by KhainJumper

NSFW Megaman Fusion Jump

You have jumped into a sexually charged version of the Megaman universe. Based on a fusion of the various different canons, such as the different games series, shows, and comics. Brushed over with a heavy layer of Rule 34.

What you make of this world is up to you. Will you simply indulge in your carnal side, seducing the characters you know or meet new ones unknown. Do you decide to get involved in a greater way? Protecting others alongside the blue bomber or attempting to seize control of world like a certain aged megalomaniac doctor

It is up to you what you get up to for your next 10 years and what abilities you gain.

+1000 CP

Origin

You may choose your gender and age freely, however you must be an adult. You have one of the following as your origin. You gain discounts to perks, based on your origin. If you have the hybrid perk, you may spend your discounts in any origin you possess, however you do not gain additional discounts for doing so.

Man: You are an organic humanoid, either being an original human or one of the biological creations known as Carbons. Your organic nature may seem to put you at a disadvantage but you have a knack for creativity and inventiveness that non-organics sometimes seem to lack. This means that you can find solutions to problems that machines would overlook due to not being able to think out of the box as easily.

Machine: You are a humanoid or semi humanoid inorganic creation of another, such as a Robot, Reploid or Maverick. While you have free will your original program may influence your personality.Additionally while you are a mechanical entity, your mind is connected to your physical form unless overcome by another ability. While you lack a natural healing rate, you also can be repaired rapidly by simply swapping out one component for another.

Memory: You are a non-physical entity composed of memory, or data. Such as a Net-Navi, Virus, or Cyber-elf. Your ability to affect the real world is limited by the computer and machinery you influence such as appliances, vehicles, and non-humanoid robots. Though what systems you can access may require outside assistance to reach or the use of perks. You can analyze and process data faster than others. While your solution may not be as creative as those with the Man origin, the speed and number of factors you can consider is significantly greater.

General Perks

Minimum Durability (Free/100 CP): A major character in this world, including yourself, has a minimum level of durability. Even if you are a man, you somehow survive vehicles exploding around you when normal people would not. While you won't be taking direct attacks from others effortlessly, you can at least manage to avoid danger from indirect hazards of combat. You get this for free during this jump, but can pay 100 CP in order to keep it after this jump. **[You can sacrifice this freebie to gain 50CP]**

Experience Record (Free for Machine or Memory/100 CP): Via your own internal memory or some external device you are constantly recording your experiences for future study. You learn skills more quickly, when studying your prior mistakes this way. Extra effective for improving sexually. **[You can sacrifice this freebie to gain 50CP]**

Porn Physics (Free/100 CP): Total porn physics set. No STDs, no danger from large insertion, or important for this jump, no friction burns. Whatever you can think this is within reason that isn't covered by another perk comes with this one. You can pay 100 CP to keep this after this jump. **[You can sacrifice this freebie to gain 50CP]**

Hybrid (200 CP): You may choose an additional origin. You may spend your discount on perks in those origins. While this does not provide additional discounts. Your exact nature depends on your combination. A Man mixed with a Machine would be a cyborg of some kind. While Man mixed with Memory would be a human with the ability to upload their consciousness digitally as if they were a virus. For an additional 100 CP you have all three origins, but again do not gain additional discounts.

Breeding Machine (200 CP): You are capable of breeding with whom organic/inorganic nature is the inverse of your own. If you are organic you can breed machines as if they were living (or any inorganic species in future jumps) or if you are inorganic you can breed any human/carbon (or any organic species in future jumps). This cannot create machine/memory offspring. Additionally you have unlimited sexual stamina when having sex with someone opposite your organic/inorganic status, or everyone if you are a hybrid.

Antique Model (Non-Hybrid, 400 CP): You are an ancient human in a world full of carbons or are a historical machine or program. Choose a perk from your origin. That perk is significantly more effective being around 200% the norm. However it is unreliable and about 1% of the time will not work properly. If the chosen perk is the capstone of your origin, this ability counts as a capstone booster. However the capstone boosted portion of that perk failure rate is 5% instead of 1%. These failure rates are removed at the end of this jump.

Intersectional Improvements (Hybrids Only, 400 CP): Your nature as a hybrid life form allows abilities from one side of you to interact with another. Choose a perk from each of your origins. Those perks are around 200% effective when used in unison. If any of the chosen perks are capstone perks, they are capstone boosted by this perk but only if all of the other selected perks are being used at the same time. This may be convoluted to achieve for certain capstone combos.

Weapons Expert (600 CP): You are significantly more effective when using new weapons or offensive abilities. Regardless of if those weapons/abilities are new to you, prior experience mastering other weapons/abilities mean you can effectively master the use of new ones at a hyper-accelerated speed. Additionally this acts as a capstone booster for weapon based and offensive abilities from this or future jumps.

Man Perks

If you have this origin, you may use your discount in this section. You get one discount for 100 CP, 200 CP, 400 CP, and 600 CP. This halves costs, with an exception for 100 CP perks which cost nothing. If you gained this origin from the hybrid perk you may spend your discounts in this section but do not get more discount. You may also use a higher level discount on a lower level perk.

