

DIGIMON: DIGITAL ADVENTURES

A DIGIMON ROLE-PLAYING GAME



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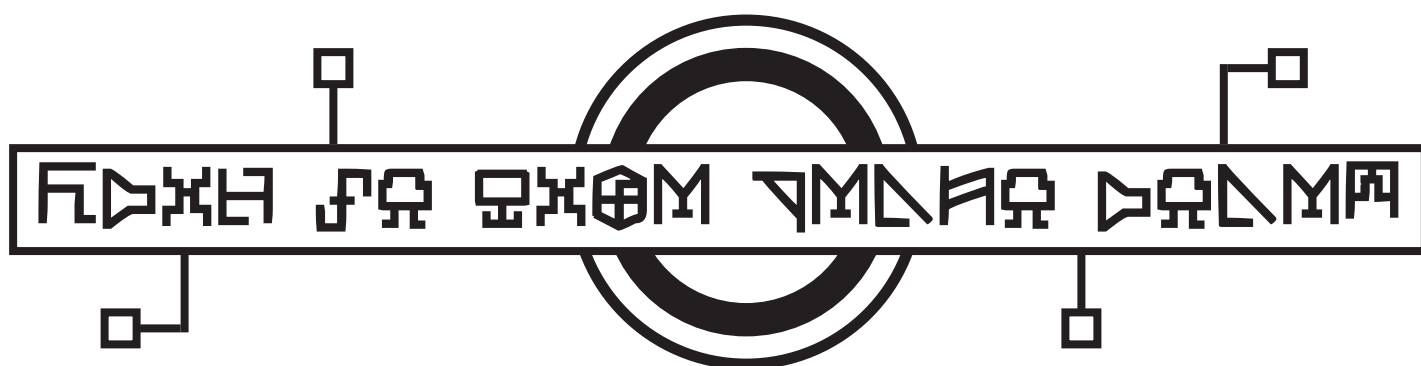


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CHAPTER 1: A QUICK INTRODUCTION

Let's start things at the beginning: this is a pen and paper system which is centered around making a good role (or roll) playing environment for the Digimon franchise. If you've never heard of a pen and paper game, or Digimon, there's a bit of research to be done, but this will give you a quick overview, or a refresher.

Digimon is a series which is primarily defined by what's usually the most obvious about it: a monster taming and battling type of series, where humans and monsters partner up to defeat the forces of evil. But there's a bit more to it than meets the eye, it's also a series about personal growth, and discovering a bit more about yourself, as well as some strong themes about teamwork, friendship, and cooperation. It tends to set itself apart from other Monster Tamer types of franchises primarily by each Human generally being partnered with just one to three Digimon (at least at a time) over collecting hundreds of thousands of monsters. It tends to give a more personal feel to the Digimon and their partner, as well as giving a bit more time to develop the character's personalities and backstories.

Pen and paper games are systems which tend to factor in creative, imaginative factors, as well as a defined structure and rules. This is different from a "free form" game, where it's more along the lines of multiple players and a Game Master creating a story with no hard rules in play. Pen and paper systems meanwhile strive to create a more fun and enjoyable experience by offering a set of rules to follow and create characters and encounters by. Now, some pen and paper games have dozens of different sizes and shapes of dice to use, but this system will only ever use D6's (Six-sided die, which are commonly found in your household Monopoly set, whenever it isn't threatening to break friendships apart of course). To save space, this handbook will use the shorthand term of D6. Pen and paper games also tend to limit the amount of things you can have on a character at a time, of course you can generally work towards more. This helps to encourage a character growing more easily, over just leaving that entirely up to player discretion. These rules may seem cumbersome at first, but don't worry, it's quick and easy to learn!

Now, for the most part, I'm sure most people picking up this handbook have an idea of what at least one of the aforementioned topics are, if not both. But bear with me, Chapter 1 is rather short! Now, for Digimon fans, and pen and paper veterans, this system utilizes dice POOLS primarily, so be prepared for that.

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CHAPTER 2: CHARACTER CREATION

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

Each character has things that they are good at and these skills and abilities often have significance within the system of Digimon: Digital Adventures. For instance, one character could be a computer genius, while another is charming, while another is a contender for the state or even national karate championship. These skills and abilities are the core of the human character in the form of Attributes and Skills. DigiDestined Characters also have Aspects, things that define them beyond Skills and Attributes, often in the forms of phrases and descriptors. Aspects add additional facets to a human character as well as provide a bonus to things that the character does that are related to an Aspect. Finally, a human character has Torments. Torments are issues that follow a character around and are ideally resolved over the course of a campaign. Together, all of these things should help flavor an interesting and developed character, who will grow AS a character throughout the campaign!

Digimon themselves have five core attributes, generally used for when things get hairy in the realm of combat (Health, Accuracy, Damage, Armor, and Dodge). From those five attributes, they possess three derived attributes based on the core attributes (Brains, Agility, Body). A Digimon's Stage primarily influences its Intelligence and its Base Health (as well as giving it a raw power bonus generally speaking). In addition to the above, each Digimon can buy up special qualities that are based on their forms or based on various preferences that the Digimon might have, as well as detailing the various attacks that a Digimon might have.



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Starting out as Kids, human characters have 30 Creation Points (Or CP) to buy up their Attributes and Skills. Each Human has all five Attributes at 0 and all 15 skills at 0 at Creation. Their Age will determine how many Points they have to Spend (and in what Areas), what their Starting Stat Cap is, and what their Final Cap is.

AGE GROUP	AGE RANGE	STARTING CP	STARTING CAP	FINAL CAP	CP PER AREA
Child	0-14	30	3	5	15
Teenager	12-20	40	5	7	20
Adult	16+	50	7	10	25

ATTRIBUTES

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

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

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

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



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



SKILLS

AGILITY-RELATED

Dodge: used in rolls where the character must dodge an incoming attack, either from a human or a Digimon.

Fight: Used in rolls where a Human is in combat, be it melee or ranged.

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

CHARISMA-RELATED

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

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

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

BODY-RELATED

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

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

Feats of Strength: Used in rolls involving the Character lifting heavy weights or pushing large objects.

INTELLIGENCE-RELATED

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

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

Knowledge: Used in rolls where the Tamer has their memory and overall learning tested

WILLPOWER-RELATED

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

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



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ASPECTS

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

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

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

Realistically, an Aspect of a Human Character should be something that is either very Niche and won't effect very many rolls in the campaign, or has a variety of bonuses and negatives which could be associated with it. It's no fun, nor is it realistic, to be with a character who is constantly adding +2 to all their rolls because they picked a very broad and covering positive Aspect.

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



ASPECTS ARE IMPORTANT

AND CAN BE USED

TO YOUR ADVANTAGE

TORMENTS

Everyone has problems. Some problems are worse than others are and are more deeply effecting. These problems will Torment a character throughout whatever Campaign you have in mind. With effort, characters can come to terms with their problems and even maybe become better individuals for them.

Sometimes, you encounter problems or have them thrust upon you via unfortunate circumstance and you acquire an additional Torment. Torments come in three varieties and have various ratings, Minor, Major, and Terrible. Humans start with two Minor Torments OR one Major Torment at the least. You can take more than the starting one or two Torments as you wish, but you gain no bonuses for additional flaws.

Minor Torments are those that are not very crippling, but can still affect a someone. They range from being a crybaby, being unable to make friends when you are the new kid, or simply being in the middle of a messy divorce.

Major torments last a long time and are often quite stressful on a character's mind. Some examples are being your younger brother's keeper, fearing combat because it will critically injure your partner, being so hurt by reality to the point of retreating into fantasy.

Terrible Torments should never happen to anyone. These are the things that break wills, cause people to lose all hope for the future, and even cause them to become swallowed by the darkness. One of the best examples of a Terrible Torment is when a kid sees someone they care about dying right in front of them.

If you choose to, you can spend some of your starting CP on taking steps to get rid of your Torments, essentially coming into the game with a little headway made toward making peace with your history. You can only spend enough points to mark off up to two for Minor, three for Major, and five for Terrible for one box per point spent.

Each type of Torment has a number of boxes associated with it. Minor Torments have 5 boxes, Major have 7, and Terrible have 10. If you're confronted with your Torment, be it in the form of a child in danger and you can do nothing about it, or simple campfire recollections bringing up a dreadful past, you roll $3d6 + \text{Willpower}$ - your Unmarked Torment Boxes with a goal of rolling above 15. If you succeed, you then make a little headway towards resolving that Torment, marking off another box.

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

Once in play; you have the option of spending your acquired Experience Points to mark off Torment boxes. If you have been making head way, with the GM's approval, you spend a number of experience points equal to the number of marked off boxes of your Torment + 1. This represents your character figuring out things in their head and resolving their issues without external provocation.

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ROUNDING OUT THE DIGIDESTINED

Each character has a number of wound boxes equal to their Body + 2, with a minimum of 2. These wound boxes are marked off over the course of a fight if a human decides to engage in combat with another player or even a Digimon. A human has a Speed rating equal to their Agility + 2 so if worse comes to worse, you know who can outrun the angry Digimon chasing you.

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

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



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DIGIMON CREATION

The other half of your player character team (and, who are we kidding, probably the reason that you picked up this system in the first place, if you wanted to play with humans exclusively, you'd have picked up another system!), the Digimon partner is not only well-versed in combat and most physical challenges, but has a working knowledge of the Digital World as well. Most of the time, they will be an invaluable tool in combating the evils of the Digital World, as well as a nigh constant companion.

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

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

Accuracy

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

Damage

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

Dodge

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

Armor

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

Health

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



QUALITIES

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

Area Attack

2 DP per Rank

With clever positioning, you can hit everyone in an area. As part of an attack, you can choose to have it affect all Digimon within the reach of your attack with a -3 die penalty for that attack's Accuracy roll. However, if one wishes to get more technical with their combat, there are a variety of specific Area Tags that you can add, which can flavor an attack in a different way. Keep in mind that even if an Attack has an Area Tag, it does not HAVE to be used as such, a single-target Attack is always an option. You may take this Quality multiple times, applying the Area Tag of choice to a different Attack each time. Area Attacks can be applied to a Melee Attack, however, if they are, the Attack MUST be fired at a Melee range, no matter the Tag.

- **[Burst]:** the Attack originates in a radius around the user. The radius of the attack is 1 at base, however, if it is a Ranged Attack, it may add 1/5 of the user's Brains Stat to the Radius (if 1/5 of your Brains is not a whole number, round down).

- **[Blast]:** May only be applied to Ranged Attacks. After choosing a central/target zone for your Attack, you may create a blast zone with a Diameter of 1+1/10 of the user's Brains Stat (same rules as Burst)

- **[Line]:** The user's Attack hits every target in a Line which originates adjacent to the user, the Range of the Line being 5+1/5 of the user's Brains. The line's width is 1 at base, however the user may add 1 to the width for every Size class they are above Medium.

- **[Close Blast]:** Creates a three-meter-Diameter zone which originates adjacent to the user. The user may apply 1/5 of their Brains to the Diameter, rounded down, to the zone.

- **[Pass]:** May only be applied to a Melee Attack. The user moves in a straight line up to their Speed, and move 'through' enemies and make continue to make Attack Rolls against continual Targets until they run out of Movement Spaces. For each enemy targeted besides the first 2, additional Accuracy Rolls take a -1 Penalty per Target. This Attack would count as two Simple Actions as such, unless this Attack also has the Charge Attack Tag, in which case it would become a single Simple Action.

- **[Cone]:** The user's Attack hits in a Cone, or Triangle which originates adjacent to the user, whose height is 3 at base. However, Ranged Attacks may add 1/5 of their Brains to the height of the triangle.

Suggestion: players and enemies whiffing on their rolls, making combat last a long time? Make Area Attacks which are hitting Enemies who are larger than a 1x1 Meter Square lower the Target's Dodge Pool by the number of additional square meters the Target occupies! For example if an enemy who is 5x5 meters in size is targeted by a Blast 3 Attack (a 3x3 square/meter), they take a -8 penalty to their Dodge Pool.

