/Champion Virus Evil (demon) Size level: 6 Health: 14	This is the female version of Devimon, she can turn herself into a cloud of black bats	Gnosis	6	Defend
			Willpower	8	Darkness Wave (<i>Swarm Form</i>)
			Rage	8	Black Wing (<i>Blast</i>)
			Essence	22	

Speed: 7, Fly 10

Leomon		Adult/Champion Vaccine Animal Size level: 7 Health: 16 Speed: 7	A humanoid lion with a golden mane and tawny fur	Gnosis Willpower Rage Essence	4 8 9 21	Defend Beast Sword (<i>Slash</i>) Fist of the Beast King (<i>Bast</i>)
Lynxmon		Adult/Champion Vaccine Animal Size level: 8 Health: 17 Speed: 9	A lynx whose fur is covered in solar flames	Gnosis Willpower Rage Essence	5 7 9 21	Defend Wild Nail Claws (<i>Slash</i>) Howling Buster (<i>Howl</i>)
Maidramon		Adult/Champion Vaccine Dragon Size level: 12 Health: 20 Speed: 9, fly 14	A silver dragon with gold and silver armor and metallic wings	Gnosis Willpower Rage Essence	5 10 8 23	Defend Iron Press (<i>Bludgeon</i>) Lightning Spear (<i>Blast</i>)
Mantaraymon		Adult/Champion Vaccine Sea Animal Size level: 12 Health: 20 Speed: 4, swim 9	A blue manta ray with metallic gold and silver markings	Gnosis Willpower Rage Essence	5 8 8 21	Defend Tail Booster (<i>Venom</i>) Torpedo Ray (<i>Blast</i>)
Mekanorimon		Adult/Champion Virus Machine Size level: 4 Health: 13 Speed: 7	A silver and blue robot, similar to Star Wars' R2D2 only with long arms and legs ending in claws	Gnosis Willpower Rage Essence	7 6 9 22	Defend 4-Disk Brake (<i>Disable</i>) Twin Beam (<i>Blast</i>)
Meramon		Adult/Champion Data Elemental (fire) Size level: 6 Health: 14 Speed: 7	A humanoid made of living fire	Gnosis Willpower Rage Essence	4 7 8 19	Defend Roaring Flame (<i>Fire Armor</i>) Fire Ball (<i>Blast</i>)
Mikemon		Adult/Champion Data Animal Size level: 3 Health: 10 Speed: 7	A white and brown humanoid cat with lynx-like ear tufts and clawed brown gloves, always male: see Gatomon for female	Gnosis Willpower Rage Essence	5 9 7 	Defend Neko Claw (<i>Slash</i>) Nikukyu Punch (<i>Confrontation</i>)



Monochromon



Moosemon



Mudfrigimon

Name	Types	Description	Attributes	Attack Form
Mojyamon	<div></div> Adult/Champion Vaccine Animal Size level: 7 Health: 15 Speed: 7	A yeti (abominable snowman) with long white fur	Gnosis 4 Willpower 7 Rage 8 Essence 19	Defend Bone Boomerang (<i>Blast</i>) Ice Cloud (<i>Freeze</i>)
Monochromon	<div></div> Adult/Champion Data Dinosaur Size level: 12 Health: 21 Speed: 9	A black and grey <i>Monoclonius</i> with a crocodilian muzzle and tail	Gnosis 4 Willpower 7 Rage 9 Essence 20	Defend Slamming Attack (<i>Bludgeon</i>) Volcanic Strike (<i>Blast</i>)
Moosemon	<div></div> Adult/Champion Data Animal Size level: 8 Health: 14 Speed: 10	Not a moose at all but an Irish Elk, this white and blue digimon is also known as Megacerosmon.	Gnosis 4 Willpower 8 Rage 6 Essence 18	Defend Horn Blade (<i>Slash</i>) Hanging Twister (<i>Updraft</i>)
Mothmon	<div></div> Adult/Champion Data Insectoid Size level: 5 Health: 13 Speed: 6, fly 10	A giant green moth with a machinegun for a tail	Gnosis 5 Willpower 8 Rage 8 Essence 21	Defend Energy Sucking (<i>Drain Life</i>) Morphon Gatling (<i>Blast</i>)
Mudfrigimon	<div></div> Adult/Champion Data Mutant Size level: 5 Health: 12 Speed: 7	As Frigimon but made of mud instead of snow. In Japan it is called Tsuchidarumon and is a living gingerbread man	Gnosis 4 Willpower 8 Rage 7 Essence 19	Defend Heavy Punch (<i>Bludgeon</i>) Mud Ball (<i>Blast</i>)
Musyamon	<div></div> Adult/Champion	A Japanese	Gnosis 6	Defend

		Virus	Samurai warrior	Willpower	7	Ninja Blade (<i>Slash</i>)
		Wizard		Rage	7	Shogun Sword (<i>Desiccation</i>)
		Size level: 6		Essence	20	
		Health: 13				
		Speed: 7				
Nanimon		Adult/Champion	A perfectly round (ball shaped) man dressed as a pro wrestler that looks like Mr. T.	Gnosis	2	Defend
		Virus		Willpower	4	Oyaji (<i>Confrontation</i>)
		Invader		Rage	6	Power Dive (<i>Break Wind</i>)
		Size level: 5		Essence	12	
		Health: 11				
		Speed: 7				
Nefertimon		Adult/Champion	A white sphinx with purple stripes and large wings who wears a golden headdress	Gnosis	5	Defend
		Vaccine		Willpower	9	Queen Paw (<i>Slash</i>)
		Mythical Beast		Rage	9	Rosetta Stone (<i>Blast</i>)
		Size level: 9		Essence	23	
		Health: 18				
		Speed: 9, fly 14				
Ninjamon		Adult/Champion		Gnosis	5	Defend
		Vaccine	A ninja in full uniform and with a red mask	Willpower	6	Ninja Hopping (<i>Divide & Conquer</i>)
		Mutant		Rage	8	Ninja Knife Throwing (<i>Blast - shurken</i>)
		Size level: 5		Essence	19	
		Health: 13				
		Speed: 7				
Nohemon		Adult/Champion	A living scarecrow with a crow on one arm, note that the core of the spirit is in the crow not the humanoid body	Gnosis	6	Defend
		Virus		Willpower	8	Delusion Claw (<i>Hallucination</i>)
		Puppet		Rage	8	William's Arrow (<i>Blast</i>)
		Size level: 5		Essence	22	
		Health: 13				
		Speed: 7				
Numemon		Adult/Champion	A giant green slug with goggle eyes and a hanging tongue	Gnosis	2	Defend
		Virus		Willpower	4	Super Stink (<i>Noxious Gas</i>)
		Animal		Rage	7	Party Time (<i>Break Wind</i>)
		size level: 3		Essence	13	
		Health: 10				
		Speed: 4				
Octomon		Adult/Champion	A red octopus wearing a diving helmet and carrying a sword and blaster	Gnosis	7	Defend
		Virus		Willpower	8	Spurting Ink (<i>Camouflage</i>)
		Sea Animal		Rage	7	Octopus Trap (<i>Ensnare</i>)
		Size level: 4		Essence	22	
		Health: 11				
		Speed: 6, swim 9				



Ogremon












Peacockmon



Pegasusmon

Name	Types	Description	Attributes		Attack Form
Ogremon	Adult/Champion Virus	A big green ogre carrying a club	Gnosis	5	Defend
			Willpower	7	Bone Cudgel (<i>Bludgeon</i>)
	Evil (fairy) Size level: 7 Health: 13 Speed: 7		Rage	8	Pummel Whack (<i>Confrontation</i>)
			Essence	20	
Opossumon	Adult/Champion Vaccine Animal	A small grey opossum wearing red gloves, boots and a hat and carrying a bunch of balloons	Gnosis	4	Defend
			Willpower	7	Mystery Hat (<i>Illusion</i>)
	Size level: 2 Health: 12 Speed: 7		Rage	10	Mad Balloon Bombs (<i>Blast</i>)
			Essence	21	
Orcamon	Adult/Champion Data Sea Animal	A humanoid killer whale wearing a life vest and with an inner tube around its waist	Gnosis	4	Defend
			Willpower	6	Reflection Wave (<i>Reflect</i>)
	Size level: 13 Health: 22 Speed: 6, swim 10		Rage	9	Ultrasonic Crusher (<i>Blast</i>)
			Essence	19	
Peacockmon	Adult/Champion Data Machine/Bird	A robotic blue peacock	Gnosis	4	Defend
			Willpower	8	Peahen's Assistance (<i>Call for Aid</i> -peahens)
	Size level: 5 Health: 15 Speed: 6, Fly 9		Rage	10	Rainbow Flapping (<i>Blast</i>)
			Essence	22	
Peckmon	Adult/Champion Vaccine	A golden ostrich wearing a purple body suit, visor, and scarf	Gnosis	7	Defend
			Willpower	11	Spiral Claw (<i>Slash</i>)
	Bird Size Level: 6 Health: 15 Speed: 10		Rage	9	Kunai Feathers (<i>Blast</i>)
			Essence	27	

Pippismon		Adult/Champion	A blue bat with red wings and a white belly and face. Instead of claws the wings, feet and tail are tipped with metal hooks	Gnosis	4	Defend
		Data		Willpower	8	Sky Jacker (<i>Possession</i>)
		Animal		Rage	9	Crazy Sonic Blaster (<i>Blast</i>)
		Size level: 3 Health: 12 Speed: 4, fly 10		Essence	21	
Pegasusmon		Adult/Champion	A winged horse wearing golden armor	Gnosis	6	Defend
		Vaccine		Willpower	9	Rodeo Gallop (<i>Bludgeon</i>)
		Mythical Beast		Rage	10	Shooting Star (<i>Blast</i>)
		Size level: 7 Health: 17 Speed: 10, fly 14		Essence	25	
Ponchomon		Adult/Champion	A floating barrel cactus wearing a poncho and a large Mexican sombrero (yes it's a ghostly Hispanic cactus!)	Gnosis	4	Defend
		Virus		Willpower	9	Tequila Knuckle (<i>Blighted Touch</i>)
		Undead/Plant		Rage	8	Cactus Butt (<i>Spines</i>)
		Size level: 5 Health: 13 Speed: 7		Essence	21	
Pteramon		Adult/Champion	A blue pterodactyl with a crest, fangs, and long tail who has the wings of a jet plane	Gnosis	4	Defend
		Data		Willpower	9	Sharp Wing (<i>Slash</i>)
		Dinosaur		Rage	8	Side Winder (<i>Blast</i> -missile)
		Size level: 12 Health: 20 Speed: 7, fly 14		Essence	21	
Quetzalmon		Adult/Champion	A silver winged serpent with a mane of green feathers and with golden red stripes (also known as Coatlmon)	Gnosis	5	Defend
		Vaccine		Willpower	8	Fossil Wave (<i>Crystallize</i>)
		Mythical Beast		Rage	9	Freezing Wave (<i>Freeze</i>)
		Size level: 11 Health: 20 Speed: 6, fly 14		Essence	22	
Rabbitmon		Adult/Champion	A pink bunny with very long ears	Gnosis	5	Defend
		Vaccine		Willpower	9	Ear Flapping (<i>Bludgeon</i>)
		Animal		Rage	7	Carrot Bomber (<i>Blast</i>)
		Size level: 3 Health: 10 Speed: 10		Essence	21	
Raidramon		Adult/Champion	A large dog with the head of a blue dragon with a large nose horn shaped like a lightning bolt	Gnosis	4	Defend
		Vaccine		Willpower	9	Electric Bite (<i>Gnaw</i>)
		Animal		Rage	9	Blue Thunder (<i>Blast</i>)
		Size level: 5 Health: 14 Speed: 9		Essence	22	
Raremon		Adult/Champion	A huge pile of rotting flesh with three eyes and a	Gnosis	3	Defend
		Virus		Willpower	8	Breath of Decay (<i>Noxious Gas</i>)

Undead huge fanged maw,
Size level: 11 it drags itself along
Health: 17 the ground on two
Speed: 6 clawed paws

Rage 6
Essence 17 Stinking Gas (*Break Wind*)



Raremon










Sanglupmon



Seasarmon

Name	Types	Description	Attributes		Attack Form
Redvegiemon	Adult/Champion	A huge, red, eggplant-like fruit with a large mouth full of fangs and vine-like arms ending in spiked goards	Gnosis	5	Defend
	Virus		Willpower	7	Poison Ivy (<i>Ensnare</i>)
	Plant		Rage	7	Rotten Rainballs (<i>Blast</i>)
	Size level :6		Essence	19	
	Health: 13				
Reppamon	Speed: 4	A brown fox with yin yang markings and a razor edged tail, always male - for the female see Kyubimon and Yokomon	Gnosis	8	Defend
	Adult/Champion		Willpower	12	Air-Splitting Kill (<i>Slash</i>)
	Vaccine		Rage	10	Firing Fangs (<i>Blast</i>)
	Animal		Essence	30	
	Size level: 6				
Rhinomon	Health: 16	An Indian (one horned) rhinoceros in golden plate armor	Gnosis	5	Defend
	Speed: 9		Willpower	8	Spirit Blade (<i>Slash</i>)
	Adult/Champion		Rage	10	Atomic Burst (<i>Blast</i>)
	Vaccine		Essence	23	
	Animal				
Roachmon	Size level: 10	A giant demonic winged cockroach	Gnosis	4	Defend
	Health: 20		Willpower	6	Flying Attack (<i>Blast</i>)
	Speed: 10		Rage	8	Dream Dust (<i>Noxious Gas</i>)
	Adult/Champion		Essence	18	
	Virus				
Rockmon	Insectoid	A monstrous giant with skin of stone	Gnosis	5	Defend
	Size level: 5		Willpower	8	Rock Punch (<i>Bludgeon</i>)
	Health: 13		Rage	6	Rock Ball (<i>Avalance</i>)
	Speed: 6, fly 10		Essence	19	
	Adult/Champion				

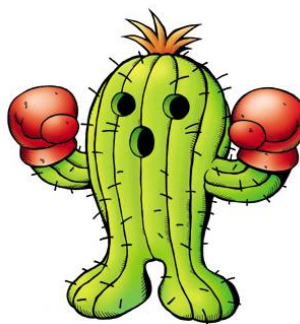
Sangloupmon		Adult/Champion Virus Animal/Undead Size level: 7 Health: 20 Speed: 10	A vampiric wolf with grey fur and red bat-shaped markings wearing purple armor and metal war-claws	Gnosis Willpower Rage Essence	7 10 13 30	Defend Black Mind (<i>Disappear</i>) Sticker Blade (<i>Slash</i>) Special Charm: <i>Blood Sucking</i>
Sand Yanmamon		Adult/Champion Data Insectoid Size level: 7 Health: 15 Speed: 6, fly 14	A giant grey dragonfly with green eyes and locust-like features	Gnosis Willpower Rage Essence	3 7 8 18	Defend Flying Break (<i>Shatter</i>) Desert Storm (<i>Create Wind</i>)
Sagittarimon		Adult/Champion Vaccine Mythical Beast Size level: 9 Health: 18 Speed: 14	A black centaur with red armor and tail on a rhino-like body, carries a longbow and arrows	Gnosis Willpower Rage Essence	5 8 9 22	Defend Meteor Gallop (<i>Avalance</i>) Judgement Arrow (<i>Blast</i>)
Seadramon		Adult/Champion Data Sea Animal Size level: 12 Health: 20 Speed: 4, swim 14	A sea serpent, green with red stripes and a golden head	Gnosis Willpower Rage Essence	4 7 8 19	Defend Ice Winder (<i>Cling</i>) ice Blast (<i>Hoarfrost</i>)
Seahomon		Adult/Champion Vaccine Sea Animal Size level: 7 Health: 14 Speed: 4, swim 10	A giant silver and gold seahorse	Gnosis Willpower Rage Essence	5 10 7 22	Defend Prism Rainbow (<i>Cleanse the Blight</i>) Dragon Noise (<i>Howl</i>)
Seasarmon		Adult/Champion Vaccine Animal Size level: 5 Health: 11 Speed: 9	A classic oriental fu dog, white with a golden mane and with a unicorn horn	Gnosis Willpower Rage Essence	5 6 8 19	Defend Sekkantou (<i>Tracking</i>) Tee Dia (<i>Blast</i>)
Searchmon		Adult/Champion Data Insectoid Size level: 4 Health: 12 Speed: 9	A giant white cricket with a satellite dish on its back and purple markings	Gnosis Willpower Rage Essence	4 8 8 20	Defend Busy Status (<i>Tracking</i>) Hertz Jamming (<i>Hallucination</i>)