Repair Mastery (100 CP): From machines, robots and weapons. You are an expert at repairing all manner of technology that would appear in this or future jumps and no matter how distracting sex while repairing devices should be, you can perform sexual acts while doing so without diminishing the speed or effectiveness of your repairs. Additionally if you repair a sentient piece of technology, you can demand payment in the form of a fitting sexual act.

Wily Disguise (100 CP): By modifying your appearance, name and other minor details you can take on a persona that is incredibly close to your true nature. However, even though common sense should have others make the connection between your true identity and this incredibly similar false identity, they fail to make that connection unless you have explicitly revealed it to them or someone you have revealed it to inform another.

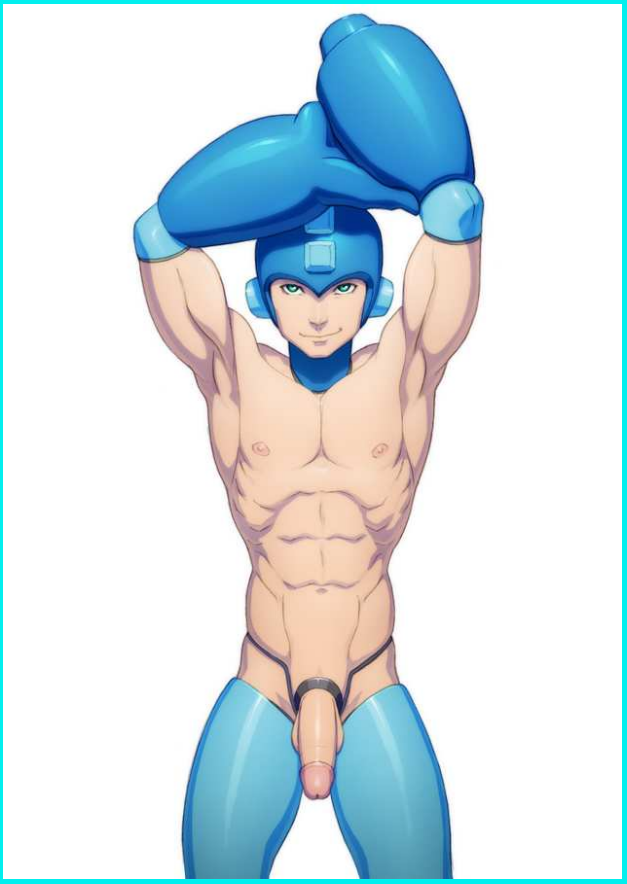
Cybernetic Adaptability (200 CP): Cybernetic upgrades you receive are never rejected and run more effectively without straining your biological nature. You may take this perk even if you are totally inorganic, however if you do it does not function for this jump, but does so in any future jump where you are organic in nature. This acts as a capstone booster to the Eternal Upgrades perk.

Backshots Engineering (200 CP/300 CP): You are capable of understanding the mechanic behind technology creation of others with a level of skill that is incredibly impressive. You can figure out the underlying principles and weaknesses regardless of if it is rediscovered ancient tech or the technology of a far future setting. You may incorporate that technology into your own creation as long as it is sexual in nature. For the 300CP perk, you cannot just understand the technology but are capable of replicating it over time in your own creation perfectly, allowing you to add even non-sexual abilities to your creations.

Do No Harm (400 CP): Due to your human nature, or for some other reason. You are considered important enough that most robots and programs are designed to avoid doing you harm. They will attempt to avoid doing so unless directly provoked or attacked. Additionally even if they are provoked into hostilities, they will stop short of lethal force and may resort to sexual assault instead of doing you permnant physical harm.

This programming is difficult to overcome, but once a robot is aware of the programming then they may seek out methods to do so. This takes time and resources and even if achieved only work for that individual and cannot be shared to any other.

Escape Plans (400 CP): You have a knack for escaping trouble. Once a month, if a plan of yours fails, you may always escape via some nearby vehicle or mode of transport before your capture. Additionally you can escape from undesirable sexual situations once a day. Combined with Do No Harm, this sexual escape could allow you to escape more often than once a month, if your defeat is and potential captor is a robot that would seek to use you sexually due to that perk.



Loyal Creation (600 CP): You can design and build a single machine/program that is absolutely loyal to you, this loyalty can never be subverted. This is a free machine/memory hybrid companion with 1000CP and discounts of its own. However it can not take perks from the Man sections.

Capstone boosted: The loyalty of your creation is no longer limited to a single perfect machine. Any robot or program you create in this jump is absolutely loyal to you. Additionally you may import robot or program based companions into future jumps as if they were your creation to gain the benefit of this loyalty.

Corruptive Code (600 CP): You are capable of hacking the system of robots and programs in order to make them serve you. This can affect up to a small company's worth of lesser robots plus up to 8 robot masters as the leader of that force. Robot Masters can potentially be freed from this control.

Capstone boosted: The lesser forces you can control is now an army in size. Additionally there is now no limit on the number of robot masters you may control. However if you decide to limit yourself to 8 robot masters, they are instead treated as if you made them and you had the Loyal Creation Perk.