Armor Piercing

1 DP per Rank, up to 3 Ranks

Choose one attack. For each rank in this Quality, that attack ignores the first point of Armor the defending Digimon possesses +1. For example, if you have 2 ranks in Armor Piercing, then the attack ignores 3 ranks of the target's Armor. This Quality may not be applied to an Attack with Certain Strike at the same time.

Agility

2 DP

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

Attack Effect

1-3 DP Per Rank

These Effects modify how an attack works. An Effect's duration is determined by the amount of net successes left over from the defense roll, equaling the duration in combat rounds. This adds [Effect] to your attack's tags. Specifics on what Effects do will be detailed later. This Quality may be taken multiple times, choosing a different Attack each time.

- **1 DP Effects:** Immobilized, Knockback Taunt
- **2 DP Effects:** Poison, Confuse, Stun, Fear, Lifesteal
- **3 DP Effects:** Blind, Paralysis, Charm, Weaken, Strengthen, Healing

Certain Strike

2 DP per Rank

Choose one of your attacks. That attack negates a successful die per rank on an opponent's Dodge roll. This Quality may not be applied to an Attack which also has Armor Piercing applied to it.

Charge Attack

1 DP

Choose a [Melee] tagged attack. When you make this attack, you can move up to your speed without having to use a Simple Action. In essence, this means that Attacking and Moving, when using this Attack, counts as a single Simple Action.

Combat Awareness

1 DP per Rank, up to 3 Ranks

- Rank 1: Add the Ranks in Combat Awareness to your Initiative. You gain +2 Dodge against Surprise Attacks.
- Rank 2: Add the Ranks in Combat Awareness to your Dodge for the first Round of Combat. You are immune to Surprise Attacks.
- Rank 3: Add the Ranks in Combat Awareness to your Accuracy for the first Round of Combat. You gain +2 Speed for the first Round of Combat. The effects from each of these Ranks stack.

Combat Monster

2 DP

Whenever your Digimon would take damage, your next successful attack gains a number of bonus points equal to the health boxes of that you suffered to its Damage rating. For example, if your Growlmon with Combat Monster takes 3 damage from one enemy's Attack, then another 4 from another's, it's next successful Attack deals 7 Damage! The Damage stacks until you connect with an Attack, no matter how many rounds it takes! Once your Attack hits, the 'counter' is set back to 0.

Counterattack

2 DP

Once per fight, if an enemy would miss you and deal no damage, you may make a free attack on them. Your target rolls half their Dodge pool. You may choose any Attack you wish when utilizing this Quality.

Counterblow

2 DP

This Quality is a Tag you apply to an Attack. Whenever you use this Attack as a part of the Counterattack Quality, you may also ignore one half of your target's Armor stat as well as half of their Dodge Pool.



Data Optimization

1-2 DP

The Digimon is geared more towards a certain method of fighting than others. When you buy this Quality, choose one of the following options for the Digimon's Data Optimization.

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

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

• **Guardian Optimization** (1 DP): The Digimon has a +2 bonus to its Armor Stat, at the expense of a -1 to its base speed rating.

• **Brawler Optimization** (2 DP): The Digimon is considered to have an Accuracy rating two ranks higher for the purposes of Clashing, and is treated as if it was 1 Size category larger while Clashing (Tiny to Small, Small to Medium, Medium to Large, and Large to Huge.). Gigantic Category Digimon with this Optimization simply gain +4 to all Rolls they make while Clashing.

• **Uncatchable Target Optimization** (1 DP): The Digimon gains a +2 bonus to its Dodge, however, it suffers a -1 Penalty to its Accuracy.

• **Long-Range Optimization** (1 DP): The Digimon's Range for all Attacks is considered Doubled, and loses Accuracy for Range at ½ the normal Rate. The Digimon, therefore, at Base, now rolls normal Accuracy when it attacks with a Ranged Attack within 2 and 20 Meters, then only takes a -1 Accuracy Penalty for every 10 Meters further away that it is. However, the Digimon takes a -2 Movement Penalty, and takes a -2 Penalty to Accuracy Checks when it's within 2 Meters of a Target and uses a Ranged Attack.

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

• **Effect Warrior Optimization** (1 DP): The Digimon has +2 dice when making an attack with a [Effect] attack, however, it suffers a -1 Armor Penalty.

Digger

1 DP

Your Digimon is at home in the dirt and earth. It can maneuver through soft earth at a rate equal to its base speed + 2 or stone and rock at half that rate.

Flight

2 DP

Your Digimon is at home in the air, soaring through the clouds. Your Digimon can fly at a rate of its base speed + 2 meters.

Dramon Destroyer

1 DP per Rank, up to 2 Ranks

This Digimon is built to destroy Dragon type Digimon (generally Digimon whose names end in "Dramon"). This Quality takes physical form somewhere on the Digimon's body (for example: WarGreyemon's Clawed Gauntlets). This Digimon gains +2 to Accuracy when attacking a Dragon type Digimon, and +1 Accuracy when Attacking a Dinosaur type, Dinosaur-Man type, or Dragon-Man Type Digimon. However, if the Digimon falls into any of these Categories itself, it takes 1 Flat, unalterable Wound Box Damage on a Miss! This Effect is Doubled if you take another Rank.



Hide in Plain Sight

1 DP Per Rank, up to 3 Ranks

Some Digimon are really, really good at disguising themselves. When someone is rolling to notice a hidden Digimon, the roll takes a -4 Penalty per Rank that you take in this Quality.

Huge Power

2 DP

When making an attack, you know just how to hit them. You may re-roll any dice on an Accuracy roll that show up as ones, once per fight.

Holy Ring

1 DP per Rank, up to 2 Ranks

The Digimon is an avid hunter of evil and as such, gains +2 to Accuracy when making attacks against out and out evil Digimon, and +1 Accuracy against Virus type Digimon, Demon, and Demon-Man Digimon. This quality takes a physical form as a golden ring somewhere on their body (finger, tail, ankle, wrist, etc). However, some Digimon who have this Ring are considered Evil themselves and are taking it for selfish power! If a Digimon is considered Evil or a Virus type and has this Quality, it takes 1 Flat, Unalterable Wound Box Damage on a Miss! If you take a second Rank, the Bonus and negatives are both doubled.

Improved Derived Stat

1 DP per Rank

Each time you take this Quality, choose Body, Agility, or Brains. Add +1 to the chosen Derived Stat. You do not have to choose the same Derived Stat each time.

Mighty Blow

2 DP

Whenever you deal damage to an opponent and deal damage equal to or greater than twice their Body score, the opponent is Stunned for one round.

Mode Change

2 DP per Rank

For each Rank, choose two Stats. As a Simple Action, you can swap those two aforementioned Stats with each other. Choose a different set of Stats for each "Mode" the Digimon has, or more precisely, each Rank they have in Mode Change. You may NOT choose Health as one of the Stats.

Note: if you have forms whose Stat Swaps cross over, use your BASE stat for the swap, not the altered stat. For example if you have an Attack/Armor swap and a Attack/Dodge swap, and you swap from the former to the latter, you would not in essence change your Armor to Dodge, but your base Attack to Dodge. In essence, BEFORE applying Mode Change's Stat Swap, you revert your Stats to their base.



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2 DP

Speedy

1 DP per Rank

1 DP per Rank

Swimmer

1 DP

Selective Targeting

2 DP

Signature Move

3 DP

Weapon

1 DP per Rank, up to 3 Ranks

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DIGIZOID QUALITIES

Mega Level Digimon honestly, by the time you're getting to them, aren't much of a bonus as they are. +15 DP is neat, but when you're already packing at least 30 Bonus DP from the campaign alone, 100 DP at Mega over 85 DP at Ultimate isn't a massive bonus. But Mega Level Digimon are supposed to be some terrifying Monsters! As such, Ultimate and Mega Level Digimon have access to some very powerful Qualities which give them a more mechanical edge over their lower-level counterparts.

Note: Ultimate Level Digimon may PURCHASE either Digizoid Armor: Chrome, or Digizoid Weaponry: Chrome, but they must still PAY for the Quality. Ultimate Level Digimon with these Qualities are hardly unheard of, but it's not nearly as commonly seen as in their Mega Level Counterparts.

Note 2: Taking a Digizoid Quality does not necessarily mean that the Digimon HAS Digizoid Armor or Weaponry, it does however mean that some aspect of it has qualities comparable to the rare metal.

A Digimon may have up to 2 Digizoid Armor and Digizoid Weaponry Qualities while in the Mega or Burst Mode Levels. However, the VERY first one is cheaper, being placed at a -1 Cost from the Listed Price on the list below. A massive amount of Mega and Burst Level Digimon have some type of utilization of Digizoid Metal, but having more than one tends to still be pretty rare.

ARMOR



WEAPONRY

Digizoid Armor

• **Chrome** (1 DP): The Digimon gains +2 to their Armor Rating and +1 to their Health. Chrome Digizoid is both light and durable, but nothing particularly awe-worthy compared to it's refined or rare counterparts.

• **Black** (2 DP): The Digimon gains +2 to their Armor Rating. At the start of each Round, roll 1D6. On a roll of 1 or 2, Armor gets a Bonus of 4 for one round. On a roll of 3 or 4, Dodge gets a Bonus of 4 for one round. On a Roll of 5 or 6, both Armor and Dodge gain +2 for one Round. Black Digizoid Metal's properties aren't very well-researched, but it's known to be a strange, chaotic material.

• **Blue** (3 DP): The Digimon's Base Speed is increased by 6, and their Dodge Rating increased by 2. It also increases the Digimon's Armor by 2. It is also treated as if it had a free instance of the Agility Quality. (If the Digimon already has this Quality it may now use it twice per Battle) Blue Digizoid, while as durable as the normal Chrome variety, is incredibly lightweight, making it's users capable of dodging with utmost ease!

• **Obsidian** (2 DP): The Digimon's Armor Rating gains +4, and whenever an Enemy would hit it with a Melee Attack, the enemy takes 2 points of Unalterable Damage. Obsidian Digizoid is incredibly hard, but not quite to the point of Red Digizoid. However, it's incredibly sharp and rigid, and when applied to Armor it generally acts as a series of sharp spikes to deter other attackers.

• **Gold** (2 DP): The Digimon's Armor Rating gains +4, and whenever an Enemy would hit it with a Ranged Attack, the enemy takes 2 points of Unalterable Damage. Gold Digizoid Metal gleams with a divine light which is said to make the user "invincible". These claims, however, are not QUITE true, but they have their grounds in reality.

• **Red** (3 DP): The Digimon gains +4 to their Armor Rating, +2 to their Health, and is treated as if they had 1 free Rank of Resistant. Red Digizoid is Hyper-Refined Chrome Digizoid, which is incredibly hard and nearly impossible to penetrate!



Digizoid Weaponry

Prerequisite: Weapon Quality. These Bonuses are only applied when the Digimon uses an Attack with a [Weapon] Tag.

• **Chrome** (1 DP): The Digimon gains +2 Damage and +1 Accuracy with it's Weapon Attacks

• **Red** (3 DP): The Digimon gains +6 Damage to it's Weapon Attacks and is treated as if it has the Mighty Blow Quality. Red Digizoid Armor is meant to be incredibly hard, and the Weaponry still reflects that! However, it doesn't get much else, and due to it's increased weight, it's not quite as fast and accurate as other varieties. If the Digimon already has the Mighty Blow Quality, it may now Stun the target if it deals 1.5 times the Target's Body Stat in Damage, over Double the Body Stat (round up).

• **Blue** (3 DP): This Digimon's Weapon Attacks gain +4 Accuracy and +2 Damage, and are treated as if they have a bonus rank of Certain Strike (if the Attack already has Certain Strike 3, it becomes 4 due to this Quality)! The light, yet durable nature of Blue Digizoid Weaponry makes it incredibly accurate and hard to miss with!

• **Obsidian** (2 DP): This Digimon's Weapon Attacks gain +4 Damage and +2 Accuracy, and are treated as if they have a bonus rank of Armor Piercing (if the Attack already has Armor Piercing 4, it becomes Armor Piercing 5). Obsidian Digizoid is best utilized as a weapon, it's impossibly sharp edges cutting into foes with utmost ease.