Sheepmon










Shell Numemon



Togemon

Name	Types	Description	Attributes		Attack Form
Sepikmon	Adult/Champion Data Wizard Size level: 5 Health: 14 Speed: 7	An African witch doctor with the body of a monkey and charring a death fetish boomerang	Gnosis Willpower Rage Essence	6 8 9 23	Defend Charming Dance (<i>Seduce</i>) Spirit Boomerang (<i>Agony</i>)
Sethmon	Adult/Champion Vaccine Mythical Beast Size level: 5 Health: 13 Speed: 9	A shirokinu - katsukami, a type of Baku with the body of a tiger (see Tapirmon, a Rookie for more on Bakus)	Gnosis Willpower Rage Essence	4 7 8 19	Defend Tusk Biter (<i>Slash</i>) Heat Storm (<i>Heat</i>) Special Charm: <i>Nullify Dream</i>
Shadramon	Adult/Champion Virus Insectoid (fairy) Size level: 5 Health: 13 Speed: 7, fly 10	A pink and gold butterfly winged dragon with pincer claws and hoofed feet	Gnosis Willpower Rage Essence	5 10 8 23	Defend Flash Buster (<i>Blast</i>) Psychic Wave (<i>Emotional Aura</i>)
Sheepmon	Adult/Champion Vaccine Animal Size level: 5 Health: 13 Speed: 9	A black skinned sheep with pink wool and with a missile launcher on its back	Gnosis Willpower Rage Essence	5 8 8 21	Defend Silence of Rams (<i>Sleep</i>) Wool Grenade (<i>Blast</i>)
Shellmon	Adult/Champion Data Sea Animal Size level: 11 Health: 19 Speed: 6, swim 9, dig 4	A huge bright pink reptile with sea weed on its head and a conch shell on its back	Gnosis Willpower Rage Essence	4 7 8 19	Defend Slamming Attack (<i>Bludgeon</i>) Hydro Blaster (<i>Blast</i>)
Shell	Adult/Champion	A giant yellow	Gnosis	4	Defend

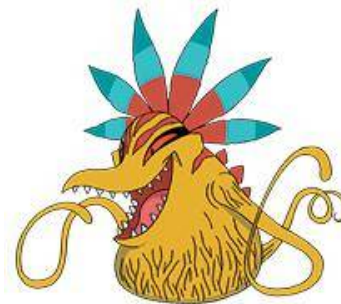
Numemon		Virus	snail with a pink shell marked with blue stripes	Willpower	6	Shell Attack (<i>Armor</i>)
		Sea Animal		Rage	7	Mantle poop (<i>Break Wind</i>)
		Size level: 3		Essence	17	
		Health: 10				
		Speed: 4				
Shima Unimon		Adult/Champion	A zebra striped unicorn wearing a helmet and with a red mane & tail	Gnosis	4	Defend
		Vaccine		Willpower	7	Wild Thunder (<i>Purify</i>)
		Mythical Animal		Rage	8	Raster Shot (<i>Blast</i>)
		Size level: 7		Essence	19	
		Health: 15				
		Speed: 14				
Snimon		Adult/Champion	A giant green preying mantis with metal sickles for fore claws	Gnosis	4	Defend
		Vaccine		Willpower	7	Slamming Attack (<i>Bludgeon</i>)
		Insectoid		Rage	8	Twin Sickles (<i>Slash</i>)
		Size level: 7		Essence	19	
		Health: 15				
		Speed: 7				
Starmon		Adult/Champion	A humanoid shaped like a metal star with eyes and with arms and legs protruding	Gnosis	4	Defend
		Data		Willpower	7	Hypnotism (<i>Hypnotic Gaze</i>)
		Mutant		Rage	9	Meteor Swarm (<i>Blast</i>)
		Size level: 5		Essence	20	
		Health: 14				
		Speed: 7				
Stegomon		Adult/Champion	A <i>Stegosaurus</i> with metal plates and spines	Gnosis	5	Defend
		Data		Willpower	8	Guillotine Wheel (<i>Slash</i>)
		Dinosaur		Rage	8	Shell Needle Rain (<i>Blast</i>)
		Size level: 12		Essence	21	
		Health: 20				
		Speed: 9				
Stingmon		Adult/Champion	A metallic green humanoid hornet	Gnosis	5	Defend
		Virus		Willpower	8	Spiking Strike (<i>Venom</i>)
		Insectoid		Rage	8	Evil Antenna (<i>Fear Struck</i>)
		Size level: 6		Essence	21	
		Health: 14				
		Speed: 7, fly 10				
Strikedramon		Adult/Champion	A wingless bipedal blue dragon that is wearing armor and green army pants	Gnosis	5	Defend
		Vaccine		Willpower	6	Strike Fang (<i>Gnaw</i>)
		Dragon		Rage	10	Strike Claw (<i>Slash</i>)
		Size level: 6		Essence	21	
		Health: 16				
		Speed: 7				



Togemogumon











Unimon



Vegemon

Name	Types	Description	Attributes		Attack Form
Sunflowmon	<div style="display: inline-block; width: 10px; height: 10px; background-color: red; margin-right: 5px;"></div> Adult/Champion Data Plant Size level: 9 Health: 21 Speed: 7, fly 10	A green bipedal dragon with the wings made out of leaves and a head shaped like a sunflower blossom	Gnosis	12	Defend
			Willpower	4	Cactus Tail (<i>Spikes</i>)
			Rage	12	Sunshine Beam (<i>Blast</i>)
			Essence	28	
Swanmon	<div style="display: inline-block; width: 10px; height: 10px; background-color: green; margin-right: 5px;"></div> Adult/Champion Vaccine Bird Size level: 5 Health: 14 Speed: 6, fly 10	A white swan wearing golden and bronze armor	Gnosis	5	Defend
			Willpower	7	White Wing Flapping (<i>Updraft</i>)
			Rage	9	Feather Tornado (<i>Blast</i>)
			Essence	21	
Tankmon	<div style="display: inline-block; width: 10px; height: 10px; background-color: green; margin-right: 5px;"></div> Adult/Champion Data Android Size level: 12 Health: 21 Speed: 7	A living army tank with a fanged maw under the turret and two machine gun shaped arms	Gnosis	5	Defend
			Willpower	7	Machine Gun Arms (<i>Final Strike</i>)
			Rage	9	Hyper Cannon (<i>Blast</i>)
			Essence	21	
Toucanmon	<div style="display: inline-block; width: 10px; height: 10px; background-color: green; margin-right: 5px;"></div> Adult/Champion Data Bird Size level: 4 Health: 13 Speed: 6, fly 10	A toucan whose body is hidden in a red egg from which the head, wings and feet protrude	Gnosis	6	Defend
			Willpower	7	Marble Peck (<i>Crystallize</i>)
			Rage	9	Beak Cutter (<i>Slash</i>)
			Essence	22	
Togemogumon	<div style="display: inline-block; width: 10px; height: 10px; background-color: yellow; margin-right: 5px;"></div> Adult/Champion Virus Animal Size level: 4 Health: 13 Speed: 7	A giant blue hedgehog with spines made out of crystal	Gnosis	6	Defend
			Willpower	8	Crystal Guard (<i>Spines</i>)
			Rage	9	Machine Gun Hail (<i>Blast - ice</i>)
			Essence	23	

Togemon		Adult/Champion	A walking cactus with red boxing gloves	Gnosis	8	Defend
		Data/Virus		Willpower	6	Light Speed Jabbing (<i>Bludgeon</i>)
		Plant		Rage	7	Needle Spray (<i>Blast</i>)
		Size level: 7 Health: 14 Speed: 7		Essence	21	Special Charm: <i>Spikes</i>
Tortomon		Adult/Champion	A giant yellow African spiked tortoise	Gnosis	4	Defend
		Size level: 11		Willpower	7	Strong Carapace (<i>Armor</i>)
		Reptile		Rage	7	Spinning Attack (<i>Bludgeon</i>)
		Size level: 8 Health: 15 Speed: 6		Essence	21	
Turuimon		Adult/Champion	A humanoid pink rabbit dressed in golden ninja gear and with battle claws in its red gloved fists	Gnosis	4	Defend
		Data		Willpower	10	Gauntlet Claw (<i>Slash</i>)
		Animal		Rage	7	Lightning Kung-Fu (<i>Confrontation</i>)
		Size level: 5 Health: 12 Speed: 7		Essence	21	
Tuskmon		Adult/Champion	A green <i>Ceratosaurus</i> with red stripes and two tusk-like spikes growing from the shoulders	Gnosis	5	Defend
		Virus		Willpower	8	Slamming Tusk (<i>Bludgeon</i>)
		Dinosaur		Rage	8	Horn Buster (<i>Blast</i>)
		Size level: 11 Health: 19 Speed: 7		Essence	21	
Tylomon		Adult/Champion	A <i>Tylosaurus</i> with white and blue scales and a metal shark-like dorsal fin	Gnosis	5	Defend
		Vaccine		Willpower	8	Shark Fin Blade (<i>Slash</i>)
		Sea Animal		Rage	9	Torpedo Attack (<i>Blast</i>)
		Size level: 13 Health: 22 Speed: 4, swim 14		Essence	22	
Tyrannomon		Adult/Champion	A red <i>Tyrannosaurus</i> with three claws and green plates on its back like Godzilla	Gnosis	4	Defend
		Data		Willpower	7	Scratch (<i>Slash</i>)
		Dinosaur		Rage	8	Fire Blast (<i>Blast</i>)
		Size level: 13 Health: 21 Speed: 9		Essence	19	
Unimon		Adult/Champion	A winged unicorn with a golden mane & tail, a red helmet, and sharp fangs	Gnosis	4	Defend
		Vaccine		Willpower	8	Aerial Gallop (<i>Confrontation</i>)
		Mythical Animal		Rage	6	Horn Blaster (<i>Blast</i>)
		Size level: 7 Health: 13 Speed: 10, fly 14		Essence	18	
Veedramon		Adult/Champion	A huge, wingless blue dragon with	Gnosis	5	Defend
		Vaccine		Willpower	8	Hammer Punch (<i>Bludgeon</i>)

Dragon three horns Rage 9 V-Nova Blast (*Blast*)
Size level: 13 Essence 22
Health: 22
Speed: 7



Wizardmon





Woodmon



Youkomon

Name	Types	Description	Attributes		Attack Form
Vegiemon	Adult/Champion	A huge, green, eggplant-like fruit with a large mouth full of fangs and vine-like arms	Gnosis	2	Defend
	Virus		Willpower	3	Stink Jet (<i>Noxious Gas</i>)
	Plant		Rage	7	Compost Bomber (<i>Blast</i>)
	Size level: 6		Essence	12	
	Health: 13 Speed: 4				
Vilemon	Adult/Champion	A winged gremlin with green skin and a huge mouth full of fangs. Also called Evilmon	Gnosis	5	Defend
	Virus		Willpower	7	Scratch (<i>Slash</i>)
	Evil (fairy)		Rage	7	Nightmare Shocker (<i>Dement</i>)
	Size level: 2 Health: 9 Speed: 6, fly 10		Essence	19	
Whamon	Adult/Champion	A purplish sperm whale in leather armor	Gnosis	4	Defend
	Vaccine		Willpower	8	Blasting Spout (<i>Blast</i>)
	Sea Animal		Rage	7	Tidal Wave (<i>Flood</i>)
	Size level: 14 Health: 21 Speed: 4, swim 10		Essence	19	
Wizardmon	Adult/Champion	A small wizard wearing red and yellow whose face is hidden by his purple coat and pointy hat	Gnosis	4	Defend
	Data		Willpower	7	Magical Game (<i>Illusion</i>)
	Wizard		Rage	10	Thunder Blaster (<i>Blast</i>)
	Size level: 4 Health: 14 Speed: 7		Essence	21	
Wendigomon	Adult/Champion	A brown ape with green dog ears and a large mouth.	Gnosis	5	Defend
	Virus		Willpower	8	Club Arm (<i>Bludgeon</i>)
	Animal		Rage	10	Destroyed Voice (<i>Howl</i>)

		Size level: 7 Health: 17 Speed: 7	Also known as Wendimon and as Endibomon	Essence	23	
Woodmon		Adult/Champion Virus Plant Size level: 6 Health: 14 Speed: 6	A living tree stump with four root-legs and four arms, two larger than the others and ending in club like hands	Gnosis Willpower Rage Essence	5 7 8 20	Defend Woody Smasher (Bludgeon) Twig Tap (<i>Drain Life</i>)
Yanmamon		Adult/Champion Data Insectoid Size level: 8 Health: 16 Speed: 6, fly 14	A giant green dragonfly	Gnosis Willpower Rage Essence	3 7 8 18	Defend Insect Ohm (<i>Call for Aid</i>) Thunder Ray (<i>Blast</i>)
Youkomon	 	Adult/Champion Data Animal Size level: 6 Health: 14 Speed: 9	A classic Japanese nine tailed kitsune (fox spirit) with purple fur and Yin yang markings, always Female, see Reppamon for male	Gnosis Willpower Rage Essence	5 10 8 23	Defend Wicked Flame Dragon (<i>Confrontation</i>) Fire ball (<i>Blast</i>)
Zassomon		Adult/Champion Virus Plant Size level: 6 Health: 13 Speed: 4	A huge, green, eggplant-like fruit with a large mouth full of fangs squid tentacles for arms	Gnosis Willpower Rage Essence	1 3 7 11	Defend Deadly Weed (<i>Venom</i>) Deadly Ivy (<i>Entangle</i>)

Rank 3 (Perfect/Ulimate Rank Digimon)						
Name		Types	Description	Attributes		Attack Form
Aero Veedramon		Ultimate Vaccine Dragon Size level: 12 Health: 21 Speed: 7, fly 10	A white & steel blue winged dragon metal armor and a large nose horn	Gnosis Willpower Rage Essence	7 9 9 25	Defend V-wing Blade (<i>Slash</i>) Magnum Crasher (<i>Blast</i>)
Andromon		Ultimate Vaccine Cyborg Size level: 6 Health: 13 Speed: 7	A typical cyborg, half robot and half human	Gnosis Willpower Rage Essence	5 11 7 23	Defend Lightning Blade (<i>Slash</i>) Gatling Attack (<i>Blast</i>)









Antiramon



Blossomon



Catsuramon

Name		Types	Description	Attributes		Attack Form	
Angewoman		Ultimate	A six winged angel always female (see Angemon for male)	Gnosis	5	Defend	
		Vaccine		Willpower	8	Heaven's Charm	
		Angel		Rage	9	(Cleanse the Blight)	
		Size level: 9		Essence	22	Celestial Arrow (Blast)	
		Health: 18					
		Speed: 7, fly 10					
Antiramon		Ultimate	A giant humanoid rabbit with very long arms who is wearing a pink and red suit. For the Deva of the same name add five points to all attributes and health levels.	Gnosis	6	Defend	
		Data		Willpower	12	Meditation Cure	
		Animal		Rage	11	(Ease Pain)	
		Size level: 11		Essence	29	Bunny Blades	
		Health: 22				(Confrontation)	
		Speed: 10					
Asuramon		Ultimate	Black skinned humanoid with four arms & four faces and flaming hair from Indian mythos	Gnosis	5	Defend	
		Vaccine		Willpower	10	The fist of Asura	
		Wizard		Rage	9	(Confrontation)	
		Size level: 9		Essence	24	Multiple Faces	
		Health: 18				(Crystalize)	
		Speed: 7					
Bastemon	<div></div>	Ultimate	A humanoid black leopard dressed like a belly dancer based on the Egyptian Goddess Bast, also called Persiamon	Gnosis	7	Defend	
		Virus		Willpower	9	Vampire Dance	
		Wizard		Rage	10	(Drain Life)	
		Size Level: 8		Essence	26	Helter Skelter (Disable)	
		Health: 18					
		Speed: 9					
Black Rapidmon		Ultimate	An evil clone of Rapidmon, black and	Gnosis	7	Defend	
		Virus		Willpower	12	Rapid Fire (Avalance)	

		Machine	white in coloring with orange trim	Rage	8	Miracle Missile (<i>Blast</i>)
		Size level: 11		Essence	27	
		Health: 19				
		Speed: 9				
Black Wargrowlmon		Ultimate	An evil clone of War Growlmon with black scales and yellow stripes	Gnosis	8	Defend
		Virus		Willpower	9	Double Blades (<i>Slash</i>)
		Cyborg		Rage	10	Atomic Blaster (<i>Blast</i>)
		Size level: 12		Essence	27	
		Health: 22				
		Speed: 9				
Blossomon		Ultimate	A purple flower with a yellow "face", four vines bearing toothy red flowers for arms and root "legs"	Gnosis	5	Defend
		Data		Willpower	8	Thorn Whips (<i>Ensnare</i>)
		Plant		Rage	9	Spiral Flower (<i>Blast</i>)
		Size level: 8		Essence	22	
		Health: 17				
		Speed: 6				
Brachiomon		Ultimate	A tan <i>Brachiosaurus</i> with blue stripes	Gnosis	5	Defend
		Data		Willpower	9	Hammer Head (<i>Bludgeon</i>)
		Dinosaur		Rage	10	Brachio Bubble (<i>Blast</i>)
		Size level: 13		Essence	24	
		Health: 23				
		Speed: 7				
Catsuramon		Ultimate	A white foo-dog with a horse-like tail and wearing a purple cape. For the Deva add five points to all attributes and to health levels.	Gnosis	6	Defend
		Data		Willpower	10	Treasure Mallet (<i>Confrontation</i>)
		Animal		Rage	10	Howl of the Heavens (<i>Howl</i>)
		Size Level: 6		Essence	26	
		Health: 16				
		Speed: 9				
Cherrymon		Ultimate	A walking cherry tree	Gnosis	6	Defend
		Virus		Willpower	9	Pit Pelter (<i>Blast</i>)
		Plant		Rage	8	Illusion Mist (<i>Disorient</i>)
		Size level: 12		Essence	23	
		Health: 20				
		Speed: 7				
Cerberusmon		Ultimate	A black three headed dog with a snake's tail and metal blades on its paws	Gnosis	6	Defend
		Vaccine		Willpower	10	Inferno Gate (<i>Create Fires</i>)
		Animal		Rage	11	Mad Dog Fire (<i>Blast</i>)
		Size level: 8		Essence	27	
		Health: 19				
		Speed: 9				
Cyberdramon		Ultimate	A cybernetic humanoid	Gnosis	7	Defend