Machine Perks

If you have this origin, you may use your discount in this section. You get one discount for 100 CP, 200 CP, 400 CP, and 600 CP. This halves costs, with an exception for 100 CP perks which cost nothing. If you gained this origin from the hybrid perk you may spend your discounts in this section but do not get more discount. You may also use a higher level discount on a lower level perk.

Heavy Armor Plating(100 CP): Parts of your body are fitted with heavy armor that is capable of protecting you from much greater damage then the rest of your body. This armor cannot be removed or lost, unless you allow it and covers around 25% to 33% of your body when worn. Additionally you are immune to damage towards your sexual organs, as long as you are wearing your armor, this protection works even if your heavy armor doesn't technically cover the sexual organs in question.

Obscure Weakness Sense (100 CP): You can figure out the weaknesses of those you face, when those weaknesses are seemingly unexplainable. This doesn't work against reasonable weaknesses but can detect strange ones such as Snake Man beating Gemini Man, or Skull Man beating Dive Man. Additionally you can figure out the rare obscure kinks of your sexual partners even if they are unaware of them. They will be willing to try these hidden kinks, if you wish.

Charge Shot (200 CP): You are capable of charging attacks you make with weapons and offensive abilities in order to increase the damage they can deal. Charged attacks may even punch through obstacles to hit targets behind them. Additionally you can delay your own climaxes indefinitely, to lead to even more powerful climaxes when you finally do achieve release.

Slide Dash/Air Dash (200 CP/300 CP): You can give yourself a burst of speed in the form of a sliding dash. This can let you rapidly dodge attacks, move at greater speeds by chaining slides together and fit through tighter spaces. You can also move by dashing during sex. For 300 CP you no longer have to slide to gain this speed boost and can even use it while airborne.

Electromagnetic Prodigy (400 CP): You possess an EMP based weapon that can disable those with Machine or Memory origin for a short period of time, or other tech species in future jumps. You are also immune to EMP weaponry. Additionally sexual stimulation received by those disabled with this ability is stored, and is felt all at once upon reactivation.

Always Fixable (400 CP): No matter how severely damaged (or hurt if organic), you can always be put back together. You are either repaired (or cloned if organic). However this is incredibly time consuming for the most severe damage, with destruction (or death), taking at least 5 years to repair. If less than 5 years remain of your jump, you instead move on to your next jump. You lose time in that new jump equal to the remaining repair time. Your chain ends if you are destroyed/killed while still recovering from your prior death.

Machine Code Analyzer (600 CP): You have the capability to analyze the traits and aspects of defeated technological species and immediately add them to your abilities. The copied powers have weapon energy tanks that must be replenished. With stronger attacks burning through the tanks fast.

Capstone Boosted: You can copy the abilities of willing tech species, without having to defeat them. Additionally your weapon energy tanks are larger. This ability acts as a capstone booster for and is boosted by the Biodata Analyzer from the NSFW Sonic Fusion Jump.

Eternal Upgrades (600 CP): Your potential to force self improvement via upgrades or similar means has no limit. New technology or methods of self-improvement will not fail to work on you. This perk makes these methods always compatible, and your likelihood to encounter these methods significantly increases.

Capstone Boosted: The upgrades you give yourself can unlock the potential of your other greatest perks. This perk acts as a capstone booster for one other perk of your choice. For each 3 jumps after this one, this acts as an additional capstone booster for a new perk.

Memory Perks

If you have this origin, you may use your discount in this section. You get one discount for 100 CP, 200 CP, 400 CP, and 600 CP. This halves costs, with an exception for 100 CP perks which cost nothing. If you gained this origin from the hybrid perk you may spend your discounts in this section but do not get more discount. You may also use a higher level discount on a lower level perk.

Possess Bot (100 CP): You are capable of possessing a single low level bot or machine to act as a body for you. You can increase the abilities of the possessed machine slightly. If you are hybrid, this possessed bot is controllable remotely from your real physical form, but does not gain an increase in ability. This acts as a capstone booster to the Swarm Existence perk.

Always Connected (100 CP): Regardless of location, you are always able to connect to the internet, phone service, or equivalent system in your setting. This allows you to collect public info and contact others via public methods. You may only access secure systems, if you have physically connected to them before.

Data-Virus Infection (200 CP): You can infect more advanced machines such as robots, reploid and robot masters with a fraction of your program and turn them into a Maverick. This makes them act on baser desires and self interest. This doesn't grant you control directly over them but makes them easier to influence via manipulation and bribery. This acts as a capstone booster to the Overwrite Systems perk.

Lingering Code (200 CP): Your data/mind is backed up in those you have affected with certain abilities. You leave traces of yourself in those you affect with the Possess Bot or Data-Virus Infection Perk, or similar abilities from previous jumps. You are effectively immune to any form of memory erasure, be it mundane deletion all the way upto special abilities You can recover the lost memories from immediately after removal. Additionally this boosts the Experience Record immediately after memory recovery as you effectively get to learn a second time.