• **Gold** (3 DP): Gold Digizoid Weaponry adds +2 to Damage and Accuracy on the Digimon's Weapon Attacks, and it is treated as if it had the Huge Power Quality. If the Digimon already has the Huge Power Quality, it is able to use the Quality TWICE per Battle instead of just once.

• **Black** (2 DP): At the start of each Round, roll 1D6. On a roll of 1 or 2, the Digimon gains +4 Accuracy for one round. On a roll of 3 or 4, the Digimon gains +4 Damage for one round. On a roll of 5 or 6, you gain +2 to both Accuracy and Damage. Again, Black Digizoid is unpredictable and unexplored in terms of it's physical properties.

ベルゼブモン



ベルゼブモン ブラストモン

ベルゼブモン

BURST POWER

When a Digimon is pushed to it's limit and beyond, expending all of it's power at once, it's usually the stuff of legends. Burst Mode is already an immensely powerful Stage, but sometimes you need that extra push when you're working towards saving the world!

Digimon who have achieved the Burst Mode Stage have the ability to increase their power by another step, adding 6 to all of their Stats for 6 rounds (treat them as if they were targeted by a 6/6 Strengthen Attack). This includes 6 Points of Temporary HP, and adds 6 to all of their Derived Stats for 6 Rounds, altering their Initiative as is needed.



DIGIMON ATTACKS



IMAGE NOT MINE, SOURCE UNKNOWN

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

Suggestion: Making a rule for how many Attacks a Digimon can have at a certain Stage is a wonderful way to work Attacks in. Fresh and In-Training Digimon sporting one Attack, Rookie Digimon having two, Champions having three, Ultimate Stage Digimon having four, then Mega Level and Burst Mode Digimon having 5, this will give people a reason to Digivolve rather than just buff up their lower stages, as if the campaign goes on long enough, the +10-50 DP bonus for Digivolving may only be a small percentile of your total DP Pool from Bonus DP.

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

In addition to the [Melee] or [Ranged] tag, an attack has either the [Damage] tag, meaning it does straight damage, or an [Effect] tag, which means that the attack purely has a special effect based on the left over dice. Some attacks have both the [Damage] and [Effect] tags, meaning that it can damage and have a special effect. An attack with both a Damage and Effect tag requires that you deal at least two points of damage minimally for the Effect to take place.

DERIVED STATS, SIZE, AND MOVEMENT

Much like humans, Digimon have basic skill and aptitude in various physical and mental tasks. These derived attributes are the averages of two or more of the Digimon's five core stats. A Digimon possesses an Agility stat, a Body stat, and a Brains stat. These are generalized stats that are used much like a DigiDestined's, only without the skill and training of the Tamer's Skills. The formulas are as follows:

- **Agility:** (Accuracy + Dodge) / 2
- **Body:** (Damage + Armor + Health) / 3
- **Brains:** (Accuracy) + Stage Bonus
- **Wound Boxes:** Health + Stage Bonus

A Digimon's Agility stat is added to a 3d6 roll whenever it's speed and dexterity is tasked, often when it's handling unfamiliar objects or traversing strange terrain. The Body stat is added to a 3d6 roll whenever a Digimon's strength and constitution is tested, such as lifting large items or carrying a heavy load. The Digimon's Brains stat is added to a 3d6 roll whenever it needs to figure something out or even spot something. Such stats often change as a Digimon grows and evolves, so it is handy to have these values figured out beforehand.

A partner Digimon has a size tag that describes how large it is, much like Attack tags. When building your partner Digimon, you assign it the most relevant size tag. Size doesn't affect very much, but there's as many as 6 Size Classes to choose from. Size will generally dictate how much space a Digimon takes up on a grid. However, being a larger Size will increase a Digimon's Body Score by 2 for each Size Class above Tiny it is (allowing them to aid in heavy lifting, or grapple, far easier). A Larger Digimon, however, may have a harder time avoiding AoE Attacks depending on GM's ruling.

- **[Tiny]** Takes up a 1x1 Meter Square, but can occupy squares that another Digimon or Tamer is currently in.
- **[Small]** Takes up a 1x1 Meter Square, but can move through squares occupied by other Digimon or Tamers as if they were Difficult Terrain.
- **[Medium]** Takes up a 1x1 Meter Square.
- **[Large]** Takes up a 2x2 Meter Square, OR occupies a total of 4 Squares at any given time.
- **[Huge]** Takes up a 3x3 Meter Square, OR occupies a total of 9 Squares at any given time.
- **[Gigantic]** Takes up a 4x4 Meter Square minimal, OR occupies a total of 16 Squares at any given time. This size can be increased, but remember that 16 meters of space occupied is the bare minimal

A Digimon's Base Movement is how many Meters it can move with a single Simple Action. A Digimon's Base Movement is equal to it's Stage Number (Fresh/Baby being Stage 1, In-Training being Stage 2, Rookie being Stage 3, etc) times two. This is the primary source of movement which Movement Qualities and the Speedy Quality work off of.

ROUNDING OUT THE DIGIMON

Once all the math mentioned above has been taken care of, one should put some consideration into the Digimon's personality. What separates your Salamon from all the others out there in terms of personality? What makes your Leomon different from all the others that have come before it? Ask yourself the following questions to help you figure out the Digimon's personality:

- What food does it prefer more over anything else?
- What personality does it have an otherwise compared to its fellow Digimon?
- What are the Digimon's goals and desires?
- If it had to, would the Digimon die to protect you?
- If it was a human and fit into a clique, which clique would it fit into?



IMAGE NOT MINE, SOURCE UNKNOWN

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ADVANCED DIGIMON CREATION

When Digivolving, or if a new player happens to join the group in the middle of a game, one has the option of making an advanced Digimon. A GM has the final say in if a player can make an advanced Digimon, though. This is done by adding more DP for the player to spend as well as additional wound boxes.

Game Masters, when allowing Advanced Digimon for new players, consider the overall power level of the current group of characters and how they would perhaps benefit from having an addition to the group that is equal to their current Digimon's level of Digivolution. If a group can consistently reach the Champion level, then allowing a Digimon that is permanently a Champion is easily done, as is the same for Ultimate level.

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

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

STAGE	BASE DP	BASE WOUND BOXES	BRAINS BONUS	BASE MOVEMENT
Fresh	5	0	-1	2
In-Training	10	0	0	4
Rookie	25	2	1	6
Champion	40	5	3	8
Ultimate	55	7	5	10
Mega	70	10	7	12
Burst Mode	85	14	10	14

Note: Burst Mode is often known as "The Legendary Seventh Stage" of Digimon. As such, if you decide to include it in a campaign, it should probably be endgame-only material, and it is heavily suggested that a Partner Digimon cannot be in a "Constant Burst Mode" like other Stages can be.

There are also Digimon who would be equivalent to Burst Mode for one reason or another, but are not referred to as Burst Mode. Examples are: Imperialdramon Fighter Mode, Gallantmon Crimson Mode, Beelzemon Blast Mode, or Omnimon. If a Digimon has a "Mode Change" which is considered to be all-around stronger than it's previous form over swapping stats around, and it's already at the Mega Level, consider it to be a Burst Mode Digimon for all intents and purposes, over taking Mode Change, which implies a Digimon keeps approximately the same level of power. If, somehow, a Digimon goes even further than Burst Mode mechanically, add +4 Wound Boxes, +15 Base DP, + 3 Base Brains, and +2 Base Movement for each Stage it would go higher.

CHAPTER 3: MECHANICS

Once you have had the time to look over the character creation rules, you may have gotten an idea of the system behind Digimon: Digital Adventures. Some of the more technical aspects, such as dice rolling, stunts, teamwork, Digivolution, and character advancement, however, are detailed in this chapter.

ROLLING

There's two systems for rolling dice in Digimon: Digital Adventures, one for the DigiDestined and the other for their Digimon partners. Both systems have a bit of overlap, with human characters being able to fight like Digimon as well as Digimon being able to do things like performing rolls like humans to achieve noncombat goals.

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

TN	Description
10	Very easy tasks.
12	Simple tasks.
14	Everyday tasks.
16	Slightly difficult if you are not used to performing them.
18	Hard and difficult tasks.
20	Really, really tough and hard to do things.
21+	All but impossible except for the right circumstances and a lot of luck.

If you happen to exceed the target number by five or more, then you critically succeed at your task, often doing it better and with style and flair. If you happen to roll five lower than the target number, then you critically fail. This means that you not only fail, but accept a minor consequence as a result of your failure. Keep in mind the party's Age when determining how difficult a TN is! An Adult character with maximum investment in a certain Skill+Stat has a total Roll Bonus of +20, making even TN 21 checks a simple task for a maxed out Adult with +20 to a specific Roll before other Conditional Modifiers are applied.

Digimon roll pools of six sided dice when in combat equal to the relevant attribute such as Accuracy when attacking, Dodge when attempting to not get hit, and Health when recovering after a fight. When performing tasks that require them to do non-combat actions, they roll $3d6 +$ the appropriate derived attribute (either Body, Agility, or Brains). When rolling a pool of dice, you note the results of fives and sixes as they are successes. These successful dice are used to deal damage and evade incoming attacks.

STUNTS

Sometimes, you just need that little extra boost to get by when you need to roll a check. A little extra description goes a long way in making a game more immersive as well as fun, and should be rewarded.

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

TEAMWORK

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



IMAGE NOT MINE, SOURCE UNKNOWN

DIGIVOLVING

Once certain conditions have been fulfilled, a partner Digimon gains the ability to Digivolve past their Rookie level form and into a Champion, Ultimate, Mega, or possibly even further! These basic conditions are often best summed up as being: the partner Digimon well taken care of, their DigiDestined partner is in trouble, or Digivolving falls in line with one of the virtues. As a rule of thumb (Unless of course, reaching the next Stage is occurring due to a Plot Point in your campaign.), a Digimon will achieve it's next Stage naturally once it has achieved a number of Bonus DP equal to the total Base DP of it's next form, or will be able to Digivolve to that Stage without the GM needing to give the OK.

Depending on your setting, Digivolving past Champion level may require the collection of objects of importance, be it Crest Tags, Digi-Eggs, or even the Spirits of Legendary Warriors. Sometimes, goals that are more concrete are desired. A GM can also decide that partner Digimon is ready to Digivolve by meeting certain achievement-based milestones, though these milestones should be kept secret from players; lest they start attacking everything in sight so they can reach higher levels quicker.

When you Digivolve to the next level, you essentially build a new Digimon with increased attributes using the table on the Advanced Digimon rules shown previously. It is best to have the route you wish to travel, keeping in mind that a Digimon's line of evolution is rarely straight and linear. As long as a Digimon and its next level share a few of the following, they can conceivably be used for Digivolution: Type, Family, or Attribute. An Agumon can become a Greymon, Monochromon, or a Tyrannomon, after all. Several resources exist as a complete catalog of every Digimon that has appeared in the television shows, card games, and video games, such as Wikimon or Digimon.Wiki. Wikimon is useful in that it lists all possible Digivolutions one monster can make, but prefers to use the Japanese names while the Digimon Wikia uses the English names, but doesn't list ALL of a Digimon's possible paths, generally sticking to the most linear paths.

Players may wish to have all the forms that their partner Digimon can take pre-statted out and ready to go at a moment's notice. A new form comes into play with all its wound boxes unmarked and open. Although generally speaking, for the first few sessions a player won't need more than the Fresh through Champion stages at most, so always feel free to take your time and think out your evolution path while you play!

EXCUSE ME, I'M A DIGIMON
I'M A DIGIMON

ALTERNATE METHODS

Dark Digivolve

In some situations, a partner Digimon may perform what is known as a Dark Digivolution. This is done when the Digivice channels the darker emotions of humanity, such as fear, anger, and hate and catalyzes those emotions into raw power. The process is traumatic and often opens psychological wounds previously thought healed. When performing a Dark Digivolution, your partner Digimon immediately goes to Ultimate (or possibly higher) level and becomes a dark mirror of what it is normally like. After, you clear off all marked off boxes of one of your Torments. It comes under the Game Master's control for a time and goes on a bloody rampage, looking to destroy anything and everything in sight, including its Tamer. If a player wishes to attempt to control a Digimon in the middle of a Dark Digivolution, they may attempt a Willpower roll at a TN of 20 once per turn as a simple action. Success means that the rampaging Digimon is under control for the turn. Failure indicates that the Digimon is still rampaging and out of control.