■ Vaccine	dragon, grey with silver armor and red wings	Willpower	10	Erase Claw (<i>Drain Life</i>)
Cyborg		Rage	11	Cyber Nail (<i>Slash</i>)
Size level: 11		Essence	28	
Health: 21				
Speed: 9				



Deramon










Dragomon



Etemon

Name	Types	Description	Attributes	Attack Form
Datamon	■ Ultimate Virus Machine Size level: 4 Health: 12 Speed: 6	A living spark plug with cables for fingers	Gnosis 6 Willpower 7 Rage 8 Essence 21	Defend Data Crusher (<i>Drain Life</i>) Digital Bomb (<i>Blast</i>)
Deramon	■ Ultimate Data Bird Size level: 4 Health: 13 Speed: 6, fly 9	A white peacock with a blue head and a tail that is a flowering bush instead of feathers. Wears a crown.	Gnosis 5 Willpower 9 Rage 9 Essence 23	Defend Beak Buster (<i>Bludgeon</i>) Royal Smasher (<i>Confrontation</i>)
Digitamamon	■ Ultimate Data Reptile Size level: 4 Health: 12 Speed: 6	An egg with holes in it so that the reptilian feet and eyes peer out.	Gnosis 6 Willpower 10 Rage 8 Essence 24	Defend Nightmare Syndrome (<i>Dement</i>) Hyper Flashing (<i>Hypnotic Gaze</i>)
Dinobeemon	■ Ultimate Virus Mutant Size level: 8 Health: 16 Speed: 7, fly 10	A cross between a dragon and a dragonfly with an insect head and wings and the limbs and tail of a blue dragon	Gnosis 7 Willpower 9 Rage 8 Essence 24	Defend Masquerade (<i>Hide Scent</i>) Irritant Buzz (<i>Emotional Aura</i>)

Dorugremon		Ultimate	A classic red dragon with a silver furred mane, silver and gold wings, and a red gem in its forehead	Gnosis	10	Defend Bloody Tower (<i>Suggestion</i>) Metal Meteor (<i>Blast</i>)
		Data		Willpower	13	
		Dragon		Rage	16	
		Size level: 13		Essence	39	
		Health: 29 Speed: 7, fly 14				
Doumon		Ultimate	A humanoid purple fox wearing purple and white wizard's robes	Gnosis	7	Defend Demon Gate Escape (<i>Quit Reality</i>) Spell Prohibition Paper (<i>Blast</i>)
		Data		Willpower	11	
		Wizard		Rage	10	
		Size level: 9		Essence	28	
		Health: 19 Speed: 7				
Dragomon		Ultimate	A purplish grey squid demon with feet and hands ending in tentacles instead of fingers	Gnosis	6	Defend Tentacle Claw (<i>Ensnare</i>) Tentacle Flapping (<i>Confrontation</i>)
		Virus		Willpower	9	
		Sea Animal		Rage	8	
		Size level: 10		Essence	23	
		Health: 18 Speed: 7, swim 14				
Etemon		Ultimate	A living stuffed animal shaped like a lanky bodied orange-tan howler monkey.	Gnosis	6	Defend Monkey Claw (<i>Slash</i>) Concert Crush (<i>Howl</i>)
		Virus		Willpower	8	
		Puppet		Rage	9	
		Size level: 5		Essence	23	
		Health: 14 Speed: 7				
Extyrannomon		Ultimate	A living stuffed animal shaped like a pink dinosaur with a zipper on its belly	Gnosis	5	Defend Dangerous Zipper (<i>Blast</i>) Pretty Attack (<i>Disable</i>)
		Vaccine		Willpower	8	
		Puppet		Rage	10	
		Size level: 5		Essence	23	
		Health: 15 Speed: 7				
Fairymon		Ultimate	An elf with long silver hair skimpy purple clothes, and white butterfly wings	Gnosis	4	Defend Breeze Petal (<i>Call the Wind</i>) Tornado Kick (<i>Confrontation</i>)
		Vaccine		Willpower	9	
		Warrior (fairy)		Rage	10	
		Size level: 5		Essence	23	
		Health: 15 Speed: 7, fly 10				
Garbagemon		Ultimate	Similar to Oscar the Grouch from Sesame Street, complete with trash can, only naked and pink instead of furry and green	Gnosis	7	Defend Dirty Saucer (<i>Break Wind</i>) Poop Chunker (<i>Blast</i>)
		Virus		Willpower	7	
		Mutant		Rage	9	
		Size level: 4		Essence	21	

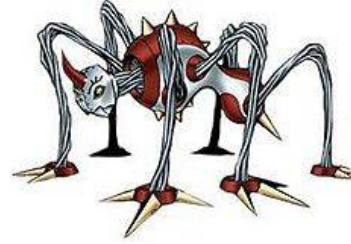
Health: 13
Speed: 4









Garudamon










Indromon



Infermon

Name		Types	Description	Attributes		Attack Form
Garudamon		Ultimate	A humanoid eagle similar to the Indian Garunda	Gnosis	5	Defend
		Vaccine		Willpower	9	Eagle Claw (<i>Cling</i>)
		Bird		Rage	9	Wing Blade (<i>Confrontation</i>)
		Size level: 10		Essence	23	
		Health: 19				
		Speed: 7, fly 14				
Gigadramon		Ultimate	A serpentine indigo dragon with robotic wings and armor	Gnosis	7	Defend
		Virus		Willpower	8	Guilty Wing (<i>Slash</i>)
		Cyborg		Rage	8	Gigabyte Wing (<i>Blast</i>)
		Size level: 12		Essence	23	Special Charm: <i>Armor</i>
		Health: 20				
		Speed: 7, fly 10				
Giromon		Ultimate	A floating metal ball with eyes, horns, two arms and a grinning fang-filled mouth, it carries a chain saw and a bomb	Gnosis	5	Defend
		Vaccine		Willpower	8	Chain Saw (<i>Slash</i>)
		Machine		Rage	9	Big Bang Boom (<i>Blast</i>)
		Size level: 3		Essence	22	
		Health: 12				
		Speed: 7				
Grapp Leomon	 	Ultimate	A humanoid saber-toothed tiger dressed in white and black	Gnosis	9	Defend
		Vaccine		Willpower	11	Whirlwind Leg (<i>Bludgeon</i>)
		Animal		Rage	13	Ripping Kill (<i>Slash</i>)
		Size Level: 8		Essence	33	
		Health: 21				
		Speed: 7				
Hippo-gryphomon		Ultimate	A winged horse with the head and claws of an eagle silver marked with purple	Gnosis	10	Defend
		Data		Willpower	14	Sonic Voice (<i>Howl</i>)
		Mythical Beast		Rage	17	Heat Wave (<i>Heat</i>)

		Size level: 7 Health: 24 Speed: 10, fly 14		Essence	41	
Hisharyuumon		Ultimate Vaccine Dragon Size level: 13 Health: 30 Speed: 7, fly 10	A classic oriental dragon, blue with a red belly and gem in the forehead with golden wings and a green pearl	Gnosis Willpower Rage Essence	11 14 17 42	Defend Every Direction Wheel (<i>Confrontation</i>) Promoted Dragon Blade (<i>Slash</i>)
Ice Leomon		Ultimate Vaccine Animal Size level: 8 Health: 22 Speed: 7	A humanoid lion with white fur also known as Panjamon	Gnosis Willpower Rage Essence	8 11 14 33	Defend Cold Weather Victory (<i>Freeze</i>) Fist of the Ice Beast (<i>Confrontation</i>)
Indramon		Ultimate Virus Animal Size level: 12 Health: 23 Speed: 9	A purple humanoid horse with golden armor, hooved hands, and wearing a giant gold conch shell on his back	Gnosis Willpower Rage Essence	6 8 11 25	Defend Adhomukha (<i>Reflect</i>) Horn of Desolation (<i>Blast</i>)
Infermon		Ultimate Net Spider Weaver Spirit Size level: 11 Health: 20 Speed: 9	A giant pattern spider the size of an elephant with red and grey coloring	Gnosis Willpower Rage Essence	5 12 9 26	Defend Network Grenade (<i>Mechanical Possession</i>) Spider Shooter (<i>Blast</i>) Virus Skater (<i>Scale</i>)
Jagamon		Ultimate Vaccine Plant Size level: 3 Health: 19 Speed: 9, dig 6	A groundhog-like beast with hairless lumpy skin similar to that of a potato and a leafy stem for a tail	Gnosis Willpower Rage Essence	5 9 8 22	Defend Potato Smash (<i>Bludgeon</i>) Fried Potato (<i>Blast</i>)
Karatenmon		Ultimate Virus Wizard Size level: 5 Health: 15 Speed: 7, fly 10	A classic crow headed tengu (a humanoid crow from Japanese myth) carrying two samurai swords	Gnosis Willpower Rage Essence	6 10 10 26	Defend Crow Swords (<i>Slash</i>) Cawcaw (<i>Fear-Struck</i>)
Kimeramon		Ultimate Data	A winged hybrid with the head of a beetle,	Gnosis Willpower	4 10	Defend Scissor Claw (<i>Slash</i>)

Mutant
Size level: 12
Health: 22
Speed: 7, fly 10

body of a tyrannosaur
and rump of a wolf

Rage 10
Essence 24

Poison Wing (*Venom*)



Knightmon




Kumbhiramon





Mammothmon


Name	Types	Description	Attributes	Attack Form
Knightmon	Ultimate	A classic suit of living plate armor with no body in it	Gnosis 5	Defend
	Data		Willpower 8	Armor Knife (<i>Slash</i>)
	Warrior		Rage 10	Berserk Sword (<i>Confrontation</i>)
	Size level: 5		Essence 23	
	Health: 15 Speed: 7			
Kumbhiramon	Ultimate	A white rat the size of a large dog with wings and insectoid limbs and wearing gold armor, add five more points to health and each attribute for the deva.	Gnosis 6	Defend
	Virus		Willpower 9	Deva Clone (<i>Divide and Conquer</i>)
	Animal		Rage 8	Treasure Pestile (<i>Blast</i>)
	Size Level: 4		Essence 23	
	Health: 12 Speed: 9			
Lillymon	Ultimate	A classic winged sprite with lily flower petals for her hair and clothing	Gnosis 8	Defend
	Data		Willpower 8	Temptation (<i>Seduce</i>)
	Plant (Fairy)		Rage 12	Flower Cannon (<i>Blast</i>)
	Size level: 7		Essence 28	
	Health: 19 Speed: 7, fly 10			
Lucemon	Ultimate	A beautiful young boy with golden hair and 4 pairs of wings	Gnosis 5	Defend
	Vaccine		Willpower 9	Divine Feet (<i>Balance</i>)
	Angel		Rage 11	Grand cross (<i>Blast</i>)
	Size level: 4		Essence 25	
	Health: 16			


Speed: 7, fly 10


Majiramon		Ultimate	A green six limbed wingless oriental dragon	Gnosis	6	Defend
		Data	with moose-like antlers	Willpower	9	Flaming Arrowheads
		Dragon	and a silver mane, add	Rage	10	(Avalance)
		Size level: 14	five more points to	Essence	25	Fire Breath (Blast)
		Health: 24	health and each attribute			
		Speed: 9, fly 14	for the deva.			


Makuramon		Ultimate	A humanoid monkey	Gnosis	5	Defend			
		Data	who looks like the	Willpower	10	Crystal Sphere (Drain Life)			
		Animal	Monkey King Hanuman				Rage	10	Primal Orb (Blast)
		Size level: 4	from oriental myth, add				Essence	25	
		Health: 14	five more points to						
		Speed: 7	heath and each attribute						
			for the deva.						


Mamemon		Ultimate	A round steel colored	Gnosis	4	Defend
		Data	ball with a face and	Willpower	8	Sparkling Blow
		Mutant	arms and legs poking	Rage	9	(<i>Confrontation</i>)
		Size level: 3	out of it. It wears boxing	Essence	21	Smiley Bomb (<i>Blast</i>)
		Health: 22	gloves			
		Speed: 7, dig 4				

Mammothmon		Ultimate		Gnosis	7	Defend
		Vaccine	A wooly mammoth wearing a metal helm that is decorated with a single engraved eye	Willpower	9	Tusk Crusher (<i>Bludgeon</i>)
		Animal		Rage	8	Freezing Breath (<i>Hoarfrost</i>)
		Size level: 12		Essence	24	
		Health: 20				
Speed: 7						

Marine Devimon		Ultimate	A humanoid demonic	Gnosis	6	Defend
		Virus	squid with the wings of	Willpower	9	Evil Wing (<i>Slash</i>)
		Sea Animal	a manta ray	Rage	8	Darkness Water (<i>Venom</i>)
		Size level: 8		Essence	23	
		Health: 22				
		Speed: 7, swim 10				

Megadramon		Ultimate	A red and black dragon	Gnosis	6	Defend
		Virus	with no hind legs,	Willpower	8	Ultimate Slicer (<i>Slice</i>)
		Dragon	feathered wings and	Rage	8	Dark Side Attack (<i>Blast</i>)
		size level: 13	robotic forepaws	Essence	22	
		Health: 21				
Speed: 6, fly 14						

Mega Kabuterimon		Ultimate	A giant black rhinoceros	Gnosis	5	Defend
		Vaccine	beetle with a forked	Willpower	9	Horn Buster (<i>Bludgeon</i>)
		Insectoid	nose horn and no wings	Rage	7	Electro Shocker (<i>Blast</i>)
		Size level: 12		Essence	21	
		Health: 19				
		Speed: 7				

Megaseadramon		Ultimate	A sea red serpent with a silver underside, green mane, gold helmet and single horn	Gnosis	10	Defend
		Data		Willpower	10	Thunder Javelin (<i>Confrontation</i>)
		Sea Animal		Rage	9	Giga Ice Blast (<i>Blast</i>)
		Size level: 13		Essence	29	
		Health: 22				
		Speed: 4, swim 14				







Mermaidmon










Mermaidmon



Myotismon

Name		Types	Description	Attributes		Attack Form
Mephistomon		Ultimate	A classic goat-footed, bat winged devil with the head of a goat	Gnosis	8	Defend
		Virus		Willpower	10	Black Sabbath (<i>Blast</i>)
		Evil (demon)		Rage	11	Dark Cloud (<i>Emotional Aura</i>)
		Size level: 11		Essence	29	
		Health: 22				
Speed: 7, fly 10						
Mermaimon		Ultimate	A mermaid dressed like a pirate	Gnosis	9	Defend
		Data		Willpower	12	Charm Plunder (<i>Passion Drain</i>)
		Sea Animal		Rage	15	Northern Cross Bomber (<i>Blast</i>)
		Size level: 5		Essence	36	
		Health: 20				
Speed: 4, swim 14						
Metal Greymon		Ultimate	A winged Greymon with cybernetic front claws, Virus types tend to be black while Vaccines are orange	Gnosis	6	Defend
		Virus/Vaccine		Willpower	8	Mega Claw (<i>Slash</i>)
		Cyborg		Rage	9	Giga Blaster (<i>Blast</i>)
		Size level: 13		Essence	23	
		Health: 22				
Speed: 7, fly 10						
Metal Mamemon		Ultimate	A metallic ball with robotic arms and legs in which one hand ends in a cannon and the other in three hooks	Gnosis	5	Defend
		Data		Willpower	8	Metal Claw (<i>Slash</i>)
		Cyborg		Rage	9	Energetic Bomb (<i>Blast</i>)
		Size level: 5		Essence	22	
		Health: 14				
Speed: 7						