Stage Designer (400 CP): You can design challenging gauntlets for foes to face. Intrusion to a base you set up with this ability is near impossible. Additionally those who fail to overcome these stages can be locked in cells specifically designed for them. Inescapable unless you release them, or someone else helps them escape.

Manufacture Biometal (400 CP): You can create Biometal that incorporate some of your abilities or the abilities of another you have authority over. This takes the form of 1000CP worth of perks/items. These biometal can be used by certain individuals known as Chosen Ones. When Megamerged with this Biometal, they gain those abilities and items. Additionally the Chosen One can be manipulated to follow your instructions, if the biometal is based on your own abilities and items.

Swarm Existence (600 CP): You possess a physical body that is technically a composite of materials. Examples include goo or nanomachines, but other forms are possible depending on if you are fully organic, inorganic or a combination of the two. This allows you to exist in multiple places at once by separating and remotely controlling each piece separately. Additionally this means you are very hard to damage as losing a portion of yourself causes you minimal damage.

Capstone Boosted: Your swarm based existence can now be composed of completely separate entities. Normally in the form of a variety of low level bots and machines capable of working separately on smaller tasks or together as one whole to achieve much greater goals.

Overwrite Systems (600 CP): You have the capability to overwrite minds and programming of captured/defeated technological species. The more willful the target the longer this takes. You can modify their minds into one of the following.

1. An exact copy of your mind that you can control directly.
2. A loose copy of your mind that operates independently on your behalf.
3. A version of their original self but corrupted by your ideals and made to serve you.

Capstone Boosted: You no longer need to capture/defeat the target. Instead if they have been infected by Data-Virus Infection perk or you routinely manipulate them by other means such as with a Manufacture Biometal. This effect will slowly overwrite their minds without them being aware of it as long as you wish to do so. This version takes longer to overwrite a target but is effectively undetectable and they cannot be rescued by simply freeing them before completion.

Items

You have discounts for items, the same as perks but they are not locked to origin. You get one 100 CP, 200 CP, 400 CP, and 600 CP discount each. They provide 50% off, except for 100 CP items which are free when discounted. You gain a 300 CP stipend to use in this section.

Buster Blaster (100 CP): You gain an arm cannon or blaster pistol. This weapon has unlimited ammunition and can fire either single shots or three round bursts. These attacks are energy based. This weapon is exceptionally effective when combined with the Charge Shot perk, being an incredibly reliable all-rounder type range weapon.

Machine Met-Hole/Metgirl Maid (100 CP/200 CP): You get a Metool machine sextoy known as a Met-Hole. Small enough to act as a sextoy when you want, but also able to act as a protective cup/helmet to protect the head you prioritise most. The 200 CP version of this perk gives them the ability to turn into a Metgirl Maid able to carry out simple tasks in addition to their sexual duties.

Transforming Pet (200 CP/300 CP): You gain access to a robot pet that can change between different forms. This pet has four forms, a base pet form. A form that can assist in ground based movement, a form that can assist in granting vertical movement, and finally a form that can provide horizontal airbased movement. This pet is subservient. The 300 CP version of this pet gains sentience and you may engage sexually with them if you desire.

Brilliant Biometal (200 CP/400CP): You gain a biometal that can temporarily grant you one 100 CP Machine perk, and one 200 CP Machine perk. These perks are chosen when you buy this item. The transformation provided by these biometals requires energy and will run out and require recharging. For 400 CP, this transformation gives you a Buster Blaster in the form of an Arm Cannon or an additional 100 CP Machine perk. ***(Perks from visited NSFW Fusion Jumps can be chosen, if the origin in that jump is Machine)***

E-Tank/W-Tank (400 CP/600 CP): You may buy either a E-Tank for 400 CP, W-Tank for 400 CP or both for 600 CP. Once a month a E-Tank heals all wound/repairs all damage you have taken instantly. Once a month a W-Tank restore all weapon energy for the Machine Code Analyzer perk or gives one additional usage of a limited use perk you possess.

Assembly Line/Servbots(400 CP/600 CP): You gain a manufacturing plant capable of creating low level bots and machines on mass, or large machines over time. While this can create armies larger than the Corruptive Code perk, it takes significant time and resources for your assembly line to do so. For 600 CP, this manufacturing is instead performed by autonomous machines on your behalf similar to Tron Bonne's servbots. These machines in addition to creating machines to work for you can pilot some of the large machines and vehicles they create on your behalf and are more effective than unmanned machines would be.

Home Fortress (600 CP/1000 CP): You gain a fortress much like Wily's Castle for 600 CP, or a floating fortress such as Sigma's Palace for 1000 CP. This home base is treated as if you possess the Stage Designer perk, and if you already possess that perk it becomes basically impossible for anyone to successfully invade unless you allow them to.

Digital Universe (600 CP+200CP): You gain access to a personal cyber space/digital universe that is capable of connecting to all systems, bodies and programs you control. If you are purely biological you can connect mundanely via a computer or visit this digital universe via a virtual reality headset. Additionally your cyber space comes with one of the following advantages plus one more for each additional 200 CP you spend.