GM Tip: have a few Dark Stages in mind for your Players at both the Ultimate and Mega Stages ahead of time. This will make it quick and easy to toss this in when the need arises.



Dark Digivolution



DNA Digivolve

Beyond stranger Digivolving tricks, there is always the option of DNA Digivolution. DNA Digivolution is a little more complex than other methods of achieving a higher Stage. Two Digimon combine and form a single higher level Digimon that is one rank above the highest rank of the two component Digimon. Often times, it will be two players who utilize the power of DNA Digivolution, so both players must agree to the actions of the composite Digimon when it acts on the player's turn who has the higher initiative. This hybrid Digimon has Bonus DP when calculating its final form, equal to 5 times the Stages it's achieving above In-Training (for example, two Champions DNA Digivolving to Ultimate would have 15 Bonus DP)

GM Tip: Just like with Dark Digivolving, it's always a good idea to have a DNA Digivolve Stage planned ahead of time if you intend to use it. Also a suggestion: have Players make some type of Skill Check to see if this method works or not: DNA Digivolving requires all parties to be on a similar wavelength.

DNA Digivolution



DNA Digivolution

Hybrid Digivolve

When a Tamer and a Digimon combine forms into something that's neither Human nor is it fully a Digimon, some type of in-between state, it's called a Hybrid. Hybrid isn't a Stage so much as it is a classification. Hybrid Digivolving can occur either due to Humans obtaining a power themselves to transform, or by combining their body and soul with their partner Digimon. No matter the method, Hybrid Digimon have an Equivalent Stage, agreed upon with the GM, but the bonus they have over other Digimon of the same Stage is that they have an additional Simple Action to utilize each round. That means a Hybrid-class Digimon could perform either a Complex and a Simple Action in a round, or perform three Simple Actions. A Hybrid Digimon retains the Tamer's Aspects, Attributes, Skills, and Torments, while also obtaining a Digimon's access to Qualities and raw Stats.

Note: do not use the Tamer's Derived Combat Stats when calculating things like Dodge, Accuracy, or Armor. A Hybrid Digimon is the best of both worlds: the Utility of a Tamer with the raw power and combat potential of a Digimon. Still use the Digimon sheet's Derived Brains, Body, and Agility Stats for Area Attacks, Clashing, and Initiative Respectively.



Armor Digivolve

Armor Digivolving is a once-common method of achieving a higher Stage, generally the Champion level, back when the Digital World was new and there wasn't much data to go around. This method requires a Tamer to have a Digi-Egg (Digimental) in their possession and utilize the object on their Partner Digimon. There aren't many bonuses to using this method, other than the fact that this method cannot be halted by artificial means, making it useful for utility, but not much else.

Digimon classified as "Armor" Level are generally at Champion Stage, but that is not always the case, the most notable exception being Magnamon, who by all means is a Mega Level Digimon. Consult with your GM on what Stage your Armor Digimon should be.

Disclaimer: while a Digi-egg is the most common method of achieving the Armor Stage, some Digimon simply achieve the stage and do not require such outside forces. Some quite literally just incorporate it naturally into their evolutionary lines. Again, consult your GM on the specifics of what they want in their world!

CHARACTER ADVANCEMENT

At the end of each session, character receive Experience Points. These Experience points can be spent to increase Attributes and Skills as well as modify Aspects and mark off Torment boxes. Spending these Experience Points represents the Tamer's growth in honing their skills and abilities, as well as growing up and becoming people fit to be the saviors of both the real world and the Digital one. In between game sessions, you may spend a number of Experience Points to do the following: Increase Attributes, Increase Skills, Modify an Aspect, and Mark Off Torment.

Increasing Attributes costs a number of Experience Points equal to the new rating of the attribute times two. If I were to increase my character's Body from 2 to 3, it would cost 6 Experience Points.

Increasing Skills is much cheaper, only costing the new rating in Experience points. If I desired to increase my character's Athletics skill from 3 to 4, it would only cost me 4 Experience points.

Modifying an Aspect is a more involved process. This is to be done when one is unhappy with an Aspect their character possesses and it has not become relevant during play. One can spend 3 Experience Points to modify that Aspect into something more relevant, with GM approval.

Finally, you have the option of spending your acquired Experience Points to mark off Torment boxes. If you have been making headway with your issues, with the GM's approval, you spend a number of Experience Points equal to the number of marked off boxes of your Torment + 1 .

Digimon may be improved using bonus DP awarded at the end of a game session if the group defeated a Digimon of greater strength, representing the partner Digimon absorbing data and becoming stronger. Players can allocate the DP however they wish, though Qualities would only rarely advance over Attack, Damage, Defense, Armor, and Health. Such bonuses carry over to the other forms a Digimon can become. For example, if my Palmon has earned 4 DP and I use them to increase her Dodge and Health stats by 2 each, those bonuses would carry over when she becomes a Togemon.

Note: Just because it's more straightforward to add into Stats over Qualities doesn't mean you shouldn't at all. For example it's quite simple to say how a Digimon can obtain Speedy, or a new Attack bonus. This also allows for you to "patch up" Digimon builds which might not have been complete at creation due to a DP limit. Just try and be sensible about it, for example it doesn't make any sense as to why a Wormmon randomly learns how to Fly. As another note, due to how much Digimon can change, if you spend points on a Quality that a later stage might not have, feel free to reassign Qualities for later levels. For example, maybe you give your Biyomon Flight because you couldn't afford it before, but the Birdramon you built for it's next Stage already has that Quality. Feel free to mix and match the excess Bonus DP as you see fit in this case.

Sometimes, you reach the DP threshold for the next level of evolution. At this point, you've got a choice. Your Digimon can stay in their Rookie stage or they can permanently advance to the next stage and stay that way. Both choices have their ups and downs. A Rookie requires time to Digivolve into higher forms while a permanently Digivolved partner would be much harder to hide in most environments, be it in the Digital World or in the real one. Of course, sometimes for story purposes you may have to give a reason for a Digimon going below their "base Permanent" level, such as simply being tuckered out, or some unseen force draining them of their power to keep up a higher form.