Mihiramon		Ultimate	A winged tiger with metal armor and purple stripes, add five more points to health and each attribute for the deva.	Gnosis	6	Defend
		Data		Willpower	11	Samurai Tiger Tail (<i>Confrontation</i>)
		Animal		Rage	10	Sonic Wing Blades (<i>Thunderclap</i>)
		Size level: 11 Health: 21 Speed: 9, fly 14		Essence	27	
Minotaurumon		Ultimate	A classical minotaur (bull headed man) with a jackhammer for one arm	Gnosis	7	Defend
		Virus		Willpower	8	Bull Fighting (<i>Slash</i>)
		Animal		Rage	8	Darkside Quake (<i>Quake</i>)
		size level: 9 Health: 17 Speed: 7		Essence	23	
Monzaemon		Ultimate	A giant yellow teddy bear	Gnosis	5	Defend
		Vaccine		Willpower	8	Hug (<i>Cling</i>)
		Puppet		Rage	9	Hearts Attack (<i>Calm</i>)
		Size level: 7 Health: 16 Speed: 7		Essence	22	
Mummymon		Ultimate	An Egyptian mummy carrying a machine gun in his clawed hands	Gnosis	6	Defend
		Virus		Willpower	10	Snake Bandage (<i>Ensnare</i>)
		Undead		Rage	9	Long Machine Gun (<i>Blast</i>)
		Size level: 5 Health: 14 Speed: 7		Essence	25	
Myotismon		Ultimate	A vampire in full Dracula cape and costume	Gnosis	7	Defend
		Virus		Willpower	7	Nightmare Claw (<i>Slash</i>)
		Undead		Rage	8	Grisly Wing (<i>Swarm Form</i> - bats)
		Size level: 5 Health: 13 Speed: 7		Essence	22	Special Charm: <i>Blood Sucking</i>
Okuwamon		Ultimate	A giant grey stag beetle with blades made of chitin on its arms and wings	Gnosis	6	Defend
		Virus		Willpower	8	Double Scissor Claws (<i>Slash</i>)
		Insectoid		Rage	8	Beetle Horn Attack (<i>Bludgeon</i>)
		Size level: 12 Health: 20 Speed: 7, fly 10		Essence	22	
Orochimon		Ultimate	A seven headed hydra with a serpentine body (no legs or wings), based on the myth of the	Gnosis	7	Defend
		Virus		Willpower	9	Sake Breath (<i>Disable</i>)
		Dragon		Rage	10	Inferno Blast (<i>Blast</i>)
		Size level: 13		Essence	26	

dragon of Koshi

Health: 23

Speed: 6








Parrotmon











Pixiemon



Quilinmon

Name		Types	Description	Attributes	Attack Form
Pajiramon		Ultimate Virus Animal Size level: 10 Health: 21 Speed: 9	A black-skinned but white woolled sheep centaur with the horns of an aragali, add five points to each attribute and to health for the deva.	Gnosis 6 Willpower 8 Rage 11 Essence 25	Defend Vahunijuvara (<i>Sleep</i>) Treasure Bow (<i>Blast</i>)
Pandamon		Ultimate Data Puppet Size level: 7 Health: 18 Speed: 7	A living stuffed animal shaped like a humanoid greater panda wearing a red scarf	Gnosis 8 Willpower 14 Rage 11 Essence 33	Defend Animal Nail (<i>Slash</i>) Bamboo Grass Punch (<i>Bludgeon</i>)
Parrotmon		Ultimate Vaccine Bird Size level: 12 Health: 24 Speed: 6, fly 14	A gigantic parrot griffin, green with yellow and red markings and wearing armor	Gnosis 9 Willpower 14 Rage 12 Essence 35	Defend Mjolnir Thunder (<i>Blast</i>) Sonic Destroyer (<i>Thunderclap</i>)
Phantomon		Ultimate Virus Undead Size level: 5 Health: 13 Speed: 7	A type of ghost that manifest as a floating figure in a dark shroud wrapped in chains and carrying a scythe	Gnosis 6 Willpower 9 Rage 8 Essence 23	Defend Shadow Scythe (<i>Slice</i>) Father Time (<i>Drain Life</i>)
Piximon		Ultimate Data	A fuzzy pink puffball with wings and carrying	Gnosis 4 Willpower 8	Defend Magical Tail (<i>Disorient</i>)

		Mutant/fairy	a spear	Rage	9	Pit Bomb (<i>Blast</i>)
		Size level: 2		Essence	21	
		Health: 11				
		Speed: 6, fly 10				
Pumpkinmon		Ultimate	Jack Pumpkinhead with the body of a rag doll and an ax in its pumpkin head	Gnosis	5	Defend
		Data		Willpower	8	Pumpkin Squash (<i>Bludgeon</i>)
		Puppet		Rage	10	Trick or Treat (<i>Harrow</i>)
		Size level: 5		Essence	23	
		Health: 15				
		Speed: 7				
Qilinmon		Ultimate	A ki-rin (Japanese Unicorn) with green armor, white wings, and whiskers made of light, also called Tyilinmon	Gnosis	10	Defend
		Vaccine		Willpower	12	Swift Knowledge (<i>Insight</i>)
		Mythical Beast		Rage	15	Hurricane Blade (<i>Slash</i>)
		Size level: 10		Essence	37	
		Health: 25				
		Speed: 10, fly 14				
Rapidmon		Ultimate	A large, green, humanoid robot with cannons for hands and wings protruding from the ear and shoulder region	Gnosis	7	Defend
		Vaccine		Willpower	11	Rapid Fire (<i>Avalanche</i>)
		Cyborg		Rage	9	Tri-beam (<i>Blast</i>)
		Size level: 11		Essence	27	Special Charm: <i>Blink</i>
		Health: 20				
		Speed: 9				
Santiramon		Ultimate	A giant white cobra with golden armor and gold and purple markings, add five points to each attribute and to health for the deva	Gnosis	6	Defend
		Virus		Willpower	8	Disintegration Roar (<i>Absorb Data</i>)
		Reptile		Rage	11	Poison Spears (<i>Blast</i>)
		Size level: 12		Essence	25	
		Health: 23				
		Speed: 7				
Scorpionmon		Ultimate	An <i>Anomalocaris</i> not a scorpion (in Japan it is called Anamalocari-mon) with a stinger on its tail	Gnosis	4	Defend
		Data		Willpower	9	Tail Blade (<i>Venom</i>)
		Sea Animal		Rage	9	Twin Sword (<i>Slash</i>)
		Size level: 9		Essence	22	
		Health: 18				
		Speed: 6, swim 10				
Shakkoumon		Ultimate	Like one of those ancient clay figurines often mistaken for space aliens by UFO nuts, only with wings	Gnosis	6	Defend
		Data		Willpower	10	Aramitama (<i>Calm</i>)
		Mutant		Rage	11	Clay Bomb (<i>Blast</i>)
		Size level: 11		Essence	27	Special Charm: <i>Armor</i>
		Health: 22				
		Speed: 7, fly 10				
Shawujingmon		Ultimate	A tall kappa with green	Gnosis	12	Defend

Virus	skin and black hair who is wearing Samurai armor and a red cape	Willpower	13	Waterfall Formation (<i>Flood</i>)
Warrior		Rage	16	Whirlpool Formation (<i>Quicksand</i>)
Size Level: 7		Essence	41	
Health: 23				
Speed: 7, swim 10				



Scorpionmon










Skull Greymon



Vademon

Name		Types	Description	Attributes		Attack Form
Shogungekomon		Ultimate	A huge, bloated, and pink, tailed frog with two horns wrapped around its neck	Gnosis	5	Defend
		Virus		Willpower	9	Frog Kick (<i>Bludgeon</i>)
		Amphibian		Rage	9	Musical Fist (<i>Confrontation</i>)
		Size level: 9		Essence	23	
		Health: 18				
		Speed: 7				
Silphymon		Ultimate	A humanoid with feline ears and avian feet, tail & winged arms	Gnosis	5	Defend
		Data		Willpower	10	Top Gun (<i>Blast</i>)
		Mythical Beast		Rage	9	Dual Sonic Laser (<i>Divide and Conquer</i>)
		Size level: 7		Essence	24	
		Health: 21				
		Speed: 7, fly 10				
Sinduramon		Ultimate	A giant golden rooster with a ball-shaped body covered in purple body armor, add five points to health and each attribute for the deva	Gnosis	6	Defend
		Data		Willpower	9	Puyausha (<i>Absorb Data</i>)
		Bird		Rage	10	Positron Pulse (<i>Blast</i>)
		Size level: 12		Essence	25	
		Health: 22				
		Speed: 7, fly 9				
Skull Greymon		Ultimate	A living Tyrannosaur-like dinosaur skeleton	Gnosis	6	Defend
		Virus		Willpower	9	Double Dark Shot (<i>Slash</i>)
		Undead		Rage	7	Dark Shot (<i>Blast</i>)
		Size level: 13		Essence	22	
		Health: 20				

Speed: 7						
Skull Meramon		Ultimate	A huge man with a head that is a flaming skull. Looks kind of like the Marvel Comic book character Ghost Rider	Gnosis	5	Defend
		Data		Willpower	8	Flame Chain (<i>Ensnare</i>)
		Elemental (fire)		Rage	10	Metal Fireball (<i>Blast</i>)
		Size level :7 Health: 17 Speed: 7		Essence	23	
Taomon		Ultimate	A humanoid golden fox wearing purple and white wizard's robes	Gnosis	6	Defend
		Data		Willpower	10	Thousand Spell (Blast)
		Wizard		Rage	11	Talisman of Light (<i>Ward</i>)
		Size level: 9 Health: 20 Speed: 7		Essence	27	
Tekkamon		Ultimate	A floating metal ball with an evil fanged grin, slanted eyes, and two pipe-like arms that wield a sword	Gnosis	6	Defend
		Virus		Willpower	8	Slamming Skull (<i>Bludgeon</i>)
		Machine		Rage	9	Electronic Blast Sword (<i>Confrontation</i>)
		Size level: 3 Health: 12 Speed: 7		Essence	23	
Thunder-birdmon		Ultimate	A giant eagle with a lightning bolt shaped horn on its head	Gnosis	5	Defend
		Data		Willpower	8	Spark Wing (<i>Blast</i>)
		Bird		Rage	10	Thunderstorm (<i>Umbrastorm</i>)
		Size level: 11 Health: 21 Speed: 7, fly 14		Essence	23	
Triceramon		Ultimate	A bipedal green Triceratops with red horns	Gnosis	5	Defend
		Data		Willpower	9	Mega Dash (<i>Confrontation</i>)
		Dinosaur		Rage	9	Tri-Horn Attack (<i>Slash</i>)
		Size level: 13 Health: 22 Speed: 7		Essence	23	
Vademon		Ultimate	a space alien with thin arms tentacles for legs, big eyes, and a huge exposed brain, wielding a ray gun	Gnosis	6	Defend
		Virus		Willpower	8	Unidentified Flying Kiss (<i>Passion Drain</i>)
		Mutant		Rage	8	Alien Ray (<i>Blast</i>)
		Size level: 5 Health: 13 Speed: 9		Essence	22	
Vajiramon		Ultimate	a bovine centaur with a bull's head and wearing red armor, add five points to health and	Gnosis	7	Defend
		Vaccine		Willpower	9	Tera Stomp (<i>Bludgeon</i>)
		Animal		Rage	10	Deva Blade (<i>Confrontation</i>)

Size level: 10
Health: 20
Speed: 9

each attribute for the
deva

Essence 26








Vikaralamon




Warumonzaemon




Weregaurumon





Name		Types	Description	Attributes		Attack Form
Vikaralamon		Ultimate	A gigantic wild boar with huge tusks and fur so long it sweeps the ground, add five points to health and all attributes for the deva	Gnosis	8	Defend Boar Bog (<i>Quicksand</i>) Fusion Ball (<i>Blast</i>)
		Vaccine		Willpower	10	
		Animal		Rage	11	
		Size level: 14		Essence	29	
		Health: 25				
		Speed: 9				
Volcanomon		Ultimate	A cybernetic football player with a micro-phone in one hand and a volcano growing from his back	Gnosis	5	Defend Big Bang Tackle (<i>Bludgeon</i>) Big Bang Voice (<i>Howl</i>)
		Data		Willpower	9	
		Cyborg		Rage	10	
		Size level: 9		Essence	24	
		Health: 19				
		Speed: 7				
War Growlmon		Ultimate	A cybernetic version of Growlmon with rockets on his back	Gnosis	8	Defend Double Blade (<i>Slash</i>) Atomic Blaster (<i>Blast</i>)
		Virus		Willpower	10	
		Cyborg		Rage	10	
		Size level: 12		Essence	28	
		Health: 22				
		Speed: 7, fly 10				
Waru-monzaemon		Ultimate	A tattered old grey teddy bear with open stitches and wearing a cape	Gnosis	6	Defend Bear Claw (<i>Slash</i>) Heart-Breaker Attack (<i>Blighted Touch</i>)
		Virus		Willpower	9	
		Puppet		Rage	9	
		Size level: 7		Essence	24	
		Health: 16				
		Speed: 7				
Waruseadramon		Ultimate	A red sea serpent with a silver head and belly and a golden mane	Gnosis	9	Defend Darkstorm (<i>Umbrastorm</i>) Evil Icicle (<i>Blast</i>)
		Virus		Willpower	16	
		Sea Animal		Rage	13	

Size level: 13
Health: 26
Speed: 6, swim 14

Weregaurumon		Ultimate Vaccine	A werewolf in crinos form	Gnosis	5	Defend
				Willpower	8	Garuru Kick (<i>Bludgeon</i>)
		Animal		Rage	9	Garuru Tomahawk (<i>Slash</i>)
		Size level: 10 Health: 19 Speed: 9		Essence		

Zudomon		Ultimate Vaccine	A giant humanoid walrus with a jagged unicorn horn and a turtle shell on its back that is wielding a warhammer	Gnosis	5	Defend
				Willpower	8	Horn and Tusk (<i>Slash</i>)
		Sea Animal		Rage	9	Vulcan's Hammer (<i>Confrontation</i>)
		Size level: 11 Health: 20 Speed: 7		Essence	22	

Rank 4 Ultimate/Mega & Chou Rank Digimon

Name		Types	Description	Attribute		Attack Form
Anubismon		Mega Vaccine Wizard	A humanoid in Egyptian dress with the head of a jackal and the wings of an owl	Gnosis	9	Defend
				Willpower	13	Amemit (<i>Soul Snatch</i>)
				Rage	13	Pyramid Power (<i>Threshold</i>)
		Size level: 10 Health: 23 Speed: 7, fly 14		Essence	35	
Apokarimon		Mega	A purple and gold floating twelve-sided cube with various clawed cables and sensory organs	Gnosis	9	Defend
		Net Spider Weaver Spirit		Willpower	12	Darkness Zone (<i>Concealment</i>)
				Rage	16	Big Bang (<i>Blast</i>)
		Size level: 11 Health: 27 Speed: 7		Essence	37	
Armageddemon		Mega	A giant metal spider with a scorpion tail, otherwise a typical W:tA pattern Spider	Gnosis	11	Defend
		Net Spider Weaver Spirit		Willpower	14	Black Rain (<i>Umbrastorm</i>)
				Rage	14	Mega Flare (<i>Blast</i>)
		Size level: 12 Health: 26 Speed: 9		Essence	39	
Azulongmon		Mega Data Dragon	A blue dragon composed of storm clouds and bound in silver chains, also spelled Qinglongmon	Gnosis	9	Defend
				Willpower	12	Blue Thunder (<i>Thunderclap</i>)
				Rage	14	Lightning Whip (<i>Blast</i>)
		Size level: 13 Health: 27 Speed: 7, fly 14		Essence	35	



Azulongmon










Baihumon



Beelzemon Blast Mode

Name		Types	Description	Attributes		Attack Form
Azulongmon "God Mode"	■	Chou	A blue dragon composed of storm clouds and bound in silver chains, The Sovereign of the East and Air	Gnosis	17	Defend
		Data		Willpower	28	Lightning Wind (<i>Umbrastorm</i>)
		Dragon		Rage	24	Aurora Force (<i>Blast</i>)
		Size level: 15		Essence	69	Special Charms: any & all
		Health: 39				
		Speed: 7, fly 14				
Babamon	■	Mega	An old hag carrying a broom based on the Russian witch Baba Yaga, always Female see Jijimon for male	Gnosis	7	Defend
		Vaccine		Willpower	9	Dark Broom (<i>Bludgeon</i>)
		Wizard		Rage	10	Embrace Haze (<i>Emotional Aura</i>)
		Size level: 4		Essence	26	
		Health: 14				
		Speed: 7				
Baihumon	■	Mega	A white tiger with steel blue stripes and wearing metal armor	Gnosis	9	Defend
		Data		Willpower	12	Iron Claws (<i>Slash</i>)
		Animal		Rage	12	Kongou (<i>Crystalize</i>)
		Size level: 13		Essence	33	
		Health: 25				
		Speed: 9				
Baihumon "God Mode"	■	Chou	A white tiger with steel blue stripes and wearing metal armor, sovereign of the west and metal	Gnosis	18	Defend
		Data		Willpower	24	Iron Claws (<i>Slash</i>)
		Animal		Rage	29	Kongou (<i>Crystalize</i>)
		Size level: 15		Essence	71	Special Charms: any & all
		Health: 44				
		Speed: 9				
Barbamon	■	Chou	An elderly man in a ceremonial robe and tengu mask with six bat wings, one of the seven great demon lords	Gnosis	24	Defend
		Virus		Willpower	19	Death Lure (<i>Suggestion</i>)
		Evil (demon)		Rage	13	Pandemonium Lost (<i>Blast</i>)
		Size level: 8		Essence	56	
		Health: 21				
		Speed: 7, fly 10				

Beelzemon		Mega	A demon dressed like a biker in purple armor and with three red eyes, also spelled Beelzebumon	Gnosis	10	Defend
		Virus		Willpower	12	Darkness Claw (<i>Slash</i>)
		Evil (demon)		Rage	12	Double Impact (<i>Blast</i>)
		Size level: 8		Essence	34	
		Health: 20				
		Speed: 7				
Beelzemon Blast Mode		Chou	As Beelzemon but with green eyes and the wings of a raven	Gnosis	12	Defend
		Virus		Willpower	16	Death Slinger (<i>Blast</i>)
		Evil (demon)		Rage	21	Corona Blaster (Drain Life)
		Size level: 8		Essence	49	
		Health: 29				
		Speed: 7, fly 14				
Beelzemon X-Antibody		Chou	As Beelzemon but with yellow eyes and four wings, two bat-like and two bird-like. One of the seven great demon lords.	Gnosis	16	Defend
		Virus		Willpower	22	Darkness Claw (<i>Slash</i>)
		Evil (demon)		Rage	28	Double Impact (<i>Blast</i>)
		Size level: 8		Essence	66	
		Health: 36				
		Speed: 7, fly 14				
Belpheumon		Chou	A humanoid bear with the horns of a goat and wings of a bat, one of the seven great demon lords	Gnosis	16	Defend
		Virus		Willpower	29	Dark Horn (<i>Confrontation</i>)
		Evil (demon)		Rage	24	Lamparantus (<i>Blast</i>)
		Size level: 10		Essence	69	
		Health:				
		Speed: 7, fly 10				
Black Megagargomon		Mega	An black and silver evil clone of Megagargomon	Gnosis	11	Defend
		Virus		Willpower	12	Burst Shot (Avalance)
		Machine		Rage	13	Giant Missile (<i>Blast</i>)
		Size level: 13		Essence	36	
		Health: 26				
		Speed: 7				
Black Wargreymon		Mega	A dark silver humanoid dragon with large metal claws and armor.	Gnosis	8	Defend
		Virus		Willpower	10	Mega Claw (<i>Slash</i>)
		Dragon		Rage	10	Nova Force (<i>Blast</i>)
		Size level: 13		Essence	28	
		Health: 23				
		Speed: 7				
Boltmon		Mega	A metal-skinned warrior	Gnosis	6	Defend
		Data		Willpower	10	Tomahawk Knuckle (<i>Confrontation</i>)
		Cyborg		Rage	11	Tomahawk Crunch (<i>Blast</i>)
		Size level: 9		Essence	27	Special Charm: <i>Armor</i>
		Health: 20				
		Speed: 7				