1. ***Time Dilation***: You can modify the speed in your cyber space in comparison to the outside world. Allowing up to a month to pass inside the cyber space for each day that passes outside it.
2. ***Invasive***: Your cyber space is connected to and slowly encroaching on the internet or equivalent system in the setting you import your digital universe into. Without significant security you will eventually be able to hack most systems remotely via your cyber space.
3. ***Net-Navi***: Your cyber space is populated by assorted net-navi that represent the systems and machines that are running on your digital universe system. These net-navi treat you with respect but are individuals.

Companions

Import/Create a Companion (50 CP/100 CP): You may create or import a companion into this world. This costs 50 CP, if they are given the Man or Memory Origin and have 400 CP to spend. If they are given the Machine origin, they are given 600 CP to spend, but cost 100 CP instead.

Canon Companion (0 CP/200 CP): You may add any character who willing joins you or is otherwise enslaved or mind controlled by you as a companion for free. Any character can be added as a companion even if they wouldn't be willing/forced into doing so by spending 200 CP.

Drawbacks

You can take drawbacks to gain additional CP. There is no limit to the number of drawbacks you may take. However you must make sure not to take drawbacks that are listed as conflicting with each other.

Setting: The following drawbacks relate to the setting, and change towards it.

- **Choosing Canon (+0 CP/+200 CP):** You can choose to exclude characters, or objects from certain different canons as you choose for 0 CP. For 200 CP you must pick a specific canon, such as the classic, X or legends series. Only objects and characters that have appeared in that canon can appear in this jump.
- **Wily Won?!/Sigma Succeeded?! (+100):** The world becomes darker and grittier. realistic injury and death become possible, instead of everyone living most of the time, and more realistic weaponry is common.
- **Plot Beacon (+200 CP):** No matter how much you try to simply use this jump as a relaxing and enjoyable sexual escape, the plot always seems to find you. Dr. WIly or Sigma may attack, or the current generation Mega Man may come to punish you for your deed. Things will never be peaceful for long.

Gender Swapping: The following drawbacks relate to the swapping or rearranging of genders and sexual characteristics.

- **Generic Genderswap (+0 CP):** You can swap the gender/sex of canon characters that appear in this swap on a case by case basis. Applying it to characters as you choose.
- **Dysphoria (+100 CP, take only if you have been changed by another genderswap drawback):** You suffer from dysphoria due to the changes in your self identity or physical body. Your mental well-being is frayed due to you not being who you think you should be, and you are more prone to anxiety and depression.
- **Mandatory Genderswap (+100 CP, cannot be taken with other genderswap drawbacks):** All characters including yourself have their gender/sex swapped. Those who non-binary/agender do not change their gender but if they have biological sex, that is still swapped.
- **The Third Option? (+0 CP/+200 CP):** You may choose to make any biologically/technologically designated female characters in this jump into futanari. Giving them large balls and cocks, along with retaining their pussies. They can both be bred and breed others. For the 200 CP option,

this applies to all characters it could apply to (even you, if applicable) and they will expect you to show their cock attention in sexual situations.

- **The Fourth Option!? (+0 CP/+200 CP):** You may choose to make any biologically/technologically designated male character in this jump into a breedable sissy. Shrinking their cocks, and giving them anal wombs. They can be bred, but would find breeding other difficult without intervention. For the 200 CP option, this applies to all characters it could apply to (even you, if applicable), plus they are completely unable to get hard or breed others.

Time Sensitive: The following drawbacks relate to the length of time you will spend in this jump and what you are expected to get complete in that time.

- **Speedrunning (+200 CP/+400 CP, incompatible with Completionist):** For 200 CP, your time in this jump is reduced to 5 years, you can only take up to 2 scenarios, if you do you must complete them prior to the end of your five years or you fail your jump. For an additional 200 CP, you can further reduce your time to only 1 year in this jump, if you do you may only take one scenario and must complete it if you do.
- **Completionist (+300 CP/+600 CP, incompatible with Speedrunning):** For 300 CP your time in this jump is extended to 20 years, additionally you must take every scenario that you meet the requirements for. You must complete all but two of those scenarios during your time or otherwise fail your jump. For an additional 300 CP, your time is increased to 30 years, and failing more than one scenario you meet the requirements for will end your jump.

Jump Restrictions: The following drawbacks relate to restrictions on your other jump abilities and possessions. If this is your first jump you cannot take these drawbacks. Instead you gain a consolatory 100 CP.

- **Powerless (+300 CP):** For 300 CP you gain none of your perks or powers from previous jumps. You also arrive in this jump feeling tired until you have rested.
- **Poverty (+300 CP):** For 300 CP you have no items, bases or the warehouse. You also arrive with no valuables.
- **Private (+300 CP/+150 CP):** For 300 CP you cannot import companions or followers into this jump. You can still create or purchase companions from this jump, however if you do this drawback only provides 150 CP.

Scenario: I Am The Very Model of a Modern Major Megaman

Requirements: Machine Code Analyzer perk, and/or Corruptive Code and/or Overwrite Systems.