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



IMAGE NOT MINE, SOURCE UNKNOWN

𐀀𐀁𐀂𐀃𐀄𐀅𐀆𐀇𐀈𐀉𐀊𐀋𐀌𐀍𐀎𐀏𐀐𐀑𐀒𐀓𐀔𐀕𐀖𐀗𐀘𐀙𐀚𐀛𐀜𐀝𐀞𐀟𐀠𐀡𐀢𐀣𐀤𐀥𐀦𐀧𐀨𐀩𐀪𐀫𐀬𐀭𐀮𐀯𐀰𐀱𐀲𐀳𐀴𐀵𐀶𐀷𐀸𐀹𐀺𐀻𐀼𐀽𐀾𐀿𐁀𐁁𐁂𐁃𐁄𐁅𐁆𐁇𐁈𐁉𐁊𐁋𐁌𐁍𐁎𐁏𐁐𐁑𐁒𐁓𐁔𐁕𐁖𐁗𐁘𐁙𐁚𐁛𐁜𐁝𐁞𐁟𐁠𐁡𐁢𐁣𐁤𐁥𐁦𐁧𐁨𐁩𐁪𐁫𐁬𐁭𐁮𐁯𐁰𐁱𐁲𐁳𐁴𐁵𐁶𐁷𐁸𐁹𐁺𐁻𐁼𐁽𐁾𐁿𐂀𐂁𐂂𐂃𐂄𐂅𐂆𐂇𐂈𐂉𐂊𐂋𐂌𐂍𐂎𐂏𐂐𐂑𐂒𐂓𐂔𐂕𐂖𐂗𐂘𐂙𐂚𐂛𐂜𐂝𐂞𐂟𐂠𐂡𐂢𐂣𐂤𐂥𐂦𐂧𐂨𐂩𐂪𐂫𐂬𐂭𐂮𐂯𐂰𐂱𐂲𐂳𐂴𐂵𐂶𐂷𐂸𐂹𐂺𐂻𐂼𐂽𐂾𐂿𐃀𐃁𐃂𐃃𐃄𐃅𐃆𐃇𐃈𐃉𐃊𐃋𐃌𐃍𐃎𐃏𐃐𐃑𐃒𐃓𐃔𐃕𐃖𐃗𐃘𐃙𐃚𐃛𐃜𐃝𐃞𐃟𐃠𐃡𐃢𐃣𐃤𐃥𐃦𐃧𐃨𐃩𐃪𐃫𐃬𐃭𐃮𐃯𐃰𐃱𐃲𐃳𐃴𐃵𐃶𐃷𐃸𐃹𐃺𐃻𐃼𐃽𐃾𐃿𐄀𐄁𐄂𐄃𐄄𐄅𐄆𐄇𐄈𐄉𐄊𐄋𐄌𐄍𐄎𐄏𐄐𐄑𐄒𐄓𐄔𐄕𐄖𐄗𐄘𐄙𐄚𐄛𐄜𐄝𐄞𐄟𐄠𐄡𐄢𐄣𐄤𐄥𐄦𐄧𐄨𐄩𐄪𐄫𐄬𐄭𐄮𐄯𐄰𐄱𐄲𐄳𐄴𐄵𐄶𐄷𐄸𐄹𐄺𐄻𐄼𐄽𐄾𐄿𐅀𐅁𐅂𐅃𐅄𐅅𐅆𐅇𐅈𐅉𐅊𐅋𐅌𐅍𐅎𐅏𐅐𐅑𐅒𐅓𐅔𐅕𐅖𐅗𐅘𐅙𐅚𐅛𐅜𐅝𐅞𐅟𐅠𐅡𐅢𐅣𐅤𐅥𐅦𐅧𐅨𐅩𐅪𐅫𐅬𐅭𐅮𐅯𐅰𐅱𐅲𐅳𐅴𐅵𐅶𐅷𐅸𐅹𐅺𐅻𐅼𐅽𐅾𐅿𐆀𐆁𐆂𐆃𐆄𐆅𐆆𐆇𐆈𐆉𐆊𐆋𐆌𐆍𐆎𐆏𐆐𐆑𐆒𐆓𐆔𐆕𐆖𐆗𐆘𐆙𐆚𐆛𐆜𐆝𐆞𐆟𐆠𐆡𐆢𐆣𐆤𐆥𐆦𐆧𐆨𐆩𐆪𐆫𐆬𐆭𐆮𐆯𐆰𐆱𐆲𐆳𐆴𐆵𐆶𐆷𐆸𐆹𐆺𐆻𐆼𐆽𐆾𐆿𐇀𐇁𐇂𐇃𐇄𐇅𐇆𐇇𐇈𐇉𐇊𐇋𐇌𐇍𐇎𐇏𐇐𐇑𐇒𐇓𐇔𐇕𐇖𐇗𐇘𐇙𐇚𐇛𐇜𐇝𐇞𐇟𐇠𐇡𐇢𐇣𐇤𐇥𐇦𐇧𐇨𐇩𐇪𐇫𐇬𐇭𐇮𐇯𐇰𐇱𐇲𐇳𐇴𐇵𐇶𐇷𐇸𐇹𐇺𐇻𐇼𐇽𐇾𐇿𐈀𐈁𐈂𐈃𐈄𐈅𐈆𐈇𐈈𐈉𐈊𐈋𐈌𐈍𐈎𐈏𐈐𐈑𐈒𐈓𐈔𐈕𐈖𐈗𐈘𐈙𐈚𐈛𐈜𐈝𐈞𐈟𐈠𐈡𐈢𐈣𐈤𐈥𐈦𐈧𐈨𐈩𐈪𐈫𐈬𐈭𐈮𐈯𐈰𐈱𐈲𐈳𐈴𐈵𐈶𐈷𐈸𐈹𐈺𐈻𐈼𐈽𐈾𐈿𐉀𐉁𐉂𐉃𐉄𐉅𐉆𐉇𐉈𐉉𐉊𐉋𐉌𐉍𐉎𐉏𐉐𐉑𐉒𐉓𐉔𐉕𐉖𐉗𐉘𐉙𐉚𐉛𐉜𐉝𐉞𐉟𐉠𐉡𐉢𐉣𐉤𐉥𐉦𐉧𐉨𐉩𐉪𐉫𐉬𐉭𐉮𐉯𐉰𐉱𐉲𐉳𐉴𐉵𐉶𐉷𐉸𐉹𐉺𐉻𐉼𐉽𐉾𐉿𐊀𐊁𐊂𐊃𐊄𐊅𐊆𐊇𐊈𐊉𐊊𐊋𐊌𐊍𐊎𐊏𐊐𐊑𐊒𐊓𐊔𐊕𐊖𐊗𐊘𐊙𐊚𐊛𐊜𐊝𐊞𐊟𐊠𐊡𐊢𐊣𐊤𐊥𐊦𐊧𐊨𐊩𐊪𐊫𐊬𐊭𐊮𐊯𐊰𐊱𐊲𐊳𐊴𐊵𐊶𐊷𐊸𐊹𐊺𐊻𐊼𐊽𐊾𐊿𐋀𐋁𐋂𐋃𐋄𐋅𐋆𐋇𐋈𐋉𐋊𐋋𐋌𐋍𐋎𐋏𐋐𐋑𐋒𐋓𐋔𐋕𐋖𐋗𐋘𐋙𐋚𐋛𐋜𐋝𐋞𐋟𐋠𐋡𐋢𐋣𐋤𐋥𐋦𐋧𐋨𐋩𐋪𐋫𐋬𐋭𐋮𐋯𐋰𐋱𐋲𐋳𐋴𐋵𐋶𐋷𐋸𐋹𐋺𐋻𐋼𐋽𐋾𐋿𐌀𐌁𐌂𐌃𐌄𐌅𐌆𐌇𐌈𐌉𐌊𐌋𐌌𐌍𐌎𐌏𐌐𐌑𐌒𐌓𐌔𐌕𐌖𐌗𐌘𐌙𐌚𐌛𐌜𐌝𐌞𐌟𐌠𐌡𐌢𐌣𐌤𐌥𐌦𐌧𐌨𐌩𐌪𐌫𐌬𐌭𐌮𐌯𐌰𐌱𐌲𐌳𐌴𐌵𐌶𐌷𐌸𐌹𐌺𐌻𐌼𐌽𐌾𐌿𐍀𐍁𐍂𐍃𐍄𐍅𐍆𐍇𐍈𐍉𐍊𐍋𐍌𐍍𐍎𐍏𐍐𐍑𐍒𐍓𐍔𐍕𐍖𐍗𐍘𐍙𐍚𐍛𐍜𐍝𐍞𐍟𐍠𐍡𐍢𐍣𐍤𐍥𐍦𐍧𐍨𐍩𐍪𐍫𐍬𐍭𐍮𐍯𐍰𐍱𐍲𐍳𐍴𐍵𐍶𐍷𐍸𐍹𐍺𐍻𐍼𐍽𐍾𐍿𐎀𐎁𐎂𐎃𐎄𐎅𐎆𐎇𐎈𐎉𐎊𐎋𐎌𐎍𐎎𐎏𐎐𐎑𐎒𐎓𐎔𐎕𐎖𐎗𐎘𐎙𐎚𐎛𐎜𐎝𐎞𐎟𐎠𐎡𐎢𐎣𐎤𐎥𐎦𐎧𐎨𐎩𐎪𐎫𐎬𐎭𐎮𐎯𐎰𐎱𐎲𐎳𐎴𐎵𐎶𐎷𐎸𐎹𐎺𐎻𐎼𐎽𐎾𐎿𐏀𐏁𐏂𐏃𐏄𐏅𐏆𐏇𐏈𐏉𐏊𐏋𐏌𐏍𐏎𐏏𐏐𐏑𐏒𐏓𐏔𐏕𐏖𐏗𐏘𐏙𐏚𐏛𐏜𐏝𐏞𐏟𐏠𐏡𐏢𐏣𐏤𐏥𐏦𐏧𐏨𐏩𐏪𐏫𐏬𐏭𐏮𐏯𐏰𐏱𐏲𐏳𐏴𐏵𐏶𐏷𐏸𐏹𐏺𐏻𐏼𐏽𐏾𐏿𐐀𐐁𐐂𐐃𐐄𐐅𐐆𐐇𐐈𐐉𐐊𐐋𐐌𐐍𐐎𐐏𐐐𐐑𐐒𐐓𐐔𐐕𐐖𐐗𐐘𐐙𐐚𐐛𐐜𐐝𐐞𐐟𐐠𐐡𐐢𐐣𐐤𐐥𐐦𐐧𐐨𐐩𐐪𐐫𐐬𐐭𐐮𐐯𐐰𐐱𐐲𐐳𐐴𐐵𐐶𐐷𐐸𐐹𐐺𐐻𐐼𐐽𐐾𐐿𐑀𐑁𐑂𐑃𐑄𐑅𐑆𐑇𐑈𐑉𐑊𐑋𐑌𐑍𐑎𐑏𐑐𐑑𐑒𐑓𐑔𐑕𐑖𐑗𐑘𐑙𐑚𐑛𐑜𐑝𐑞𐑟𐑠𐑡𐑢𐑣𐑤𐑥𐑦𐑧𐑨𐑩𐑪𐑫𐑬𐑭𐑮𐑯𐑰𐑱𐑲𐑳𐑴𐑵𐑶𐑷𐑸𐑹𐑺𐑻𐑼𐑽𐑾𐑿𐒀𐒁𐒂𐒃𐒄𐒅𐒆𐒇𐒈𐒉𐒊𐒋𐒌𐒍𐒎𐒏𐒐𐒑𐒒𐒓𐒔𐒕𐒖𐒗𐒘𐒙𐒚𐒛𐒜𐒝𐒞𐒟𐒠𐒡𐒢𐒣𐒤𐒥𐒦𐒧𐒨𐒩𐒪𐒫𐒬𐒭𐒮𐒯𐒰𐒱𐒲𐒳𐒴𐒵𐒶𐒷𐒸𐒹𐒺𐒻𐒼𐒽𐒾𐒿𐓀𐓁𐓂𐓃𐓄𐓅𐓆𐓇𐓈𐓉𐓊𐓋𐓌𐓍𐓎𐓏𐓐𐓑𐓒𐓓𐓔𐓕𐓖𐓗𐓘𐓙𐓚𐓛𐓜𐓝𐓞𐓟𐓠𐓡𐓢𐓣𐓤𐓥𐓦𐓧𐓨𐓩𐓪𐓫𐓬𐓭𐓮𐓯𐓰𐓱𐓲𐓳𐓴𐓵𐓶𐓷𐓸𐓹𐓺𐓻𐓼𐓽𐓾𐓿𐔀𐔁𐔂𐔃𐔄𐔅𐔆𐔇𐔈𐔉𐔊𐔋𐔌𐔍𐔎𐔏𐔐𐔑𐔒𐔓𐔔𐔕𐔖𐔗𐔘𐔙𐔚𐔛𐔜𐔝𐔞𐔟𐔠𐔡𐔢𐔣𐔤𐔥𐔦𐔧𐔨𐔩𐔪𐔫𐔬𐔭𐔮𐔯𐔰𐔱𐔲𐔳𐔴𐔵𐔶𐔷𐔸𐔹𐔺𐔻𐔼𐔽𐔾𐔿𐕀𐕁𐕂𐕃𐕄𐕅𐕆𐕇𐕈𐕉𐕊𐕋𐕌𐕍𐕎𐕏𐕐𐕑𐕒𐕓𐕔𐕕𐕖𐕗𐕘𐕙𐕚𐕛𐕜𐕝𐕞𐕟𐕠𐕡𐕢𐕣𐕤𐕥𐕦𐕧𐕨𐕩𐕪𐕫𐕬𐕭𐕮𐕯𐕰𐕱𐕲𐕳𐕴𐕵𐕶𐕷𐕸𐕹𐕺𐕻𐕼𐕽𐕾𐕿𐖀𐖁𐖂𐖃𐖄𐖅𐖆𐖇𐖈𐖉𐖊𐖋𐖌𐖍𐖎𐖏𐖐𐖑𐖒𐖓𐖔