Daemon










Diaboromon



Ebonwumon

Name	Types	Description	Attributes		Attack Form
Branchou Leomon	 Mega	A humanoid lion with golden fur, a silver mane and in the armor of a Samurai, also called Bantyo Leomon	Gnosis	24	Defend
	Vaccine		Willpower	20	Flash Banchou Punch (<i>Confrontation</i>)
	Animal		Rage	16	Lion King Advance (<i>Quake</i>)
	Size level: 8 Health: 24 Speed: 7		Essence	60	
Daemon (Chou)	 Chou	An oriental demon with pale purple skin, brown fur, and bat wings. One of the seven great demon lords.	Gnosis	16	Defend
	Virus		Willpower	28	Flame Inferno (<i>Blast</i>)
	Evil (demon)		Rage	22	Chaos Flare (<i>Drain Life</i>)
	Size level: 10 Health: 32 Speed: 7, fly 10		Essence	66	
			Gnosis		
Diaboromon	 Mega	A demonic humanoid with very long insectoid limbs, huge claws and spider-like features.	Gnosis	9	Defend
	Net Spider		Willpower	12	Cable Crusher (<i>Ensnare</i>)
	Weaver Spirit		Rage	12	Web Wrecker (<i>Break Reality</i>)
	Size level: 12 Health: 24 Speed: 7		Essence	33	Special Charm: Catastrophe Cannon (<i>Blast</i>)
Dinotigemon	 Mega	A cybernetic copper saber toothed tiger with silver fur marked with blue stripes	Gnosis	13	Defend
	Data		Willpower	18	Ground Fang (<i>Slash</i>)
	Animal		Rage	22	Highland Fang (<i>Hoarfrost</i>)
	Size level: 13 Health: 35 Speed: 9		Essence	53	
Dorugoramon	 Mega	A robotic silver and purple dragon with razor-edged wings	Gnosis	14	Defend
	Data		Willpower	19	Doru Diin (<i>Blast</i>)
	Dragon		Rage	24	Brave Metal (<i>Slash</i>)

		Size level: 13 Health: 37 Speed: 7, fly 10	and a red gem on the forehead	Essence	57	
Duftmon (Leopard Mode)		Mega Data Animal Size level: 8 Health: 30 Speed: 9, fly 10	A cybernetic black Panther with four wings	Gnosis Willpower Rage Essence	13 18 22 53	Defend Skyscraper (<i>Swift Flight</i>) Conquest (<i>Confrontation</i>)
Duftmon (Palladin Mode)		Mega Data Warrior Size level: 8 Health: 33 Speed: 7, fly 10	A knight with angel wings and in armor that has a helmet in the shape of a leopard's head	Gnosis Willpower Rage Essence	15 20 25 60	Defend Earnest Resistance (<i>Armor</i>) Extinction (<i>Confrontation</i>) Gravity Wave (<i>Blast</i>)
Ebonwumon		Mega Vaccine Reptile Size level: 13 Health: 24 Speed: 6, swim 10	A two headed turtle with a tree growing from his back	Gnosis Willpower Rage Essence	9 13 11 33	Defend Phantom Mist (<i>Disorient</i>) Black Hail (<i>Avalanche</i>)
Ebonwumon "God Mode"		Chou Vaccine Reptile Size level: Health: 51 Speed: 6, swim 10	A two headed black turtle with a tree growing from his back, sovereign of the North and Water	Gnosis Willpower Rage Essence	23 30 25 78	Defend Phantom Mist (<i>Disorient</i>) Black Hail (<i>Avalanche</i>) Special Charms: any & all
Galfmon		Mega Virus Evil (demon) Size level: 13 Health: 38 Speed: 10	A monstrous centaur with the head and body of a goat and a fanged maw between the forelegs. AKA: Gulfmon	Gnosis Willpower Rage Essence	14 20 25 59	Defend Black Requiem (<i>Blast</i>) Dead Scream (<i>Howl</i>)
Gallantmon		Mega Virus Warrior Size level: 8 Health: 20 Speed: 7	A knight in crimson armor bearing a large shield and a lance, also known as Duke-mon	Gnosis Willpower Rage Essence	8 14 12 34	Defend Lighting Joust (<i>Blast</i>) Shield of the Just (<i>Confrontation</i>)
Gallentmon Crimson Mode		Chou Virus	As Gallentmon but with golden wings	Gnosis Willpower	10 18	Defend Invincible Sword (<i>Slash</i>)

Warrior and a sword as well
Size level: 8 as a lance
Rage 15 Quo Vadis (*Fire Armor*)
Essence 43
Health: 23
Speed: 7, fly 10







Goddramon




Grandracmon





Levimon


Name		Types	Description	Attributes		Attack Form
Goddramon		Mega	A furry golden dragon with a	Gnosis	14	Defend
		Vaccine	silver underside, no	Willpower	18	Shoukan (<i>Spirit Minions</i> –
		Dragon	hindlegs, and feathered wings, also spelled	Rage	22	Amon & Umon, see below)
		Size level: 13	Goldramon	Essence	54	GodFlame (<i>Blast</i>)
		Health: 35				
		Speed: 7, fly 14				
Shoukan summons Amon the dragon of destruction and Umon, the dragon of creation. Treat this pair as Hisharyuumon (Ultimate list) except that Amon is a virus and Umon a vaccine.						
Grandracmon		Mega	A brown, bear	Gnosis	14	Defend
		Virus	clawed, centaur with	Willpower	21	Black Requiem
		Evil (demon)	bat wings and two	Rage	26	(<i>Blighted Touch</i>)
		Size level: 13	extra reptilian heads	Essence	61	Dead Scream (<i>Fear-Struck</i>)
		Health: 39	growing from its			
		Speed: 10				
Gryphonmon		Mega	A griffin with an	Gnosis	6	Defend
		Data	eagle's head and	Willpower	10	Legendary Claw (<i>Slash</i>)
		Mythical	wings and the body	Rage	12	Legendary Blade
		Beast	of a tiger, tail ends in	Essence	28	(<i>Confrontation</i>)
		Size level: 11	a snake 's head			
		Health: 23				
		Speed: 9, fly 14				
Hercules Kabuterimon		Mega	A giant brass colored	Gnosis	6	Defend
		Vaccine	stag beetle	Willpower	10	Giga Scissor Claw (<i>Slash</i>)
		Insectoid		Rage	9	Mega Electro Shocker (<i>Blast</i>)
		Size level: 12		Essence	25	
		Health: 21				


Speed: 7, fly 14


Imperialdramon Dragon Mode		Mega	A huge silver-blue dragon with red wings and cybernetic claws	Gnosis	9	Defend
		Vaccine		Willpower	12	Mega Crusher (<i>Bludgeon</i>)
		Dragon		Rage	10	Positron Laser (<i>Blast</i>)
		Size level: 13		Essence	31	
		Health: 23				
		Speed: 7, fly 10				


Imperialdramon Paladin Mode		Chou	A humanoid blue dragon with black wings, golden armor, and a long sword	Gnosis	12	Defend
		Vaccine		Willpower	18	Omni Sword (<i>Slash</i>)
		Dragon		Rage	14	Data Crusher (<i>Drain Life</i>)
		Size Level: 11		Essence	44	
		Health: 25				
		Speed: 7, fly 10				

Jijimon		Mega	A short, elderly man with a long beard and plain brown robe and carrying a staff with a paw-shaped tip	Gnosis	7	Defend
		Vaccine		Willpower	9	Cat Cane (<i>Slash</i>)
		Wizard		Rage	10	Hung on Death (<i>Drain Life</i>)
		Size level: 4		Essence	26	
		Health: 14				
		Speed: 7				

Justimon		Mega	A cyborg man in blue and white armor with a red cape.	Gnosis	9	Defend
		Vaccine		Willpower	12	Trinity Arm (Blast)
		Machine		Rage	14	Justice Kick (Quake)
		Size Level: 8			35	
		Health: 22				
		Speed: 7				

Leviamon		Chou	A monstrous red crocodile with two tails, one of the seven Great Demon Lords	Gnosis	26	Defend
		Virus		Willpower	26	Rostrum (<i>Bludgeon</i>)
		Evil (demon)		Rage	26	Cauda (<i>Quake</i>)
		Size Level: 13		Essence	78	
		Health: 39				
		Speed: 7, swim 10				

Lilithmon		Chou	A beautiful woman with a decayed right arm, horns & bat wings, one of the seven Great Demon Lords	Gnosis	13	Defend
		Virus		Willpower	18	Nazer Nail (<i>Venom</i>)
		Evil (demon)		Rage	23	Phantom Pain (<i>Agony</i>)
		Size level: 8		Essence	54	
		Health: 31				
		Speed: 7				

Lucemon (Chaos Mode)		Ultimate	A pale skinned blond man with four angelic wings and two bat wings.	Gnosis	14	Defend
		Virus		Willpower	15	Paradise Lost (<i>Bludgeon</i>)
		Evil (demon)		Rage	18	Ultimate Sacrifice (<i>Drain Life</i>)
		Size level: 7		Essence	47	

Health: 25
Speed: 7, fly 10



Machinedramon











Magnadramon



Omnimon

Name	Types	Description	Attributes		Attack Form
Lucemon Satan Mode					
	Chou	A dark purple demonic dragon with six pairs of wings and holding an obsidian sphere, one of the seven Great Demon Lords	Gnosis	20	Defend
	Virus		Willpower	14	Divine Attonement (<i>Blighted Touch</i>)
	Evil (demon)		Rage	16	Purgatorial Flame (<i>Blast</i>)
	Size level: 13		Essence	50	
	Health: 29 Speed: 7, fly 14				
Kuzuhamon	Mega	A woman dressed in purple armor with a fox-head shaped helmet and a black fox fur cape who carries a shaman's staff	Gnosis	8	Defend
	Data		Willpower	12	Womb World Mandala (<i>Purify</i>)
	Wizard		Rage	11	Dark Fox Strike (<i>Blast</i>)
	Size level: 8		Essence	31	
	Health: 19 Speed: 7				
Machinedramon	Mega	A robotic t-rex type dinosaur	Gnosis	7	Defend
	Virus		Willpower	10	Booster Claw (<i>Slash</i>)
	Cyborg		Rage	10	Giga Cannon (<i>Blast</i>)
	Size level: 13		Essence	27	
	Health: 23 Speed: 7				
Magnadramon	Mega	a pink oriental dragon with a lion's head and multiple wings	Gnosis	7	Defend
	Vaccine		Willpower	11	Fire Tornado (<i>Umbrastorm</i>)
	Dragon		Rage	10	Dragon Fire (<i>Blast</i>)
	Size level: 13		Essence	28	
	Health: 23 Speed: 7, fly 14				
Marine	Mega	A tiny pink winged	Gnosis	6	Defend

Angemon			seal with a heart shaped mark on its chest	Willpower	11	Ocean Love (<i>Heal</i>)
		Vaccine		Rage	9	Kahuna Wave (<i>Blast</i>)
		Angel (fairy)		Essence	26	
		Size level: 1				
		Health: 10				
		Speed: 6, fly 9, swim 10				
Megagargomon		Mega	A green robotic dog with rabbit-like ears	Gnosis	11	Defend
		Vaccine		Willpower	12	Mega Barrage (<i>Avalanche</i>)
		Machine		Rage	14	Gargo Missile (<i>Blast</i>)
		Size level: 13		Essence	37	
		Health: 27				
		Speed: 7, fly 10				
Metal Etemon		Mega	A monkey made of living metal	Gnosis	7	Defend
		Virus		Willpower	10	Metal Punch (<i>Confrontation</i>)
		Cyborg		Rage	10	Banana Split (<i>Blast</i>)
		Size level: 8		Essence	27	
		Health: 18				
		Speed: 7				
Megidramon		Mega	A demonic version of the Ultimate digimon	Gnosis	14	Defend
		Virus		Willpower	20	Hell Howling (<i>Howl</i>)
		Dragon	Megadramon, but with a bio-hazard symbol on the chest	Rage	25	Megiddo Flame (<i>Blast</i>)
		Size level: 12		Essence	59	
		Health: 37				
		Speed: 7				
Metal Garurumon		Mega	A silver robotic wolf with golden wings	Gnosis	6	Defend
		Data/Virus		Willpower	10	Metal Slamming Attack (<i>Confrontation</i>)
		Cyborg		Rage	11	Metal Wolf Claw (<i>Blast</i>)
		Size level: 12		Essence	27	
		Health: 23				
		Speed: 9, fly 14				
Metal Seadramon		Mega	A robotic sea serpent	Gnosis	7	Defend
		Data		Willpower	11	River of Power (<i>Flood</i>)
		Cyborg		Rage	10	Giga Ice Blast (<i>Hoarfrost</i>)
		Size level: 14		Essence	28	
		Health: 24				
		Speed: 6, swim 14				
Neptunmon		Mega	A samurai warrior dressed in fish scale armor and wielding a trident	Gnosis	16	Defend
		Vaccine		Willpower	19	Vortex Penetrate (<i>Slash</i>)
		Wizard		Rage	20	Wave of Depth (<i>Flood</i>)
		Size level: 8		Essence	55	
		Health: 28				
		Speed: 7				

Omnimon		Chou	A knight with metal hands that are shaped like the heads of a Metal Garurumon and a War Greymon	Gnosis	14	Defend
		Vaccine		Willpower	16	Trancendant Sword (<i>Slash</i>)
		Warrior		Rage	16	Garuru Cannon (<i>Blast</i>)
		Size level: 11		Essence	46	
		Health: 27				
		Speed: 7				







Phoenixmon










Sakuyamon




Saberleomon

Name		Types	Description	Attributes		Attack Form
Ophanimon		Mega	A woman in steel blue armor with eight wings who wields a golden lance and a shield marked with the head of a unicorn	Gnosis	13	Defend
		Vaccine		Willpower	17	Eden's Javelin (<i>Slash</i>)
		Warrior		Rage	20	Sefirot Crystal (<i>Blast</i>)
		Size level: 8		Essence	50	
		Health: 28				
Speed: 7, fly 14						
Ouryuumon		Mega	A classical golden oriental dragon with metallic wings and wielding two swords. Also spelled Ow Ryumon	Gnosis	15	Defend
		Vaccine		Willpower	19	Yellow Armor (<i>Fire Armor</i>)
		Dragon		Rage	23	Eternal Dragon King Blades (<i>Slash</i>)
		Size level: 13		Essence	57	
		Health: 36				
Speed: 7, fly 14						
Pharaohmon		Mega	An Egyptian mummy wrapped in golden bandages and in the dress of an Egyptian King	Gnosis	13	Defend
		Virus		Willpower	19	Tut Ankh Flail (<i>Confrontation</i>)
		Undead		Rage	24	Necro Mist (<i>Drain Life</i>)
		Size level: 8		Essence	56	
		Health: 32				
Speed: 7						
Phoenixmon		Mega	A golden firebird with four wings, also called Honoumon	Gnosis	7	Defend
		Vaccine		Willpower	11	Crimson Flame (<i>Glowing Flame</i>)
		Bird		Rage	11	Star-light Explosion (<i>Blast</i>)