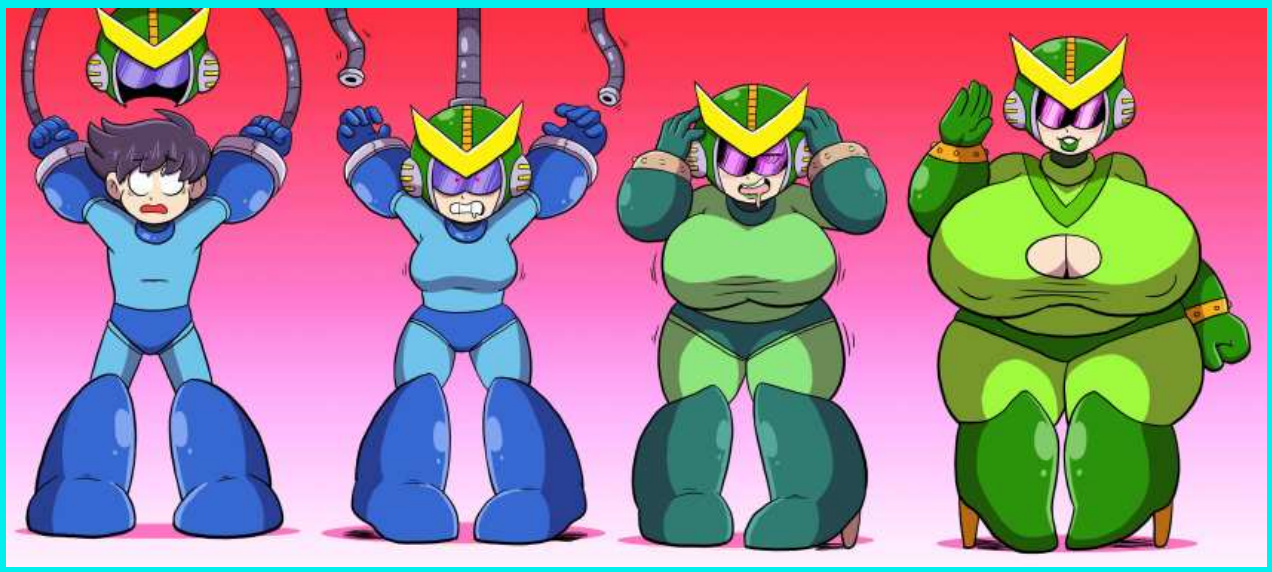
You have been pulled into a situation where a group of robot masters, mavericks or equivalent group must be faced down, defeated and their abilities brought under your control. This can be achieved by any of the perk requirements for this scenario. Either by stealing the powers, making them work for you, or overwriting them with your powers.

Speedrunning: You must beat at least one of your targets every month, and gain their ability after defeating them. Once all your targets have been defeated, you may decide if you will repeat this scenario with a new set of targets. You gain an additional reward for defeating the first set. The number of sets you must defeat to gain a reward doubles each time. 2 for the second reward, 4 for the third, etc. Failure to beat a group in time ends the scenario and you forfeit all rewards.

Completionist + Choosing Canon: You must face and defeat all of the robot masters or their equivalent from each series of the chosen canon in order. Such as defeating all of the robot masters of the classic games or all groups of mavericks in the X Series. Failure to do so by the end of your jump, ends your chain. However successfully doing so rewards all of this scenario rewards.

Rewards: You may pick two of the following rewards, plus any additional rewards from the Speedrunning Challenge. You gain all rewards if you beat the Completionist + Choosing Canon Challenge.

- You may gain each of the groups you defeated as additional free companions. Additionally you may import such groups as if they were a single companion into future jumps and ou may modify the gender/sex of them if not already altered by Gender Swapping drawbacks.
- **Fear the Blue Bomber:** Machine based species in future jumps will show you a base level of fear/respect instinctively being aware that you are highly efficient at defeating machines.
- **Designate Robot Masters:** In future jumps, one connected group of machine or technological species similar in size/theme to a group of robot masters, mavericks or similar can be designated as a group. Defeating them allows them to be taken as free companions and imported as a group.
- **Breeding Machine:** You gain the Breeding Machine perk as a free perk. If you already possess the Breeding Machine perk it is improved into **Nano-Tech Breeding Machine:** You may now breed with those opposite your organic/inorganic status regardless of gender/sex. If you are hybrid of organic/inorganic you may instead breed with any organic/inorganic regardless of gender/sex.
- **Generation Mk II:** You may breed a group of robot masters, maverick or similar groups as if you had the Breeding Machine perk. The next generation of that group can be treated as an equivalent group for the purpose of other perks, and may be imported as if they were a single companion. This group has minor improvements and weaknesses compared to the original. If you already had the ability to breed machines, or the Breeding Machines perk, you can repeat this process with each new generation. Compounding slight improvement over time with each new generation. If you have the Nano-Tech Breeding Machine perk, the improvements are greater and the weaknesses lessen.