𐖕𐖖𐖗𐖘𐖙𐖚𐖛𐖜𐖝𐖞𐖟𐖠𐖡𐖢𐖣𐖤𐖥𐖦𐖧𐖨𐖩𐖪𐖫𐖬𐖭𐖮𐖯𐖰𐖱𐖲𐖳𐖴𐖵𐖶𐖷𐖸𐖹𐖺𐖻𐖼𐖽𐖾𐖿𐗀𐗁𐗂𐗃𐗄𐗅𐗆𐗇𐗈𐗉𐗊𐗋𐗌𐗍𐗎𐗏𐗐𐗑𐗒𐗓𐗔𐗕𐗖𐗗𐗘𐗙𐗚𐗛𐗜𐗝𐗞𐗟𐗠𐗡𐗢𐗣𐗤𐗥𐗦𐗧𐗨𐗩𐗪𐗫𐗬𐗭𐗮𐗯𐗰𐗱𐗲𐗳𐗴𐗵𐗶𐗷𐗸𐗹𐗺𐗻𐗼𐗽𐗾𐗿𐘀𐘁𐘂𐘃𐘄𐘅𐘆𐘇𐘈𐘉𐘊𐘋𐘌𐘍𐘎𐘏𐘐𐘑𐘒𐘓𐘔𐘕𐘖𐘗𐘘𐘙𐘚𐘛𐘜𐘝𐘞𐘟𐘠𐘡𐘢𐘣𐘤𐘥𐘦𐘧𐘨𐘩𐘪𐘫𐘬𐘭𐘮𐘯𐘰𐘱𐘲𐘳𐘴𐘵𐘶𐘷𐘸𐘹𐘺𐘻𐘼𐘽𐘾𐘿𐙀𐙁𐙂𐙃𐙄𐙅𐙆𐙇𐙈𐙉𐙊𐙋𐙌𐙍𐙎𐙏𐙐𐙑𐙒𐙓𐙔𐙕𐙖𐙗𐙘𐙙𐙚𐙛𐙜𐙝𐙞𐙟𐙠𐙡𐙢𐙣𐙤𐙥𐙦𐙧𐙨𐙩𐙪𐙫𐙬𐙭𐙮𐙯𐙰𐙱𐙲𐙳𐙴𐙵𐙶𐙷𐙸𐙹𐙺𐙻𐙼𐙽𐙾𐙿𐚀𐚁𐚂𐚃𐚄𐚅𐚆𐚇𐚈𐚉𐚊𐚋𐚌𐚍𐚎𐚏𐚐𐚑𐚒𐚓𐚔𐚕𐚖𐚗𐚘𐚙𐚚𐚛𐚜𐚝𐚞𐚟𐚠𐚡𐚢𐚣𐚤𐚥𐚦𐚧𐚨𐚩𐚪𐚫𐚬𐚭𐚮𐚯𐚰𐚱𐚲𐚳𐚴𐚵𐚶𐚷𐚸𐚹𐚺𐚻𐚼𐚽𐚾𐚿𐛀𐛁𐛂𐛃𐛄𐛅𐛆𐛇𐛈𐛉𐛊𐛋𐛌𐛍𐛎𐛏𐛐𐛑𐛒𐛓𐛔𐛕𐛖𐛗𐛘𐛙𐛚𐛛𐛜𐛝𐛞𐛟𐛠𐛡𐛢𐛣𐛤𐛥𐛦𐛧𐛨𐛩𐛪𐛫𐛬𐛭𐛮𐛯𐛰𐛱𐛲𐛳𐛴𐛵𐛶𐛷𐛸𐛹𐛺𐛻𐛼𐛽𐛾𐛿𐜀𐜁𐜂𐜃𐜄𐜅𐜆𐜇𐜈𐜉𐜊𐜋𐜌𐜍𐜎𐜏𐜐𐜑𐜒𐜓𐜔𐜕𐜖𐜗𐜘𐜙𐜚𐜛𐜜𐜝𐜞𐜟𐜠𐜡𐜢𐜣𐜤𐜥𐜦𐜧𐜨𐜩𐜪𐜫𐜬𐜭𐜮𐜯𐜰𐜱𐜲𐜳𐜴𐜵𐜶𐜷𐜸𐜹𐜺𐜻𐜼𐜽𐜾𐜿𐝀𐝁𐝂𐝃𐝄𐝅𐝆𐝇𐝈𐝉𐝊𐝋𐝌𐝍𐝎𐝏𐝐𐝑𐝒𐝓𐝔𐝕𐝖𐝗𐝘𐝙𐝚𐝛𐝜𐝝𐝞𐝟𐝠𐝡𐝢𐝣𐝤𐝥𐝦𐝧𐝨𐝩𐝪𐝫𐝬𐝭𐝮𐝯𐝰𐝱𐝲𐝳𐝴𐝵𐝶𐝷𐝸𐝹𐝺𐝻𐝼𐝽𐝾𐝿𐞀𐞁𐞂𐞃𐞄𐞅𐞆𐞇𐞈𐞉𐞊𐞋𐞌𐞍𐞎𐞏𐞐𐞑𐞒𐞓𐞔𐞕𐞖𐞗𐞘𐞙𐞚𐞛𐞜𐞝𐞞𐞟𐞠𐞡𐞢𐞣𐞤𐞥𐞦𐞧𐞨𐞩𐞪𐞫𐞬𐞭𐞮𐞯𐞰𐞱𐞲𐞳𐞴𐞵𐞶𐞷𐞸𐞹𐞺𐞻𐞼𐞽𐞾𐞿𐟀𐟁𐟂𐟃𐟄𐟅𐟆𐟇𐟈𐟉𐟊𐟋𐟌𐟍𐟎𐟏𐟐𐟑𐟒𐟓𐟔𐟕𐟖𐟗𐟘𐟙𐟚𐟛𐟜𐟝𐟞𐟟𐟠𐟡𐟢𐟣𐟤𐟥𐟦𐟧𐟨𐟩𐟪𐟫𐟬𐟭𐟮𐟯𐟰𐟱𐟲𐟳𐟴𐟵𐟶𐟷𐟸𐟹𐟺𐟻𐟼𐟽𐟾𐟿𐠀𐠁𐠂𐠃𐠄𐠅𐠆𐠇𐠈𐠉𐠊𐠋𐠌𐠍𐠎𐠏𐠐𐠑𐠒𐠓𐠔𐠕𐠖𐠗𐠘𐠙𐠚𐠛𐠜𐠝𐠞𐠟𐠠𐠡𐠢𐠣𐠤𐠥𐠦𐠧𐠨𐠩𐠪𐠫𐠬𐠭𐠮𐠯𐠰𐠱𐠲𐠳𐠴𐠵𐠶𐠷𐠸𐠹𐠺𐠻𐠼𐠽𐠾𐠿𐡀𐡁𐡂𐡃𐡄𐡅𐡆𐡇𐡈𐡉𐡊𐡋𐡌𐡍𐡎𐡏𐡐𐡑𐡒𐡓𐡔𐡕𐡖𐡗𐡘𐡙𐡚𐡛𐡜𐡝𐡞𐡟𐡠𐡡𐡢𐡣𐡤𐡥𐡦𐡧𐡨𐡩𐡪𐡫𐡬𐡭𐡮𐡯𐡰𐡱𐡲𐡳𐡴𐡵𐡶𐡷𐡸𐡹𐡺𐡻𐡼𐡽𐡾𐡿𐢀𐢁𐢂𐢃𐢄𐢅𐢆𐢇𐢈𐢉𐢊𐢋𐢌𐢍𐢎𐢏𐢐𐢑𐢒𐢓𐢔𐢕𐢖𐢗𐢘𐢙𐢚𐢛𐢜𐢝𐢞𐢟𐢠𐢡𐢢𐢣𐢤𐢥𐢦𐢧𐢨𐢩𐢪𐢫𐢬𐢭𐢮𐢯𐢰𐢱𐢲𐢳𐢴𐢵𐢶𐢷𐢸𐢹𐢺𐢻𐢼𐢽𐢾𐢿𐣀𐣁𐣂𐣃𐣄𐣅𐣆𐣇𐣈𐣉𐣊𐣋𐣌𐣍𐣎𐣏𐣐𐣑𐣒𐣓𐣔𐣕𐣖𐣗𐣘𐣙𐣚𐣛𐣜𐣝𐣞𐣟𐣠𐣡𐣢𐣣𐣤𐣥𐣦𐣧𐣨𐣩𐣪𐣫𐣬𐣭𐣮𐣯𐣰𐣱𐣲𐣳𐣴𐣵𐣶𐣷𐣸𐣹𐣺𐣻𐣼𐣽𐣾𐣿𐤀𐤁𐤂𐤃𐤄𐤅𐤆𐤇𐤈𐤉𐤊𐤋𐤌𐤍𐤎𐤏𐤐𐤑𐤒𐤓𐤔𐤕𐤖𐤗𐤘𐤙𐤚𐤛𐤜𐤝𐤞𐤟𐤠𐤡𐤢𐤣𐤤𐤥𐤦𐤧𐤨𐤩𐤪𐤫𐤬𐤭𐤮𐤯𐤰𐤱𐤲𐤳𐤴𐤵𐤶𐤷𐤸𐤹𐤺𐤻𐤼𐤽𐤾𐤿𐥀𐥁𐥂𐥃𐥄𐥅𐥆𐥇𐥈𐥉𐥊𐥋𐥌𐥍𐥎𐥏𐥐𐥑𐥒𐥓𐥔𐥕𐥖𐥗𐥘𐥙𐥚𐥛𐥜𐥝𐥞𐥟𐥠𐥡𐥢𐥣𐥤𐥥𐥦𐥧𐥨𐥩𐥪𐥫𐥬𐥭𐥮𐥯𐥰𐥱𐥲𐥳𐥴𐥵𐥶𐥷𐥸𐥹𐥺𐥻𐥼𐥽𐥾𐥿𐦀𐦁𐦂𐦃𐦄𐦅𐦆𐦇𐦈𐦉𐦊𐦋𐦌𐦍𐦎𐦏𐦐𐦑𐦒𐦓𐦔𐦕𐦖𐦗𐦘𐦙𐦚𐦛𐦜𐦝𐦞𐦟𐦠𐦡𐦢𐦣𐦤𐦥𐦦𐦧𐦨𐦩𐦪𐦫𐦬𐦭𐦮𐦯𐦰𐦱𐦲𐦳𐦴𐦵𐦶𐦷𐦸𐦹𐦺𐦻𐦼𐦽𐦾𐦿𐧀𐧁𐧂𐧃𐧄𐧅𐧆𐧇𐧈𐧉𐧊𐧋𐧌𐧍𐧎𐧏𐧐𐧑𐧒𐧓𐧔𐧕𐧖𐧗𐧘𐧙𐧚𐧛𐧜𐧝𐧞𐧟𐧠𐧡𐧢𐧣𐧤𐧥𐧦𐧧𐧨𐧩𐧪𐧫𐧬𐧭𐧮𐧯𐧰𐧱𐧲𐧳𐧴𐧵𐧶𐧷𐧸𐧹𐧺𐧻𐧼𐧽𐧾𐧿𐨀𐨁𐨂𐨃𐨄𐨅𐨆𐨇𐨈𐨉𐨊𐨋𐨌𐨍𐨎𐨏𐨐𐨑𐨒𐨓𐨔𐨕𐨖𐨗𐨘𐨙𐨚𐨛𐨜𐨝𐨞𐨟𐨠𐨡𐨢𐨣𐨤𐨥𐨦𐨧𐨨𐨩𐨪𐨫𐨬𐨭𐨮𐨯𐨰𐨱𐨲𐨳𐨴𐨵𐨶𐨷𐨹𐨺𐨸𐨻𐨼𐨽𐨾𐨿𐩀𐩁𐩂𐩃𐩄𐩅𐩆𐩇𐩈𐩉𐩊𐩋𐩌𐩍𐩎𐩏𐩐𐩑𐩒𐩓𐩔𐩕𐩖𐩗𐩘𐩙𐩚𐩛𐩜𐩝𐩞𐩟𐩠𐩡𐩢𐩣𐩤𐩥𐩦𐩧𐩨𐩩𐩪𐩫𐩬𐩭𐩮𐩯𐩰𐩱𐩲𐩳𐩴𐩵𐩶𐩷𐩸𐩹𐩺𐩻𐩼𐩽𐩾𐩿𐪀𐪁𐪂𐪃𐪄𐪅𐪆𐪇𐪈𐪉𐪊𐪋𐪌𐪍𐪎𐪏𐪐𐪑𐪒𐪓𐪔𐪕𐪖𐪗𐪘𐪙𐪚𐪛𐪜𐪝𐪞𐪟𐪠𐪡𐪢𐪣𐪤𐪥𐪦𐪧𐪨𐪩𐪪𐪫𐪬𐪭𐪮𐪯𐪰𐪱𐪲𐪳𐪴𐪵𐪶𐪷𐪸𐪹𐪺𐪻𐪼𐪽𐪾𐪿𐫀𐫁𐫂𐫃𐫄𐫅𐫆𐫇𐫈𐫉𐫊𐫋𐫌𐫍𐫎𐫏𐫐𐫑𐫒𐫓𐫔𐫕𐫖𐫗𐫘𐫙𐫚𐫛𐫜𐫝𐫞𐫟𐫠𐫡𐫢𐫣𐫤𐫦𐫥𐫧𐫨𐫩𐫪𐫫𐫬𐫭𐫮𐫯𐫰𐫱𐫲𐫳𐫴𐫵𐫶𐫷𐫸𐫹𐫺𐫻𐫼𐫽𐫾𐫿𐬀𐬁𐬂𐬃𐬄𐬅𐬆𐬇𐬈𐬉𐬊𐬋𐬌𐬍𐬎𐬏𐬐𐬑𐬒𐬓𐬔𐬕𐬖𐬗𐬘𐬙𐬚𐬛𐬜𐬝𐬞𐬟𐬠𐬡𐬢𐬣𐬤𐬥𐬦𐬧𐬨𐬩𐬪𐬫𐬬𐬭𐬮𐬯𐬰𐬱𐬲𐬳𐬴𐬵𐬶𐬷𐬸𐬹𐬺𐬻𐬼𐬽𐬾𐬿𐭀𐭁𐭂𐭃𐭄𐭅𐭆𐭇𐭈𐭉𐭊𐭋𐭌𐭍𐭎𐭏𐭐𐭑𐭒𐭓𐭔𐭕𐭖𐭗𐭘𐭙𐭚𐭛𐭜𐭝𐭞𐭟𐭠𐭡𐭢𐭣𐭤𐭥𐭦𐭧𐭨𐭩𐭪𐭫𐭬𐭭𐭮𐭯𐭰𐭱𐭲𐭳𐭴𐭵𐭶𐭷𐭸𐭹𐭺𐭻𐭼𐭽𐭾𐭿𐮀