		Size level: 12 Health: 23 Speed: 6, fly 10		Essence	29	
Piedmon		Mega Virus Wizard Size level: 5 Health: 15 Speed: 7	A man dressed as a medieval jester with half his face white and the other black	Gnosis Willpower Rage Essence	7 11 10 28	Defend Trump sword (<i>Slash</i>) Crown Trick (<i>Blast</i>)
Preciomon		Mega Data Dragon Size level: 13 Health: 25 Speed: 6, swim 10	A <i>Plesiosaurus</i> (in Japan it's name is Plesiomon) with flipper-like wings on its back	Gnosis Willpower Rage Essence	8 10 12 30	Defend Shaking Pulse (<i>Confrontation</i>) Water Tail Blaster (<i>Blast</i>)
Puppetmon		Mega Virus Puppet Size level: 4 Health: 13 Speed: 7	A living marionette holding a mallet	Gnosis Willpower Rage Essence	7 10 9 26	Defend Puppet Pummel (<i>Bludgeon</i>) Lie (<i>Blighted Touch</i>)
Rosemon		Mega Data Plant (Fairy) Size level: 8 Health: 19 Speed: 7	A slim woman with rose petals for hair, red clothing and a green cape	Gnosis Willpower Rage Essence	8 10 11 29	Defend Rose Spear (<i>Slash</i>) Thorn Whipping (<i>Ensnare</i>)
Saberleomon		Mega Data Animal Size level: 12 Health: 23 Speed: 9	A saber toothed tiger with the mane of a lion	Gnosis Willpower Rage Essence	6 10 11 27	Defend Twin Fang (<i>Gnaw</i>) Howling Crusher (<i>Blast</i>)
Sakuyamon		Mega Data Wizard Size level: 8 Health: 18 Speed: 7	A woman dressed in golden armor with a fox-head shaped helmet and a fur cape who carries a shaman's staff	Gnosis Willpower Rage Essence	12 13 10 35	Defend Amythest Mandala (<i>Purify</i>) Spirit Strike (<i>Blast</i>)
Skull Mammothmon		Mega Vaccine Undead Size level: 13 Health: 23	A living mammoth skeleton	Gnosis Willpower Rage Essence	7 10 10 27	Defend Dash (<i>Bludgeon</i>) Spiral Bone Crusher (<i>Confrontation</i>)

Speed: 7

Valkyrimon		Mega	A female knight dressed all in white and wearing a feathered cloak	Gnosis	7	Defend
		Vaccine		Willpower	11	Feral Sword (<i>Slash</i>)
		Warrior		Rage	11	Lightning Arrows (<i>Blast</i>)
		Size level: 8		Essence	29	
		Health: 19				
		Speed: 7				







Venom Myotismon



Wolfmon



Zhuqiaomon

Name		Types	Description	Attributes		Attack Form
Venom Myotismon		Mega	A red devil with furry lupine legs and bat wings	Gnosis	7	Defend
		Virus		Willpower	11	Nightmare Claw (<i>Dement</i>)
		Evil (demon)		Rage	11	Venom Infusion (<i>Venom</i>)
		Size level: 9		Essence	29	
		Health: 20				
		Speed: 9, fly 14				
Vikemon		Mega	A humanoid polar bear with the horns and ears of a bison and wearing viking gear	Gnosis	8	Defend
		Vaccine		Willpower	11	Viking Axe (<i>Slash</i>)
		Animal		Rage	11	Arctic Blizzard (<i>Hoarfrost</i>)
		Size level: 10		Essence	30	
		Health: 21				
		Speed: 7				
Wolfmon		Mega	A blond man dressed in silver armor and wearing a helmet shaped like the head of a wolf, also known as Lobomon	Gnosis	9	Defend
		Data		Willpower	12	Light Victor (<i>Glowing Flame</i>)
		Warrior		Rage	11	Light Ball (<i>Blast</i>)
		Size level: 8		Essence	32	
		Health: 19				
		Speed: 7				
Zhuqiaomon		Mega	A huge phoenix with four wings and feathers of flame	Gnosis	9	Defend
		Virus		Willpower	11	Blazing Helix (<i>Confrontation</i>)
		Bird		Rage	14	Phoenix Fire (<i>Blast</i>)
		Size level: 13		Essence	34	Special Charm: <i>Fire Armor</i>
		Health: 27				

Speed: 6, fly 10

**Zhuqiaomon
“God Mode”**

Chou	A huge four winged phoenix made up of	Gnosis	19	Defend
Virus	living flame, the	Willpower	26	Blazing Helix
Bird	sovereign of the	Rage	28	(<i>Confrontation</i>)
Size Level: 15	South and fire	Essence	73	Phoenix Fire (<i>Blast</i>)
Health: 43				Special Charms: any & all
Speed: 6, fly 10				

Choosing Charms for NPC Digimon: As a rule of thumb all digimon receive the charms Materialize and Familiar Link as well as the two attack charms given in their entry. They then receive one bonus charm (sometimes given in the entry as well) and two more charms per digivolve rank over Rookie.

D-Reaper

The story of the D-Reaper begins in 1970, with a computer program known as “the reaper.” The Reaper was created by the American Department of Defense to delete excess data and delete “the worm,” the very first computer virus. In the 1980's, the reaper was used as the basis for “Project Echelon,” a worldwide communications interception network created by the US government to monitor private information in secret. Note that Project Echelon has been proven to exist (many countries have come forth admitting to its use) despite the fact that the US government still denies the existence of the program.



In 1990, the reaper gained a spiritual reflection in the Digital World. As one of the reaper’s functions was to control the spread of artificial intelligence, it saw the large population of digimon that inhabited this plane as excessive. The reaper promptly sought balance by attacking and absorbing the excess data of the Digital World until it was within the original specifications of the reapers programming. At this point, the sated reaper buried itself away beneath the Digital World and hibernated. There the Reaper slept until it was awakened in 2001 by the excess energy caused by digivolving and the growth of the Digital World’s Realms.

The awakened Reaper should have merely fed upon the excess data of the Realms until it was once more balanced. However, all the data it had absorbed in its previous feeding seems to have corrupted the Reaper until it became sentient and set out to destroy all forms of life that it saw as having transgressed their boundaries. As it saw all life as transgressing its boundaries this was a deadly interpretation of its original programming.

The four Digimon Sovereigns attempted to mollify the D-Reaper by abandoning digivolving, transforming the catalyst into a digimon and sending it away to Earth. In this way they hoped to prove to the D-Reaper that they were willing reduce their level of power. Unfortunately, this meant nothing to the D-Reaper who had already decided to destroy all of the Digital World and the Earth as Well.

The D-Reaper is a nearly unstoppable force that exists only to destroy. Its normal form appears to be a red, gelatinous mass that is apparently capable of indefinite replication (basically the more it “eats” the bigger it gets), enabling it to spread and cover the land. From its gelatinous body it can shape Agents. The Agents of

the D-Reaper (or ADRs for short) seem to be separate beings but in actuality, they are connected to the D-Reaper by a life cord and are more like puppets than separate beings.

Traits: The D-Reaper is beyond the limits of the Storyteller system. Simply assume that no physical agent can harm it and that even charms or spiritual attacks can only cause it to shrink a bit before it absorbs enough energy to surge forth once more. After all, it took the combined efforts of a program designed to create a black hole and four demigods to stop it, player characters do not stand a chance. If for some reason a dice roll is required simply, assume a roll of 10 dice.

Charms: Abduct, Absorb Data, Adaption, Agony, Airt Sense, Blast, Create Figment (ADRs only), Cybersenses, Dement, Ensnare, Erase (see below), Fetter, Hibernate, Inner Pain, Insight, Materialize (as the Chaos blob or the manifestations detailed below), Mortal Mask, Morphic Form (a formless blob), Possession (normal), Reflect, Regenerate (as a werewolf), Suggestion

Erase (unique charm): The D-Reaper can instantly devour anything it touches. Nonliving man made items are instantly erased while trees and other natural items (including people) are much harder to delete. Anyone struck by the chaos must roll Willpower (difficulty 9) or instantly take 10 dice of aggravated damage. If a spirit is attacked, the damage is first taken from Essence then health points. Anything reduced to Incapacitated by the D-Reaper's ooze is erased from existence and permanently dead. Any essence erased is instantly absorbed by the D-Reaper and added to its own.

D-Reaper Agents

The ADRs (short for "Agents of the D-Reaper") are the puppet creatures created by the D-Reaper from the nightmarish images it took from Jeri's mind. Each ADR was created out of the D-Reaper's mass and each is connected to the main consciousness via a sort of umbilical cord. Each ADR has a specific appearance and different abilities for the performance of a specific function. ADRs are difficult to harm (most have the Armor charm) but their cords are unarmored and if severed from their host the ADR will instantly dissolve into harmless slime. All ADRs except the Mother Reaper (ADR-11) fight as if they are virus digimon of the Topaz battle type so do aggravated damage to Data type digimon or those with the Emerald Battle style.

ADR-01: Jeri Type (the J-Reaper or "Scary Jeri")

The Jeri Type was created by the D-Reaper for the purposes of subterfuge and emotional manipulation. When a small part of the D-Reaper possessed Jeri, it was able to hide within her and take her place among the Tamers. The possessed Jeri succeeded in infiltrating the group and returned to the real world with them aboard the ark. While staying with Jeri's dysfunctional family the D-Reaper attempted to learn as much as it could about human nature before leaving the house in order to reunite with the rest of its mass, which had fettered itself to the Hypnos building. No longer needing to hide within Jeri the D-Reaper imprisoned her within its mass and created the ADR-1 from the fragment of its essence that had been within Jeri. Created to be its go-between with the Tamers the ADR-1 was used to mentally torture and then attack Takato. The Agent reappears sporadically throughout the rest of the story to torment the Tamers until it was destroyed by Gallantmon Crimson Mode.



Willpower: 11, Rage 17, Gnosis 11, Essence: 39

Charms: Airt Sense, Armor, Erase (see above), Goliath (as the modify card, each point of Essence equals one size level grown), Inner Pain, Materialize, Possession (normal), Suggestion

ADR-02: Searcher (D-Reaper Bird)

The Searchers were sinister bird-like creatures that were used as the D-Reaper's spies. Little more than flying cameras, the ADR-2 relay what they see to the main D-Reaper consciousness. When encountered the ADR-2 will usually do nothing more than stare at and observe the actions of the characters. They will only attack if the D-Reaper feels threatened and no other ADRs are around. The least powerful of the ADRs, Hypnos was able to hack into their signal, so they could see things from the D-Reaper's point of view. Using the ADR-2's ability to see through layers of data, the adults realized for the first time that their children had actually merged with the Digimon.



Willpower: 6, Rage: 4, Gnosis: 3, Essence: 11

Charms: Airt Sense, Bludgeon, Camouflage, Clarity, Cybersenses, Materialize, Swift Flight, Tracking

ADR-03: Pendulum Feet (Improved D-Reaper Bird)

The Pendulum Feet were the third of the D-Reaper's Agents. Like the ADR-2s they are capable of flight and have mask-like faces but there the similarity ends. The ADR-3 gets its common name from the powerful hooks and scythes found on the ends of their extendable arms and legs. These blades are put to deadly effect when the ADR whirls towards their enemies. ADR-3s are also armed with spherical flying weapons that explode or generate energy beams. Even worse, these monstrosities can actually replicate the charms of supernatural attackers and use it against them.

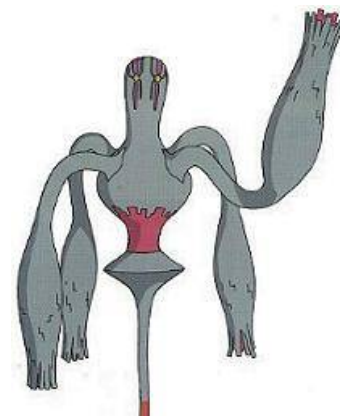


The first Pendulum Foot was destroyed by Beelzemon Blast Mode who realized that the easiest way to stop it was simply to unplug it from its host. Later more appeared to hinder the Tamers during the final battle.

Willpower: 5, Rage: 7, Gnosis: 4, Essence: 16

Charms: Armor, Airt Sense, Blast, Elemental Immunity, Materialize, Reflect, Slash, Swift Flight

ADR-04: Bubbles



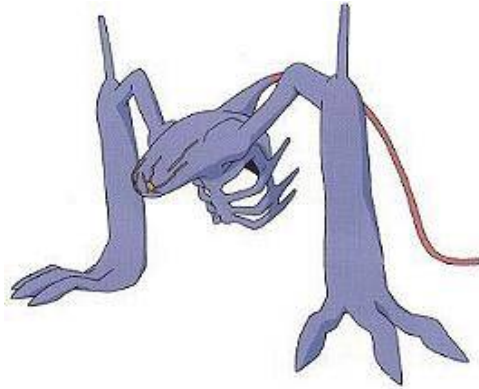
The Bubbles are the most frequently encountered ADR and are the foot soldiers of the D-Reaper. ADR-4s are floating torsos with four arms that can swell up before disgorging an energy blast at a target. Unlike most ADRs, which are created directly by the D-Reaper, the Bubbles are created by the ADR-8: Optimizer, which can produce dozens of these horrors every scene.

Willpower: 4, Rage: 6, Gnosis: 3, Essence: 13

Charms: Armor, Blast, Group Fusion, Materialize, Swarm, Trip

ADR-05: Creep Hands

The Creep Hands is a dinosaur-sized and grotesque agent resembling a severed human torso with an exposed ribcage walking along on its hands. Its elongated arms can extend great distances and strike with powerful force. It can also extend the prongs on its elbows into binding cables and fire energy beams from its head. Only two ADR-5s seem to have been created and their main purpose seems to have been as disabling units designed to capture prisoners.



Willpower: 7, Rage: 12, Gnosis: 5, Essence: 24

Charms: Armor, Blast, Bludgeon, Ensnare, Materialize

ADR-06: Horn Striker

The Horn Striker is the D-Reaper's tank, an agent designed for only one thing: combat. Like the Incredible Hulk, this green-skinned brute is infused with sheer Rage and the strength to destroy any foe. Even worse, it can change its size (normally level 8) to that of a giant as if it has the use of the Goliath modify card.



Willpower: 9, Rage: 14, Gnosis: 8, Essence: 31

Charms: Armor, Bludgeon, Cling, Goliath (one point of Essence per size level grown), Materialize, Slash

ADR-07: Partice Head

The Partice head is probably the most disturbing of the D-Reaper's creations and resembles a 20-foot tall pink humanoid completely covered in metallic mouths that constantly gibber in Jeri's voice. This ADR was created to demoralize humans, gather information (its hands can morph into cameras) and to confront the enemy. It



can attack by firing energy beams and its many mouths can extend on flexible tentacles to entangle a foe.

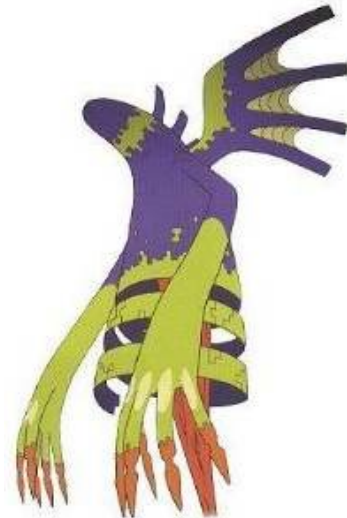
Note that the Digidex spells this ADR's name as Partice head but I have also seen it spelled Paretic Head, Particle Head, Partite Head, and even Parasite head. As all of these alternate names make an equal amount of sense, (paretic means "equilibrium of economic agents", particle means "small pieces", partite means "composed of many parts", and parasite means "an organism that lives off another") take your pick.

Willpower: 12, Rage: 14, Gnosis: 8, Essence: 34

Charms: Armor, Blast, Bludgeon, Clarity, Ensnare, Fear-Struck, Informational Link (to Jeri's mind only), Materialize, Spikes (to represent the dozens of biting mouths)

ADR-08: Optimizer

The Optimizer is a building sized beast resembling a severed human torso with wings whose dangling guts gradually combine to form a cord that connects it to the D-Reaper. The ADR-8 is very slow and, even tough it can blast a blue energy beam from its mouth; its real purpose is to transport legions of ADR-4s to the front lines of combat. Literally hundreds of Bubbles can be released from the Optimizer's "rib cage". Probably due to its limited function, only two ADR-8s were created during the D-Reaper war.



Willpower: 9, Rage: 16, Gnosis: 12, Essence: 37

Charms: Armor, Blast, Call for Aid (represents the number of ADR-4s disgorged at one time), Materialize, Slash

ADR-09: Gatekeeper (D-Reaper Ball)

The Gate Keeper is a singular ADR created to protect the Kernel Sphere, an invisible ball of force that was suspended between the two towers of the Hypnos building. Both a prison for Jeri and the seat of the D-Reaper's consciousness, the Kernel Sphere was protected by the ADR-9 much the way the human brain is protected by a skull. In addition to providing an armored, cover for the Kernel Sphere. In addition to providing passive defense in the form of armor, the Gatekeeper could also split the jagged ring that surrounds itself into razor-sharp shards that hurled themselves through the air at an opponent to slice him to bits. In addition, the D-Reaper could send tentacles through the Gatekeeper to draw victims (up to size level 8) into the Kernel Sphere. The orb can also form itself into a single eye to observe and demoralize onlookers. This is one of three ADRs (the other two being ADR-1 and ADR-6) that can speak (with Jeri's voice) but it usually does so only to use its Harrowing charm or to torment the prisoners inside it.



Willpower: 17, Rage: 12, Gnosis: 9, Essence: 38

Charms: Armor, Blast, Ensnare, Harrow, Slice

ADR-10: Mother D-Reaper (Manifestation of the D-Reaper)

The towering Mother D-Reaper is not a true ADR but is rather the physical manifestation of the D-Reaper's consciousness. Appearing as a titanic humanoid form rising out of the glowing red slime of the chaos, the Mother D-Reaper has the head of the Kernel Sphere protected by the ADR-09. This hideous parody of Jeri's dead mother was created from the nearly completely absorbed substance of the Hypnos building combined with energy obtained from tormenting Jeri. Once formed the Mother D-Reaper began making contact with the other D-Reaper masses that were located all across the globe in order to concentrate their power into opening a wormhole into the Digital World where it could reunite with its spiritual manifestation ADR-11.