Scenario: Beating the Blue Bomber

Requirements: You CANNOT possess the Machine Code Analyzer perk. You MUST have the Backshots Engineering perk.

You heavily desire the trademark ability of Mega Man to copy the abilities of others. You must target a version of Mega Man and not just defeat them but force them to submit completely until you are able to steal or control the technology. Mega Man is an extremely dangerous individual with the Machine origin and possesses the following perks and items. **Minimum Durability, Weapons Expert, Heavy Armor Plating, Obscure Weakness Sense, Charge Shot, Slide Dash/Air Dash, Always Fixable, Machine Code Analyzer, Buster Blaster and Transforming Pet.** Additionally Mega Man is capable of fusing with their pet in order to enter a more powerful state, plus gains the ability of independent flight.

Wily Won?!/Sigma Succeeded?!: Instead of Mega Man, you are targeting the most powerful creation of Dr. Wily, Zero and Zero's precursor Bass. All references to Mega Man are instead Zero and/or Bass. If you have this drawback, you may take this scenario twice to target both Mega Man and Zero/Bass.

Plot Beacon: You aren't just after Mega Man, but Mega Man is actively hunting you. Additionally, Mega Man abilities grow the longer he is not dealt with due to learning from use of Machine Code Analyzer. This drawback provides an extra reward.

Completionist (Cannot Have Choosing Canon Drawback): You now don't have to beat only one version of Mega Man but multiple in order to steal the technology you desire. For the 300 CP version of the completionist draw back, you must defeat an additional two versions of Mega Man for a total of 3. For the 600 CP version this is increased by another 2 versions of Mega Man for a total of 5. These additional versions of Mega Man may have slight variation in their origins, perks and items, such as Mega Man Aile using **Brilliant Biometal,** or Mega Man Volnutt having the **Man** origin as a Carbon.

Rewards: You gain the Machine Code Analyzer perk as a free additional perk plus two of the following rewards. Plus one if you have the Plot Beacon drawback. Plus an extra reward each additionally defeated and subjugated Mega Man after the first, up to the quota of your Completionist drawback.

- You gain each of the defeated and subjected Mega Man as free companions. Whenever you import a Mega Man into a new jump, you can determine their gender and/or sex they will have in that jump. Additionally you may modify the gender/sex of sentient machines/programs you manage to successfully defeat and subjugate.
- **Transforming Pet:** You gain the Transforming Pet item for free. This is either in the form of the pet the defeat Mega Man had, or of your own design if that Mega Man did not have one.
- **MechPet Fusion:** You gain the ability to fuse with your Transforming Pets. Gaining a boost in abilities while doing so, plus the ability to fly.
- **Boosted Analyzers:** Your Machine Code Analyzer is capstone boosted.
- **Standardise Armament:** Sentient machines you create or are the parent to have the following perks and items for free if you wish. **Minimum Durability, Heavy Armor Plating, Buster Blaster and Charge Shot,**
- **Many Mega Men:** You may designate all defeated and subjugated Mega Man as if using the Designate Robot Masters perk from the previous scenario reward. Allowing them to be imported as a single companion in future jumps. This also allows the other group affecting rewards such as Generation Mk II to affect this new group.

Scenario: Conquering Cyberspace

Requirements: You CANNOT have the Digital Universe item. If you possess the Choosing Canon drawback, it must specify a version of the Battle Network Series. Additionally you must have at least of the following perks. **Corruptive Code, Machine Code Analyzer or any Memory Origin perk (Except for Manufacture Biometal)**

You must successfully corrupt the cyberspace of the world into becoming your Digital Universe. Starting with a small system of the net and expanding your influence by hacking, exploitation, or direct alteration of cyberspace operating systems through the use of your perks. You are likely to face resistance if your attempts are discovered so prolonged subtle corruption may prove more effective though will take much longer.

Scenario: Beating the Blue Bomber: If you have taken this scenario, one of the versions of Mega Man you must target and defeat is Megaman.EXE. A version of Mega Man that has the Memory Origin but is otherwise as effective combatively as the original while in Cyberspace. Additionally Megaman.EXE version of the Machine Code Analyzer perk is a chip based system. These chips come from either defeated foes, and can be acquired in different ways. However chips cannot be constantly reused, and other chips must be used in between. Preventing spamming the same attack unless more copies of that chip are acquired.

Speedrunning: Prolonged subtle corruption is no longer an option for you. You must take cyberspace rapidly by force if you expect to be able to conquer it before your time runs out, the internet/cyberspace is massive after all. This provides an additional reward for the 200 CP, plus another additional reward for the 400 CP version. Additionally you are treated as having the Plot Beacon drawback while in cyberspace, even if you do not have that draw back. If you already have that drawback, its effects are worsened while in cyberspace instead.

Completionist: The sheer amount of additional time you possess makes the risk involved in completing this mission significantly reduced. Direct action is practically never required, and prolonged subtle corruption is almost certain to work given how long you have to do so without getting caught. Unlike other options this actually reduces your rewards by one for the 300 CP version, and reduces it by a further one for the 600 CP version. Additionally the Plot Beacon drawback is reduced while in cyberspace, if the plot demands your attention it will be something in the real world and not in cyberspace itself.