CHAPTER 4: COMBAT

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

HOW DOES COMBAT WORK?

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

Note: to clarify, a Digimon has a Simple and Complex Action, and the Tamers also have a Simple and Complex Action.

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

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

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

INITIATIVE

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

The players and GM then go down the Initiative list and then start again when everyone has had a turn. Tamers and their partner Digimon act on the same turn. If Tamers have time to make a plan of attack, then they can add Intelligence to their Initiative roll. In the event of an ambush, the ambushing party adds an additional +5 to their Initiative roll, as well as gaining a bonus Round where the enemy cannot Attack them (Surprise Round). A Digimon who has the Combat Awareness Quality at Rank 1 gains +2 to Dodge if it is Targeted during a Surprise Round, and a Digimon with Combat Awareness Rank 2 still rolls their Initiative +5 and may act during a Surprise Round, as well as gaining +2 to Dodge for that Round. This however counts as their First Round, and other effects of the Combat Awareness Quality will end after the Surprise Round is over.



IMAGE NOT MINE, SOURCE UNKNOWN

RANGE AND MOVEMENT

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

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

Some terrain can be hazardous or difficult to traverse. One can safely move across this terrain by taking a Complex Action to do so, or only move one-half of their speed as a Simple Action.

ATTACKS AND DAMAGE

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

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

Whenever you or an opponent is targeted by multiple attack actions, they take a penalty to dodge the attacks, meaning that the attack. For each attack past the first, the Digimon takes a -1 die penalty to their Dodge pools. This penalty disappears and resets at the beginning of a new round of combat, however it DOES stack. Being targeted by 6 attacks means that it's gonna be hard to dodge all of them, so a -5 penalty is applied by the time the final Attack is fired.

STANCES

In combat, there are three types of stances: Offensive, Defensive, and Neutral. Stances modify the Accuracy and Dodge dice pools of the Digimon in question as they adopt either of these stances as a Simple Action. In an Offensive stance, you increase the Accuracy dice pool by 50%, and decrease your Dodge pool by the same percentage. If you would roll 8 dice for Accuracy and 6 for Dodge, you instead roll 12 dice for Accuracy and only 3 dice for Dodge.

Defensive Stance is the opposite – if you'd roll Dodge, you increase the pool by half the dice rolled and decrease the Accuracy pool by half. If you roll 8 dice for Accuracy and 6 for Dodge, you would instead roll 4 dice for Accuracy and 9 dice for Dodging. The Neutral stance is the one that each Digimon starts combat in and it does not modify either dice pool.

DIGIVOLVING IN COMBAT

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

INTERCEDING

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

NEUTRAL



OFFENSIVE

ATTACK EFFECTS

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

- **Fear:** Target cannot attack you or Clash with you for the duration of the effect.

- **Immobilize:** Target cannot move for the duration of the effect. If it was flying, it falls.

- **Knockback:** Target up to your size is forced to move into an adjacent zone. This effect has no duration.

- **Taunt:** Target takes a -3 penalty to attack against anyone but you for the duration of the effect. Multiple uses on the same target override previous taunts.

- **Confuse:** Target takes a -3 penalty to Accuracy and Dodge for the duration of the effect.

- **Stun:** Target can take no actions for the duration of the effect. If it was Clashing, the Clash ends.

- **Blind:** Target's attack, defense and speed are halved after all modifiers for the duration of the effect.

- **Paralysis:** Target can take no actions and takes a -3 penalty to defense for the duration of the effect. If it was Clashing, the Clash ends.

- **Weaken:** Take the Leftover Accuracy Dice. You may take away from this Effect's Duration, to add 1 to it's "Strength". This Effect automatically lowers the Target's Stats by 1 each, and lowers their Speed by 1, if it hits, for the Duration of the Effect. By taking 1 "Duration" Dice away from this Effect, you may add +1 to the Penalty the Target takes.

For example, you have 5 Leftover Accuracy Dice. You take 2 Dice away, and put those into Strength. Weaken now has a -3 Penalty to the Target's Stats and Speed for 3 turns. This rule also applies to Strengthen, in reverse.

- **Heal:** This effect can not be applied to move that deals damage. When you use this on a target, they heal Wound boxes equal to 1/2 their Health. You can not use this move twice in the same turn, however, you may chose to use it as a Complex action instead, in which case they heal Wound Boxes equal to their Health. However, using this as a Complex action drains you, and you can't use this move at all for two turns. Allies targeted by this Attack do not have to roll Dodge, and you do not have to roll Accuracy.

- **Lifedrain:** When Applied to an Attack, the Attack deals 1 less Damage (cannot go below 1). However, you heal yourself for 2 Damage. You may use this Attack twice in a round of Combat, however, you cannot use the Heal effect more than once per Round. If you make this Attack a Complex Action, you can heal yourself for 4HP, but you cannot use this Attack for one round after this one.

- **Strengthen:** Take the Leftover Accuracy Dice. You may take away from this Effect's Duration, to add 1 to it's "Strength". This Effect automatically increases the Target's Stats by 1 each, and increases their Speed by 1, if it hits, for the Duration of the Effect. By taking 1 "Duration" Dice away from this Effect, you may add +1 to the Buff the Target takes.

- **Charm:** Target's actions are controlled by you for the duration of the effect.

- **Poison:** Poison has three times the duration of other [Effect] moves. Target takes 1 damage each round for the duration of the effect.

CLASHING

Sometimes, attacks aren't as simple, and two Digimon in a scrap will Clash. Clashing Digimon engage in a mix of close quarters combat and grappling, often using just brute strength and raw power to attempt to overpower the other participant. Both participants have to be Close to each other and the one who initiates the Clash rolls 3d6 + your Body stat against a TN of 0 + your opponent's Agility stat. You gain a +2 or -2 bonus for each rank of size difference between the two of you, +2 for each category you are larger than your opponent and -2 for each size you are smaller than the creature. If you succeed, then you control the Clash. If you fail, then your opponent can either choose to take control of the Clash or not Clash at all.

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

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

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

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



TANMERS IN COMBAT

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

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

Fun Fact: An Adult with their Derived Combat Stats at Maximum, has about as much 'essential' DP as a freshly-formed Mega Level Digimon with no Bonus DPI Sadly by the time you're facing such opponents with such levels of power, they'll have enough Bonus DP to negate that, but it's something to think on when choosing your Character Age.

Ideas: Armor and Weapons for Human characters. This won't be fitting for every campaign, but some GM's may allow for Weapons and Armor to be used on Human Characters, depending on the setting. Now the simplest way for this to work is to have the Weapon grant bonus Derived Combat Stat Points (+2 Accuracy, +3 Damage, etc), and/or to grant the basic attacks that the Tamer uses with said Weapon or the basic bonuses that the Armor Grants, to be Defensive or Offensive Qualities as is appropriate (for example, having an Armor grant Armor Piercing 4 doesn't make much sense, but a Sword which grants Armor Piercing 4 could make sense if it's a powerful enough weapon). But be careful how powerful these Weapons and Armor are, a major point of the Digimon series is that you have a partner monster helping you! Even if you're pulling your own weight, it doesn't make sense for your Human Character to be outperforming them in every way! Consider Weapons and Armor to be minor upgrades, and allot about 5DP to creating them per stage the Partner Digimon has unlocked. For example, if your Partner Digimon is at Champion Level, they've unlocked 2 stages (don't count Fresh/Baby and In-Training, those are the bare-bones-basic Stages that any Digimon can unlock by default, even if Rookie is still a cakewalk) and thus the Weapons and Armor you can allot has 10DP total. Which, while it sounds petty at best, when a Human fully gears for Combat, the Boost equivalent of 10DP can put them up to par with some Champions or possibly Ultimates with ease.



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DEFEAT

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

If the Digimon in question happens to be a player character controlled one, then it drops down to the next rank or possibly even lower, often weaker and apologetic that it was not strong enough. If the damage is terrible enough (Often when a Digimon faces an opponent two ranks higher than it, or is brought down below 200% of it's Maximum Wound Boxes) then the PC Digimon reverts to a Digitama, but doesn't disappear.

When in the Digitama form, Digimon are extremely fragile, have no attacks or defensive qualities whatsoever. If they would be targeted by a successful attack, they break and their data is dispersed. It takes roughly a few days for the egg to hatch into the Digimon's Fresh form, and only a few hours to grow into the In-Training rank. From there, it can generally Digivolve as per usual once more, at the GM's Discretion.

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EXAMPLE OF COMBAT

Today in our wonderful world of Combat Examples, we're going to be looking at a few players quickly, and what they're up against!

First up is Kieran, a rough-and-tumble Tamer with a Strong Sense of Justice! He's more at home on the front lines helping his Digimon Partner, Leomon (Rookie: Leormon), out, rather than sitting in the back and commanding him.



Next we have Lani, who, despite sometimes being at odds with Kieran, still cares about him and the rest of their team. Her partner is Dobermon (Rookie: Labramon), however, is a loyal and powerful companion.



And in this corner we have their opponent: one rather ornery Triceramon, whose nap they seem to have interrupted! Unfortunately, now that it's in a rage, there's no stopping it!



After the first instance, we won't go over the specific rolls, only how many Successes there are, and the Net Successes. We aren't going to be taking up your time listing off each individual roll of the dice.

Kieran's Derived Combat Stats: Accuracy: 6, Damage: 6, Dodge: 4, Armor: 5, Wound Boxes: 12

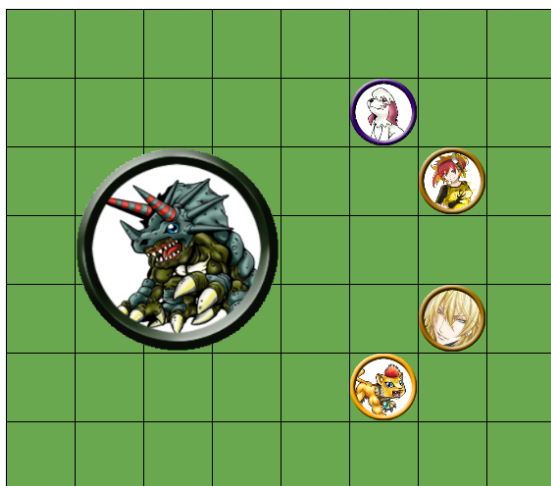
Lani: not gonna fight directly, Damage Stats are pointless, so Armor: 4, Wound Boxes: 8.

Leormon: Wound Boxes: 12, Accuracy: 6, Damage: 10, Dodge: 5, Armor: 5.

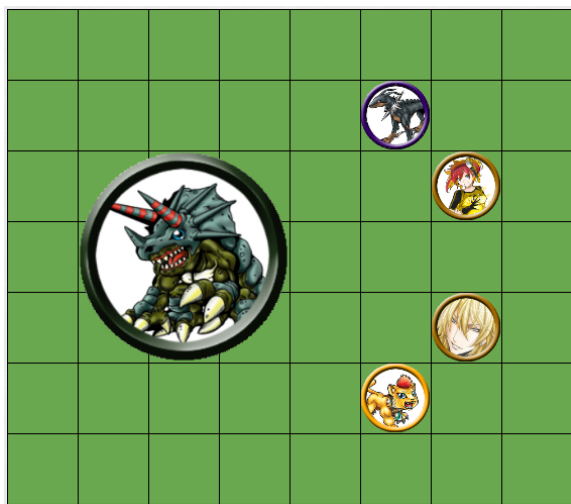
Labramon: Wound Boxes: 10, Accuracy: 8, Damage: 6, Dodge: 6, Armor: 6

Triceramon: Wound Boxes: 20, Accuracy: 10, Damage: 10, Dodge: 10, Armor: 10

GM: Okay, Kieran, you seem to have been struck by the 'oh crap my dice hate me' bug and rolled a total of 8 on your Initiative after adding in Leormon's 5 Agility... so you're dead last. Lani, you move first, you seem to have gotten a 25. Triceramon rolled a 20. (All of these Dice Rolls were 3D6+the appropriate Digimon's Agility to determine their Initiative.

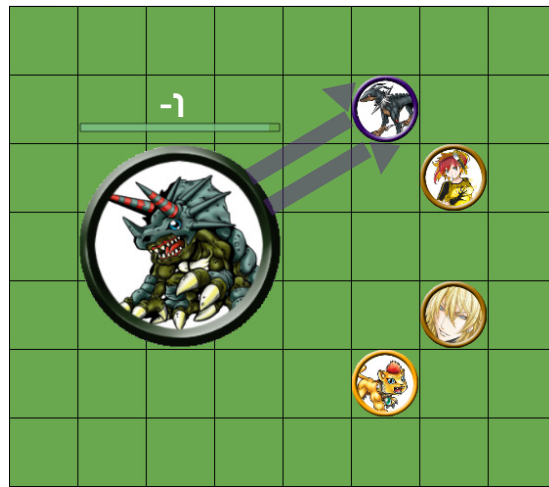


Lani is up first. First, she Scans Triceramon with her Digivice, taking a Complex Action to Scan and Read the information. Luckily, letting her friends know that Triceramon is too powerful for them to handle with just Rookies! Labramon nods, digivolving into Dobermon to defend it's Tamer. to keep things simple, let's say that Dobermon is +2 to all of it's Stats when Digivolving due to how Lani created her partner. So now Labramon has: Wound Boxes: 15 Accuracy: 10, Damage: 8, Dodge: 8, Armor: 8.