Willpower: 14, Rage: 16, Gnosis: 17, Essence: 47

Charms: Absorb Data, Agony, Armor, Blast, Create Figment (ADRs only), Cybersenses, Dement, Ensnare, Erase (see below), Inner Pain, Insight, Materialize, Reflect, Regenerate (as a werewolf), Suggestion, Unexpected Combat Style (unlike all the other ADRs the Mother D-Reaper fights as if she is of the Ruby combat style and does aggravated damage to digimon of the Topaz battle style).



ADR-11: Cable Reaper (Manifestation of the Wyrn)

Not a true ADR the Cable Reaper (also known simply as the "Shinigami Reaper") emerged from the wormhole the D-Reaper opened between Earth and the Digital World. It is the physical embodiment of the D-Reaper in the Digital World, much as the Mother D-Reaper is its Physical manifestation on Earth. In order for both manifestations to materialize simultaneously on the same plane of existence, the D-Reaper must sacrifice all of its agents (except apparently ADR-01) and combine their essence into its own.

Willpower: 14, Rage: 20, Gnosis: 13, Essence: 47

Charms: Absorb Data, Agony, Armor, Blast, Create Figment (ADRs only), Cybersenses, Dement, Ensnare, Erase (see below), Inner Pain, Insight, Materialize, Reflect, Regenerate (as a werewolf)



The Digital World

“When the data stream engulfed them they could have been transported to just about anywhere in the Digital World.”

- Leomon, “Motorcycle Madness”

Anyone who plays *Werewolf: the Apocalypse* should be aware of the spirit world and its various realms, if not the 2nd edition book Core rulebook and *The Velvet Shadow* is highly recommended as they have more information than the Revised and nWod versions. In your chronicle, the World of Darkness may contain the Tamer’s Universe or the universe of the TV show could be a Mirror Zone (Alternate Universe) as described in *the Velvet Shadow*. In this book, I am going to describe the Digital World as a sub-realm of the Cyber World however; it is possible to consider it a sub-realm of the TV Realm from the Ratkin book. I prefer the former however leaving the TV Realm for the Digimon in *Adventures* that was a cartoon in the Tamer’s Universe. In this way, Tamers characters can interact with Tai, Sora, Izzy, and T.K. as in so many Fan-fiction stories without destroying the contingency of the Tamer’s Universe.

Getting to the Digital World the Hard Way

There is two ways to get to the Digital World from the Physical Earth. The hard way is to enter the Penumbra (the Shadow) and walk until one finds a Web Domain. They must then climb the Pattern Web to the ground of the Cyber Realm then travel through Spider City until they reach Downtown. One can then travel east through Downtown until one reaches the suburbs of the Metal Empire or travel through the Pit until they enter the Dark Area, both of which are the two areas of the Digital World closest to the Cyber Realm. For a complete description of the Cyber Realm, see *Umbra: the Velvet Shadow* for *Werewolf: the Apocalypse*.



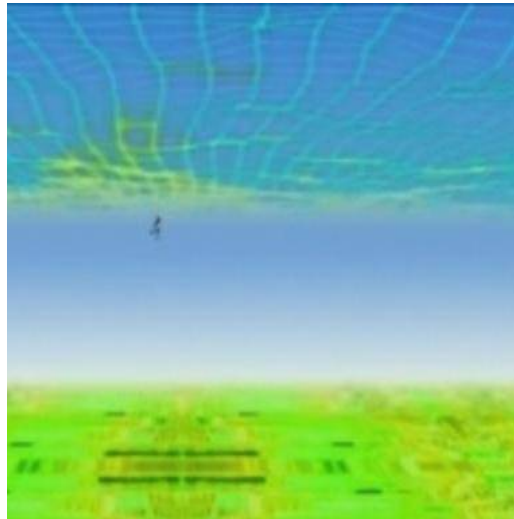
Getting to the Digital World the Easy Way



The easy way, of course is simply to find a portal to the Digital World. The typical dimensional portal looks like a floating disc of sparkling light about three to six feet across. Upon entering the portal, the characters will become surrounded by various Englings and Epiplings that take the form of misty lights and abstract symbols. These minor spirits slowly transform the physical matter of the characters into spiritual matter in order to allow them to travel further. The amount of time spent floating in this bizarre limbo depends on a Gnosis roll at Difficulty 6 and works exactly like a Werewolf’s stepping sideways ability. If the GM wishes, she can allow the best roll to affect the entire team instead of passing each character through separately.

Once transformed into spirit the characters will fall with terrifying speed, crashing through the Pattern Web surrounding Earth, then through various layers resembling circuit boards, falling through the Web surrounding the Digital World and finally smashing into the ground. Any damage taken by the fall depends on a Willpower roll at difficulty six. On a roll of three or more successes, the characters take no damage, on two successes they take three dice of bashing damage, with one success they take three dice of lethal damage, with no success they take three dice of aggravated damage. All of this damage is soakable as

normal but if a character botches than he takes three dice of unsoakable aggravated damage from the fall.



The Major Layers of the Digital World

Once the Digital World has been entered from a portal, the first Realm to be encountered will be the Primary Digital Plane. This Realm is a vast area of badlands (similar to the state of New Mexico in the USA) filled with rocky soil dotted with craggy rock formations and the occasional desert oases. There is exactly twelve hours of day in the Digital World and Twelve hours of Night. There is no dawn or dusk, instead one minute it is broad daylight and the next it is deepest midnight. Day or night, where the sun and moon should be is the blue splendor that is the Planet Earth.



Periodically reddish beams of light plunge down from the Earth and strike the ground of the Digital World. These beams are Data Streams projected from the computers in the Real World. Anyone struck by a data stream will be randomly teleported to a different area of the Digital World. Which area, either a different part of the Layer one is on or a different Realm entirely, is up to the Storyteller. To avoid the beams a successful Dexterity + Athletics roll (difficulty 7) is needed to dodge the beam.

Luckily, Data Streams are not the only way to travel about the Digital World. Indeed one can get to any sub-realm in any Layer simply by travelling in the right direction. For example, if one travels to the north far enough one will abruptly find oneself in the Second Layer of the Digital World in the Realm of the Nature Spirits and by traveling south, one will find oneself in the land of the Nightmare Soldiers. In addition, one can also access the Second Layer by entering a portal. The portals of the Digital World can be found in many an unlikely spot. For example, one can swim in a lake, find oneself in the Realm of the Deep Savers or travel up a flight of stairs, and suddenly be in the Metal Empire. Whether or not a landform is actually a portal to the second layer of the Digital World is completely up to the Storyteller but the following examples can be used as a guide:

Direction Traveled	Landform or building entered by characters	Sub-Realm of the
North	Forest, meadow, gazebo, glade, hollow stump, etc	Nature Spirits
North East	Lake, stream, river, ice cavern, rain storm, etc	Deep Savers

East	Climbing a mountain or tall tree, fog, cloud, etc	Wind Guardians
South East	Forest, swamp, tangled underbrush, etc.	Jungle Troopers
South	Dark cave, spooky house, thorny trees, old castle, etc	Nightmare Soldiers
South West	Molten lava, cave, desert sinkhole, canyon, etc	Dragon's Roar
West	Stairs, railroad car, road, metal building, etc	Metal Empire
North West	Bright hall, cheerful castle, medieval pavilion, etc	Virus Busters
Underground	Downward sloping tunnel, garbage chute, etc	Dark Area

The Second Layer sub-realms were created by their inhabitants and as a result, they tend to reflect the needs and nature of the dominant family residing in the area. They also tend to change their shape depending on the whims of the rulers so no two visits will be exactly alike. A quick summary of the main countries of the Digital World can be found below.

The Dark Area: a gloomy area of eternal night filled with demons, and exiles.

The Deep Savers: an area consisting of water, a vast island covered sea filled with floating icebergs.

The Dragon's Roar: a land of rocky badlands filled with volcanoes, hot springs, and mineral formations.

The Jungle Troopers: a warm land filled with humid swamps, tropical woodlands, and boggy mountains.

The Metal Empire: This is the area of the Digital World that most closely borders the Cyber Realm; it is a huge complex of cities, factories, and roads.

The Nature Spirits: a realm of temperate woodland, lovely forest glades, and pristine prairies doted with wildflowers. Most homes are built to blend in with the scenery.

The Nightmare Soldiers: a land filled with tangled thorn forests, highland moors, craggy mountains, spooky graveyards, old castles, and medieval style villages.

The Virus Busters: a sunny land full of carefully tended orchards, parkland, and medieval castles built of shining white stone straight out of the age of Camelot.

The Wind Guardians: a realm of perpetual blue sky dotted with floating (cloud) islands and the occasional rocky peak rising from the mist that forms the "ground" below.



In addition to the nine major Digimon Nations, there are countless tiny realms ruled by a particular digimon Lord or Lady. These areas have their own geography and rules. A good example of this type of Realm is the clockwork world visited by the Tamers. It was located between the realms of the Metal Empire and the Wind Guardians so was a cloud island covered with clockwork machines. If the ruler of a minor realm is destroyed then, the realm will crumble and the occupants will materialize on the first layer of the Digital World.



The Highest Plain and Beyond

The “Highest Plain” of the Digital World is the domain of the four Digimon Sovereigns^{*}. The Highest Plain can only be reached directly by taking a portal or Data Stream to the area or by travelling from the second layer to one of the four heavenly gates.

A gate made of alabaster and platinum can be found in the extreme western reaches of the Metal Empire, this White Gate leads directly to the keep of Baihumon. Two living trees entwined together form the Green Gate located in the far north in the land of the Nature Spirits, it leads to the keep of Ebonwumon. A Gate of twisting clouds can be found far to the east in the land of the Wind Guardians, this Blue Dragon Gate leads to the keep of Azulongmon. The final gate is the Phoenix Gate, a gate made of gold and volcanic rock that leads to the keep of Zhuqiamon far to the south in the land of the Nightmare Soldiers.

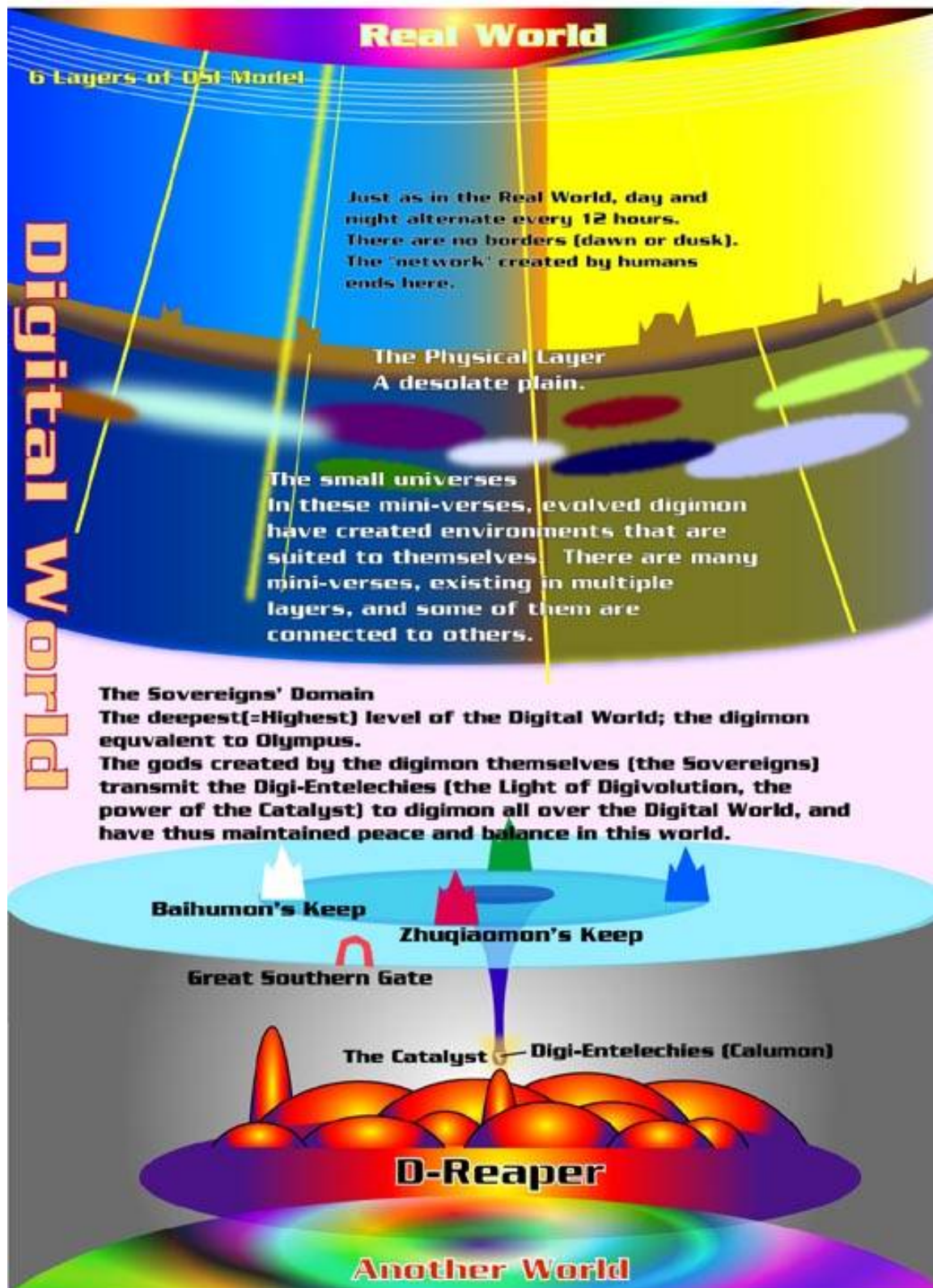
In the center of the Highest Plain is a pit leading to the Digi-Entelechies. This pit originally held the gem that caused digivolition. The sovereigns used to spread the light of the catalyst throughout the Digital Realm but this woke up the D-Reaper, which was sleeping in a cavern directly beneath Highest Plain. Once the D-Reaper was defeated, the catalyst was released from its digimon host (Calumon) and returned to its pit while the D-Reaper returned to its earliest form and re-entered hibernation.

Underneath the D-Reaper’s lair is another World. Exactly what world this is undescribed by the writers of the Digimon TV show but looking at the World of Darkness cosmology one can easily guess that it leads to the Deep Umbra, most likely to the Realm of the Wyld.

Getting Back to Earth

Returning to the Physical World from the Digital Realm is not easy. One can be rescued by a program created on Earth, ride a Data Stream and hope it returns you to the top of the Pattern Web, or travel back the hard way through Spider City. In the last two cases, one will have to travel through the Penumbra and may be mistaken for Bio-Emerging digimon by authorities. No doubt, the Storyteller can think of other ways to return wayward characters home as fits her chronicle.

^{*} Those knowledgeable in mythology will no doubt realize that a sovereign is missing from the Digital World. Myth also included a beast that represented the Center, the color yellow, and the element of earth. This beast is usually identified with the unicorn. Why this sovereign is missing is up to the Storyteller, perhaps one of the player characters is destined to become sovereign of the Earth?