Rewards: You get a version of the Digital Universe item plus three additional rewards from the list below.

- You gain an additional one of the mods for the Digital Universe item. This reward can be taken twice to grant your digital universe all three modifiers.
- **Chip Core System:** While in Cyberspace you gain Megaman.EXE's chip based version of the Machine Code Analyzer. If you already have this perk, you may now also use the chip based system while outside of cyberspace/your digital universe.
- **Greater Time Dilation:** Time Dilation can now stretch to an entire year in cyberspace per day in the outside world. Time Dilation required.
- **Reverse Time Dilation:** You can invert Time Dilation so that more time passes outside then inside cyber space. Time Dilation required.
- **Pervasive:** Rather than simply being Invasive, your Digital Universe can be imported already completely replacing the internet or equivalent into future jumps. Invasive required.
- **Pet-Navi:** Net-Navi native to your Digital Universe while still individual, are also perfectly loyal and submissive to you as if affected by the Loyal Creation perk. Net-Nai required.
- **Navi-Metal:** You can create and upload Net-Navi from your cyberspace into Biometal to grant abilities like the Net-Navi in the real world. This requires Net-Navi plus either Manufacture Biometal or Brilliant Biometal. Manufactured Navi-Metal can still only be used by a Chosen One. While for your Brilliant Biometal, allowing you to swap their perks.

Scenario: Sigma Sex Syndrome

Requirements: You must have Wily Won?!/Sigma Succeeded?! drawback. If you possess the Choosing Canon drawback, it must specify a version of the Mega Man X Series. You must be able to breed machines by either being a machine or having the Breeding Machine perk.

A version of the Sigma Virus has infected the robot/reploid of the world and is causing havoc. Rather than causing immediate destructive impulses, it is instead channelling them toward sexual acts and potential sexual violence as if under heavy influence of the Data-Virus Infection perk. However two individuals have been found that are capable of treating the condition. Yourself and Zero. Zero is able to neutralise the virus, when engaging sexually with the affected due to their own innate immunity to the Sigma Virus. Meanwhile you are able to suppress it by breeding the affected robot/reploid due to your unique construction/Breeding Machine perk. To beat this scenario you must eradicate the Sigma Virus via non-destructive means.

Scenario: Beating the Blue Bomber: If you have this scenario it must be against Zero/Bass instead of Mega Man (You may still have both). Zero finds your way of curing machines affected by the Sigma Virus to be abhorrent. Believing that Reploid breeding/reproducing is not something they should do. Zero will fight even harder against you, and be even tougher to beat. Additionally to beat both scenarios you must now also breed Zero. Doing so will remove Zero's ability to cure the Sigma Virus leaving you as the only cure. This grants two additional rewards.

Data-Virus Infection and/or Overwrite Systems: You are not seeking to cure the virus but twist it to your will. Whenever you successfully breed with and cure a victim of the Sigma Virus, after the resulting offspring is born the cured parent has the Sigma Virus seemingly reemerge except it is now the Jumper Virus, which acts the same except it also makes them subservient to you. This reduces the reward by one and if discovered will make you a target of Zero, as in the modifier above, if you do not already have that modifier.

Speedrunning: Total eradication of the virus in the time you have isn't feasible, however you can at least prevent the virus gaining ground. Instead of eradicating the virus, you simply have to prevent the growth and spread of the virus. As long as they are less infected then at the start of the jump, you pass this scenario at the end of your time in this jump. This reduces the reward by one. However if you somehow do eradicate the Virus with the reduced time, you gain an additional reward instead of the reward reduction or two rewards for the 400CP drawback.

Rewards: You gain two rewards, plus any additional rewards from Beating the Blue Bomber and Speedrunning Challenges.

- **Data-Virus Infection:** You gain the Data-Virus Injection as a bonus free perk. You must have this perk to take any of the rewards below.
- **Jumper Virus:** In future jumps you can import a version of the Sigma Virus known as the Jumper Virus. This function is identical to that mentioned in the Data-Virus Infection and/or Overwrite Systems modifier. This is required for all rewards below this one.
- **Prolific Virus:** Instead of affecting only one technological species it now affects one or all the way up to all technological sentient species in a jump you import it too. You may decide which species are affected.
- **Nano-Virus Vector:** Instead of only affecting technological creatures this version of the virus can leap and affect organics as well as inorganic species. This allows this to affect one organic species or as many as you choose if you also have the Prolific Virus perk. However breeding with anyone is enough to cure this organic version of the virus.
- **Dedicated Nano-Virus:** The organic version of your Jumper Virus can now only be cured by breeding with you and only you. Requires Nano-Virus Vector
- **Controlled Spread:** In addition to controlling the species that can be affected, you can determine and control the infection rate of the virus. Making it near impossible and requiring intentional action to spread or astronomically fast. Speed over a certain factor are discouraged if you have Dedicated Nano-Virus, if allowed to spread too far and fast with only yourself able to manage it the society of infected species may collapse as social normals fail.

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