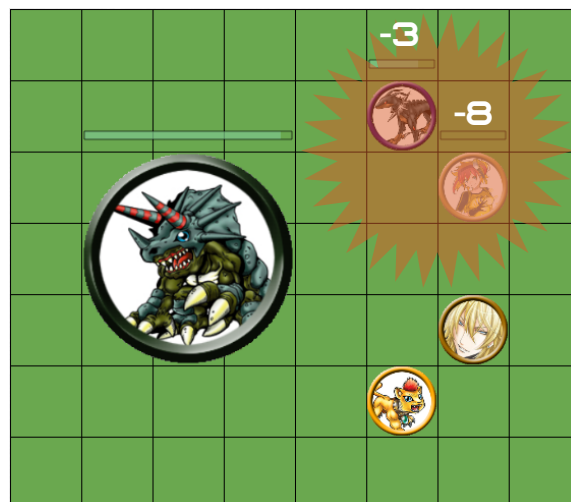


Doberman has taken up one Simple Action by Digivolving, but it's still got one more! It fires it's powerful Black Beam Attack, attempting to pierce the Triceramon's hide from afar, getting the following rolls (10D6): 1, 5, 4, 1, 5, 2, 6, 5, 3, 6. Wow, that was a highly impressive roll, that's 5 Successes. Lani sets aside the Successful Dice of 5's and 6's, and Triceramon rolls it's Dodge, getting the following off it's own 10D6 Roll: 2, 5, 5, 6, 1, 4, 4, 5, 4, 2. That's 4 Successes! So that negates 3 of Doberman's Successes. HOWEVER! Lani's Doberman's Black Beam has Certain Strike Rank 3, so now 3 of Triceramon's Successful Dodge Dice are ignored. So in reality, Triceramon actually only negated 1 of those Successful Accuracy Dice. At least they were all within Range of each other!

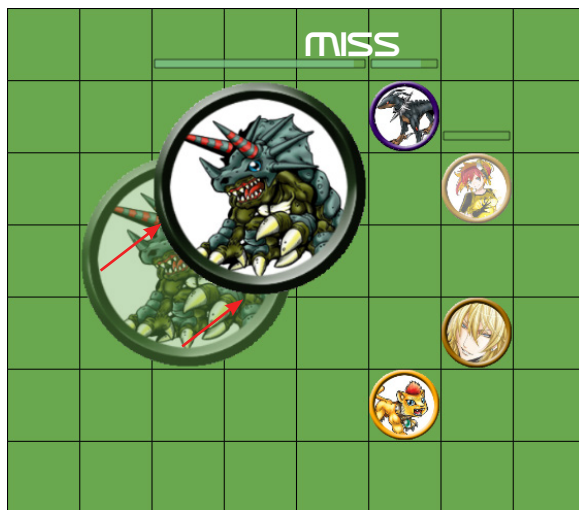
So, after taking the Dodge Successes off of the Accuracy Successes, we now have 4 Net Successes. The Black Beam Attack deals Damage Equal to ((Accuracy Successes+Damage Stat)-Triceramon's Armor Stat). To simplify, it deals 10 Damage, however, Triceramon's 10 Armor is enough to negate the damage essentially. However, for hitting the target, she deals 1 Damage anyways.



Next up is Triceramon! The massive digimon roars before firing off a barrage of fireballs at the duo! It's the Volcanic Strike Attack! It's going to focus on Doberman and Lani, they're the most apparent threats! It takes a -3 Accuracy Penalty for trying to hit multiple opponents at once with a Blast Attack, however it barely hits (1 Net Success after Dodge Negation by Doberman, 2 Net Successes in Lani's Case, she seems to be rolling well today). Lani takes 8 Damage, she's knocked out! This doesn't look good at all... Doberman is able to handle the hit far better, only taking 3 Damage. It looks back at it's Tamer, concerned, growling at Triceramon. Now it's up to it's own devices, not having Lani to direct it.



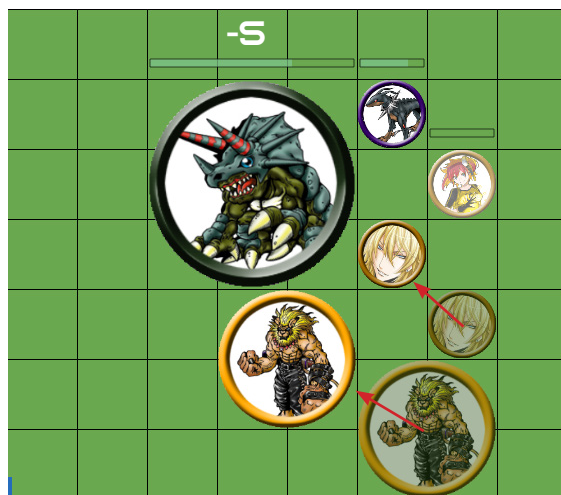
Triceramon isn't done yet, it Charges Doberman with a Mega Dash Attack before it's turn is over, however, another poor roll (2 Successes vs Doberman's 3, even if Doberman has a -1 Dodge Pool Penalty due to being Attacked twice in one round!) and it misses, instead simply ending up adjacent to Doberman.



But now Kieran and Leormon are up. Leormon instantly Digivolves into Leomon (again, presuming +2 to all Stats). The duo Charges Triceramon in a tag-team Assault, and the GM finds this pretty neat and awards them +1 Accuracy Dice considering it's back is essentially turned.

Kieran has to expend a Simple Action to move up to Triceramon, but Leomon has a Charge Attack in his arsenal! Leomon has 2 Net Successes, but Lani decides that's not good enough and re-rolls the two 1's he got by activating Huge Power. He gets lucky, and gets another Success! Leomon deals 5 Damage to Triceramon!

Kieran doesn't deal quite as much, even with a cumulative -2 Dodge Penalty, Triceramon is able to entirely avoid his assault.



Kieran grits his teeth as he braces himself for impact, Doberman now standing over Lani protectively... this was going to be a tough fight, where was the rest of his party when they needed them?! But he's going to save Lani, or die trying! As he prepares himself for the next round, his Crest of Justice glows bright!

CHAPTER 5: GAME MASTERING

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

YOUR DIGITAL WORLD, YOUR WAY

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

1. How did the Digital World come about?

- Normally, the Digital World is created when artificial intelligences evolve into complex forms in a Digital Plane and begin to take on more and more complex forms the more they fight and win.
- The Digital World is as old as the Internet itself, perhaps a little less. This is somewhat limiting in the time and place you can set your game.
- Perhaps in this version, the Digital World has always existed as a parallel to the Human World, however, it wasn't until the invention of the Internet that the Digital World began to interact with the Human World!

2. How do the DigiDestined get to the Digital World?

- Sometimes, they're sucked into the computer and other times, it's a real world building, transported into the Digital World by some bizarre methods and situations
- Other times, there's an existing link between the worlds, which are generally heavily guarded on both ends. Perhaps this party is sent on a mission from the Human World!

3. How do they get back?

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

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

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

5. How does time work?

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

6. What are the needs of the children?

- Do the Tamers need to eat? And what would they eat?

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

- Each Digimon belongs to one of ten Families, and each Family has a sort of native terrain that you'd be likely to encounter them. Areas include: Forests and jungles, oceans and lakes, volcanic areas, deserts, tundra, urban areas, plains, ruins, and strange possibly angelic or hellish areas. Most versions of the Digital World have at least one area to properly house each type of Digimon.

8. Are there settlements?

- Settlements would consist of Digimon living together in a semi-urban area, sometimes looking like it was cobbled together from garbage and spare parts. Often times, the leader of a settlement is the oldest or most powerful Digimon.
- Are there Human Outposts set up by some secret organization to keep tabs on the Digital World?



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

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

10. Just who are the DigiDestined up against?

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

11. Life and Death.

- Honestly, Death is something that isn't a very light subject, but it's one that must be addressed. Generally more for the Digimon rather than Humans, although tweaking the rules to have Humans 'respawn' over 'true death' may be an all right idea. But how do Digimon reproduce in your world, and what happens when they die? Do they get sent back to Primary Village? Or is death permanent? Do they reproduce by having them magically appear in said village or even out of thin air, or does it require coupling of a sort? Some settings may want a more permanent approach to Death in the Digital World for the Digimon, it's not always a hard rule.

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

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

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



ADVERSARIES AND ANTAGONISTS

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

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

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

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

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

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

DIGIVICE DESIGN

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

Digivices often have unique powers or capabilities, often resulting from the unique natures of the Digivice themselves. Mechanically, a Digivice would have two slots on it that add in several features to the basic device. Choose two of the following items to place into the Digivice (Or, really, however many you wish, it's your setting):

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

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

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

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

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

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

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

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

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

FAMILIES AND TYPES

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

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

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



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



BOSS BATTLES

Big bad boss battles are an iconic part of most Tabletop Games, and Digimon: Digital Adventures is no exception. Unfortunately, sometimes MAKING a boss isn't as easy as it might seem at first: making it one big ball of Wound Boxes ends up turning a fight into a Super-Standard-Slugfest, which, while you can certainly Roleplay it out as interesting, in the end isn't mechanically memorable. So here are a few tips to making your Boss Battles something to remember!

First idea: Wound Box and Action Pools. This is a VERY easy way to turn an average Digimon which would be about at-par with a single party member into a monster making them fear for their lives! Calculate the number of Players, then give the Boss Digimon a number of "Pools" Equal to them. For example, if your Boss has 20 Wound Boxes and you have 4 Players, it would now have a total of 80 Wound Boxes. Each "Pool" has a separate Economy of both Actions and Wound Boxes, which also means that Effects targeting the Digimon won't entirely shut it down! Sprinkle it's "Turns" in between what Players rolled so that it's moving after a Player each time. Each Player is assigned one Pool essentially! If they remove their personal Pool from play, their damage can be added to another Pool.

That's a start: but let's take that concept even further. Maybe this Boss gets angry whenever you deal too much damage and deplete a Pool, adding +1 or more to all of it's Stats each time you do so! This can create a very scary, escalating boss battle.

NEVER be afraid to sprinkle in special mechanics to a fight. Again, you're aiming to create a memorable experience! Maybe one boss leaves a trail of fire that damages characters who walk over it! Maybe another creates a Wind Barrier which redirects Ranged Attacks, making it harder to hit it with a Ranged move! A Special Mechanic can also get pretty crazy: maybe this enemy is able to reach into the minds of the party and bring out their deepest, darkest fears, forcing them to repeatedly make Torment rolls! Maybe this Boss has control over Time or Space, making the Party's Stages warp up and down and all around, or make positioning incredibly difficult.

A little extra help goes a long way: a few low-level Mooks dropping in and aiding the Boss can make a Boss battle far more strategic: do you target the Boss alone and let the Minions whittle away at you? Or do you take out the Minions and pray the Boss doesn't target you with some massive attack?

And don't limit yourself to what you see here: come up with your own crazy Boss Battle Mechanics and see what happens!



A CLOSING STATEMENT

First off; thank you for picking up this Handbook and giving it a solid look-over, a lot of time and effort has been put into refining this system, even before I picked it up. Again, thanks to the Digimon Emperor for his original work, and I hope he's still alive and well out there somewhere.

Second, I would like to thank each and every person who has helped me with this system, checking, rechecking, and playtesting. I won't list them by name to be safe, but they know who they are.

Now, I have a quick statement to each and every person who wants to make a story with this system.

Symbolism, relevance, and mystery. That is the key to making an engaging story. You can't lay all your cards on the table at once: that's boring. You want to make everything relevant to the game, tossing in something just because isn't a great idea. And Symbolism is a wonderful storytelling tool to help link a character and their Digimon, even if it's as simple as a lone wolf character having an ice-based Digimon. You can never have too much of it, plain and simple.

Apologies that not every Image has proper credit given: for ones that were not owned by Bandai, I gave a warning that I did not make them. I thank you either way for your images, they proved useful in making this Handbook fun and colorful! (Also the one below)

But that's enough for now, I'm sure you're all very excited to go and start creating, destroying, and saving your own Digital Worlds! Just remember to grab your goggles before you go!

Digimon is not owned by myself. This is a free, non-profit roleplaying system.



~TM93