Name:
Player:
Chronicle:

Concept:
Age:
Character Type:

Nature:
Demeanor:
Team Name:

Attributes

Physical

Strength ●○○○○
Dexterity ●○○○○
Stamina ●○○○○

Social

Charisma ●○○○○
Manipulation ●○○○○
Appearance ●○○○○

Mental

Perception ●○○○○
Intelligence ●○○○○
Wits ●○○○○

Abilities

Talents

Alertness ○○○○○
Athletics ○○○○○
Brawl ○○○○○
Dodge ○○○○○
Empathy ○○○○○
Expression ○○○○○
Intimidation ○○○○○
Primal-Urge ○○○○○
Streetwise ○○○○○
Subterfuge ○○○○○

Skills

Animal Ken ○○○○○
Crafts ○○○○○
Drive ○○○○○
Etiquette ○○○○○
Firearms ○○○○○
Leadership ○○○○○
Melee ○○○○○
Performance ○○○○○
Stealth ○○○○○
Survival ○○○○○

Knowledges

Computer ○○○○○
Enigmas ○○○○○
Investigation ○○○○○
Law ○○○○○
Linguistics ○○○○○
Medicine ○○○○○
Occult ○○○○○
Politics ○○○○○
Rituals ○○○○○
Science ○○○○○

Advantages

Backgrounds

○○○○○
○○○○○
○○○○○
○○○○○
○○○○○

Modify Cards

Modify Cards

Renown

Glory

○○○○○○○○○○○○○○
□□□□□□□□□□

Honor

○○○○○○○○○○○○○○
□□□□□□□□□□

Wisdom

○○○○○○○○○○○○○○
□□□□□□□□□□

Humanity

Rage

○○○○○○○○○○○○○○
□□□□□□□□□□

Gnosis

○○○○○○○○○○○○○○
□□□□□□□□□□

Willpower

○○○○○○○○○○○○○○
□□□□□□□□□□

Health

	B	L	A
Bruised	□	□	□
Hurt	-1	□	□
Injured	-1	□	□
Wounded	-2	□	□
Mauled	-2	□	□
Crippled	-5	□	□
Incapacitated		□	□

Experience



Name: _____ Program Type: _____ Nature: _____
 Player: _____ Battle Style: _____ Demeanor: _____
 Tamer's Name: _____ Family: _____ Concept: _____

Attributes

Gnosis *Willpower* *Rage*
 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0

Abilities

<i>Talents</i>	<i>Skills</i>	<i>Knowledges</i>
Alertness _____ 00000	Animal Ken _____ 00000	Computer _____ 00000
Athletics _____ 00000	Crafts _____ 00000	Enigmas _____ 00000
Brawl _____ 00000	Drive _____ 00000	Investigation _____ 00000
Dodge _____ 00000	Etiquette _____ 00000	Law _____ 00000
Empathy _____ 00000	Firearms _____ 00000	Linguistics _____ 00000
Expression _____ 00000	Leadership _____ 00000	Medicine _____ 00000
Intimidation _____ 00000	Melee _____ 00000	Occult _____ 00000
Primal-Urge _____ 00000	Performance _____ 00000	Politics _____ 00000
Streetwise _____ 00000	Stealth _____ 00000	Rituals _____ 00000
Subterfuge _____ 00000	Survival _____ 00000	Science _____ 00000

Advantages

<i>Backgrounds</i>	<i>Charms</i>	<i>Charms</i>
_____ 00000	_____	_____
_____ 00000	_____	_____
_____ 00000	_____	_____
_____ 00000	_____	_____
_____ 00000	_____	_____
_____ 00000	_____	_____
_____ 00000	_____	_____

Essence
 0 0 0 0 0 0 0 0 0 0 0 0
 0 0 0 0 0 0 0 0 0 0 0 0
 0 0 0 0 0 0 0 0 0 0 0 0
 0 0 0 0 0 0 0 0 0 0 0 0
 0 0 0 0 0 0 0 0 0 0 0 0
 □ □ □ □ □ □ □ □ □ □ □ □
 □ □ □ □ □ □ □ □ □ □ □ □
 □ □ □ □ □ □ □ □ □ □ □ □
 □ □ □ □ □ □ □ □ □ □ □ □

Speed Chart
 R: _____
 C: _____
 U: _____
 M: _____

Extra Health Levels
 C: 0000000000000000
 □ □ □ □ □ □ □ □ □ □ □ □ □ □
 0000000000000000
 □ □ □ □ □ □ □ □ □ □ □ □ □ □
 U: 0000000000000000
 □ □ □ □ □ □ □ □ □ □ □ □ □ □
 0000000000000000
 □ □ □ □ □ □ □ □ □ □ □ □ □ □
 M: 0000000000000000
 □ □ □ □ □ □ □ □ □ □ □ □ □ □
 0000000000000000
 □ □ □ □ □ □ □ □ □ □ □ □ □ □
 0000000000000000
 □ □ □ □ □ □ □ □ □ □ □ □ □ □

Rank

Final Health Levels
 R: 0000000000000000
 □ □ □ □ □ □ □ □ □ □ □ □ □ □
 B L A
 Bruised □ □ □
 Hurt -1 □ □ □
 Injured -1 □ □ □
 Wounded -2 □ □ □
 Mauled -2 □ □ □
 Crippled -5 □ □ □
 Incapacitated □ □ □

Size Level
 R: _____
 C: _____
 U: _____
 M: _____



Character Sketch

Rookie **Champion** **Ultimate** **Mega**

No Change **+1 Willpower** **+2 Willpower** **+4 Willpower**
+2 Rage **+3 Rage** **+5 Rage**
+10 Essence **+20 Essence** **+30 Essence**
Difficulty to Digivolve: 6 **Difficulty to Digivolve:** **Difficulty to Digivolve:** **Difficulty to Digivolve:**

Other Traits

_____.00000
 _____.00000
 _____.00000
 _____.00000
 _____.00000
 _____.00000
 _____.00000
 _____.00000
 _____.00000
 _____.00000
 _____.00000
 _____.00000
 _____.00000
 _____.00000
 _____.00000

Initiative

Description

Sex: _____
 Race: _____
 Eye Color: _____
 Country: _____
 Height: _____
 Weight: _____

 Quote: _____

Equipment

Merits & Flaws

Combat

Maneuver/Weapon	Roll	Difficulty	Damage	Range	Rate	Clip

Brawling Chart

Maneuver	Roll	Diff	Damage
Bite	Will+Brawl	5	Strength+ /L
Body Slam	Will+Brawl	7	Special/B
Claw	Will+Brawl	6	Strength+ /L
Grapple	Will+Brawl	6	Strength/B
Kick	Will+Brawl	7	Strength+1/B
Punch	Will+Brawl	6	Strength/B

A=Aggravated Damage
 B=Bashing Damage
 L=Lethal

Data: **Emerald:**
Vaccine: **Ruby:**
Virus: **Topaz:**

Digimon Tamers Storyteller's Screen

For Digimon Tamers: In the World of Digital Darkness

© 2009; Laura "Tamara" Henson

Print all pages single sided. Mount the illustrated side in order on a large piece of cardboard or heavy poster board. Mount the text side in order on the other side of the cardboard or poster board. The completed screen should look like this...

Front Side (towards the players)



Back Side (towards the Storyteller)

The back side of the screen contains several tables and charts for the Storyteller's reference. The tables are organized into four main sections:

- Diffusion Chart:** A table listing various Digimon species and their diffusion levels.
- Combat Summary Chart:** A table summarizing combat statistics for various Digimon.
- Digimon Abilities Chart:** A table listing various Digimon abilities and their effects.
- Digimon Stats Chart:** A table listing various Digimon stats and their values.

Each section includes detailed descriptions and rules for use during the game.









Difficulties

Difficulties	
3	Easy
4	Routine
5	Straightforward
6	Standard
7	Challenging
8	Difficult
9	Extremely Difficult
Degrees of Success	
One Success	Marginal
Two Successes	Moderate
Three Successes	Complete
Four Successes	Exceptional
Five Successes	Phenomenal



Combat Complications

- **Declare any Rage point expenditures** (maximum of character's Dexterity rating) during Stage Two (Attack). Rage only affects the Tamer's partner digimon.
- **Changing Actions:** The difficulty increases by one.
- **Immobilization:** The difficulty to hit an immobilized target is decreased by two.
- **Stunning:** When Health Level damage exceeds Stamina (in digimon: Willpower) rating, the target is stunned and cannot act next turn (a Rage point will counter the effect).
- **Soaking Difficulties:** Bashing (4), Lethal (6), and Aggravated (8).
- **Uploading Data:** Willpower (difficulty equaling the target's Gnosis) the number of successes indicates the amount of essence downloaded.

Gauntlet

Area	Typical Gauntlet
Science lab	9
Inner city	8
Most places	7
Rural countryside	6
Deep wilderness	5
Typical active caern	4
Powerful caern	3
The greatest caerns	2

Stepping Sideways

Successes	Shift Time
Botch	"Caught"
0	Failure; may not try again for another hour
One	5 minutes
Two	30 seconds
Three +	Instant

Combat Summary Chart

Human Combat

Stage One: Initiative

- Roll Wits + Initiative (difficulty 6). The winner declares her action last (after she has heard everyone else's actions) and performs it first.
- Declare Dice Pool division if performing multiple actions.

Stage Two: Attack

- For firearms combat, roll Dexterity + Firearms.
- For melee (with weapons) combat, roll Dexterity + Melee.
- For hand-to-hand (without weapons) combat, roll Dexterity + Brawl.
- Dodge: roll Dexterity + Dodge. A character can forfeit some or all of his Dice Pool to dodge at any time; each success subtracts one from the opponent's successes.

Stage Three: Resolution

- Roll damage, determined by weapon or maneuver (difficulty 6).
- Soak damage: roll Stamina + Armor.

Digimon Combat

Stage One: Initiative

- As above. Digimon roll Willpower for initiative.

Stage Two: Attack

- For firearms combat, roll Willpower + Firearms.
- For melee (with weapons) combat, roll Willpower + Melee.
- For hand-to-hand (without weapons) combat, roll Willpower + Brawl.
- Dodge: roll Willpower + Dodge.







- Declare Dice Pool division if performing multiple actions.

- If a Charm is being used, refer to the Charm description.

Stage Three: Resolution

- Roll damage, determined by weapon or maneuver (difficulty 6).
- Soak damage: roll Willpower + Armor.

Digimon Aggravated Damage

This Type	Does Agg Damage to this Type
Data	Vaccine:
Vaccine	Virus
Virus	Data
	
	
	

Brawling Chart

Maneuver	Roll	Difficulty	Damage	Actions
Bite	Dex + Brawl	5	Strength *	1
Body Slam	Dex + Brawl	7	Special	1
Claw	Dex + Brawl	6	Strength +2 ✓	1
Grapple	Dex + Brawl	6	Strength	1
Kick	Dex + Brawl	7	Strength	1
Punch	Dex + Brawl	6	Strength	1
Special Maneuvers*				
Evasive Act.	Wits + Dodge	6	none	1
Fur Gnarl	Dex + Brawl	8	Str +1 + Special ✓	2
Hamstring	Dex + Brawl	8	Str + Special ✓	1
Jaw Lock	Dex + Brawl	6	Special ✓	1
Leaping Rake	Dex + Brawl	8	Strength +2 ✓	2 ✓
Taunt	Man. + Exp.	Opp. Wits +4	none	1

* -1 bashing for human characters / +1 Lethal for Digimon
 ✓ Digimon only, Lethal damage



Health Levels

Bruised	
Hurt	-1
Injured	-1
Wounded	-2
Mauled	-2
Crippled	-5
Incapacitated	

Melee Weapons Table

Weapon	Difficulty	Damage	Conceal
Sap	4	Strength	P
Club	4	Strength +1	T
Knife	4	Strength +1	J
Foil	5	Strength +3	T
Saber	6	Strength +4	T
Axe	7	Strength +5	N
Klaive	6	Strength +2*	J
Grand Klaive	7	Strength +4*	T

* This is a silver weapon; Garou cannot soak this damage

Firefight Complications

Complication	Difficulty	Dice
Changing action	+1	—
Immobilization	-2	—
Long range	+1	—
Point-blank	4	—
Lying flat	+1	—
Behind pole	+2	—
Behind wall	+3	—
Only head exposed	+4	—
Movement	+1	—
Aiming	—	+ Perception (1/turn)
Scope	—	+2
Specific area of target	+2	—
Multiple shots	+1/extra shot	—
Full-auto	+3	+10
Three-round burst	+1	+3
Spray	5 +1/yd	+10

Armor

Class	Armor Rating	Penalty
Class One (reinforced clothing)	1	0
Class Two (armor T-shirt)	2	0
Class Three (vest)	3	1
Class Four (flak jacket)	4	1
Class Five (full suit)	6	2



Experience Chart

Human Experience Chart

Trait	Cost
Attribute	Current Rating x 4
Ability	Current Rating x 2
New Ability	3
Rage	Current Rating x 2
Gnosis	Current Rating x 2
Willpower	Current Rating

Digimon Experience Chart

Trait	Cost
Ability	Current Rating x 2
New Ability	3
Rage	Current Rating x 4
Gnosis	Current Rating x 4
Willpower	Current Rating x 4
Essence	Current Rating x 2
New Charm	Digimon's Rank x 2
Size Level	Current rating x 2

Firearms Chart

Type Example	Difficulty	Damage	Range	Rate	Clip	Concealment
Revolver, Lt. SW M640 (.38 Special)	6	4	12	3	6	P
Revolver, Hvy. Colt Anaconda (.44 magnum)	7	6	35	2	6	J
Pistol, Lt. Glock-17 (9mm)	7	4	20	4	17+1	P
Pistol, Hvy. Sig P220 (.45 ACP)	8	5	30	3	7+1	J
Rifle Remington M-700 (.30-06)	8	8	200	1	5+1	N
SMG, Small* Ingram Mac-10 (9mm)	7	4	25	3	30+1	J
SMG, Large* UZI (9mm)	6	4	50	3	32+1	T
Assault Rifle* Steyr-Aug (5.56mm)	7	7	150	3	42+1	N
Shotgun Ithaca M-37 (12-gauge)	6	8	20	1	5+1	T
Shotgun, Semi-auto Fianchi Law-12 (12 gauge)	7	8	20	3	8+1	T
Crossbow**	7	5	20	1	1	T

Range: This is the practical range of the gun in yards. A character may fire on a target at up to double the listed range; however, this is considered a long-range shot.

Rate: The maximum number of bullets or three-round bursts the gun can fire in a single turn. The rate does not apply to full-auto or spray fire.

Clip: The number of bullets that can be held in one clip or in the barrel. The +1 indicates a bullet can be held in the chamber, making the gun ready to fire.

Concealment: P = can be hidden in a pocket; J = can be hidden inside a jacket; T = can be hidden inside a trenchcoat; N = cannot be hidden on one's person at all.

* indicates the gun is capable of three-round bursts, full-auto fire and sprays.

** The crossbow is listed to accommodate those characters who wish to use one to stake vampires. However, unlike a firearm, it does not add attack successes to the damage Dice Pool. Additionally, a crossbow takes five turns to reload.

Dodging

Difficulty	Terrain
2	By moving back half a step, the character is back under full cover.
4	Full cover within diving distance (one yard)
6	Full cover within running distance (three yards)
7	Partial cover within running distance (three yards)
8	Flat and featureless, no cover (the character dives to the ground)

Cover Difficulties

Cover	Difficulty
Lying flat	+1
Behind pole	+2
Behind wall	+3
Only head exposed	+4



4598 STONEGATE IND. BLVD.
STONE MTN., GA 30083
U.S.A.

Digimon © 1995 Akiyoshi Hongo
and Bandi Co., LTD. Room 2902,
29/F, United Centre, 95
Queensway, Hong Kong



Digivolution Chart

Tamers Character Type

Crusader
Entertainer
Intellectual

Digivolution Roll

Rage + Familiar Link
Willpower + Familiar Link
Wisdom + Familiar Link

Digivolution Difficulties

Rookie: 6 Champion: 7 Ultimate: 8 Mega: 9 Chou: 10

minus one difficulty for each of the following (minimum difficulty of 6)

Same general digimon type (mammal, reptile, machine, undead etc.)
Similar name (Greymon to WarGreymon or Leomon to GrapLeomon)
Same general coloration, markings or species
Announcement of digivolution
Biomerge digivolution (only available if the tamer's Familiar Link trait is 5 or higher)



Movement

Digimon Movement

Speed is equal to its Willpower plus a species factor (as given below) in yards. So a humanoid digimon with a Willpower of 2 moves at 7 yards. A digimon's maximum speed is equal to 20 yards + Willpower + species factor

Speed Level	Examples	Species Factor (in yards)
Very Slow	Turtle, Snail, Worm	1
Slow	Human Toddler, Guinea Pig	3
Medium	Typical Human, Rat	5
Moderately fast	Dog, Rabbit, Cat	8
Fast	Cow, Moose, Sheep	10
Very Fast	Horse, Deer, Antelope	12
Blindingly Fast	Cheetah, a Flying Falcon	15

Human Movement

Walk: 7

Jog: 12 + Dexterity

Run: 20 + dexterity x 3

Feats of Strength

Dice Pool	Feats	Lift
1	Crush a beer can	40 lbs.
2	Break a chair	100 lbs.
3	Break down a wooden door	250 lbs.
4	Break a 2" x 4"	400 lbs.
5	Break open a metal fire door	650 lbs.
6	Throw a motorcycle	800 lbs.
7	Flip over a small car	900 lbs.
8	Break a three-inch lead pipe	1000 lbs.
9	Punch through a cement wall	1200 lbs.
10	Rip open a steel drum	1500 lbs.
11	Punch through 1" sheet metal	2000 lbs.
12	Break a metal lamp post	3000 lbs.
13	Throw a car	4000 lbs.
14	Throw a van	5000 lbs.
15	Throw a truck	6000 lbs.

Falling Damage

Distance (in feet)	Injury
5	One Health Level
10	Two Health Levels
20	Three Health Levels
30	Four Health Levels
40	Five Health Levels
50	Six Health Levels
60	Seven Health Levels
...and so on, to a maximum of 10 Health Levels.	

Fire Damage

Difficulty	Heat of Fire
3	Heat of a candle (first-degree burns)
5	Heat of a torch (second-degree burns)
7	Heat of a Bunsen Burner (third-degree burns)
9	Heat of a chemical fire
10	Molten metal
Wounds	Size of Fire
One	Torch; part of body burned
Two	Bonfire; half of body burned
Three	Raging Inferno; all of body burned

Jumping

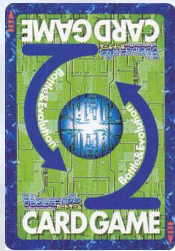
Roll: Strength + Athletics

(Willpower + Athletics in Digimon)

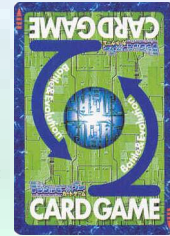
Difficulty: 3 (varies)

Type	Feet per Success	Human	Bipedal Digimon	Quadrupedal Digimon
Vertical (up)		2	4	4
Horizontal (across)		4	5	7

digimon Tamers: **in the World of Digital Darkness**

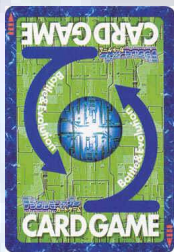


A supplement for White Wolf's
Storyteller ® Role Playing Game

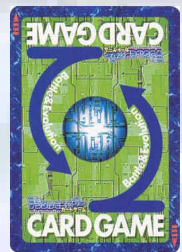


Based on the Anime Digimon Tamers

With rules for both
Human & Digimon characters



For the Classic World of Darkness Game Werewolf: the Apocalypse™



With tips to converting to the New World of Darkness Rules