Welcome,

Fleshbag,
To
The World
Of...



It is the year 20XX. Dr. Thomas Light has just revealed the first of a new generation of machines, a new age of robotics – the Robot Masters!

This new standard of engineering has produced the first truly self-aware, emoting robots, capable of guiding other robots on dangerous tasks with human skill and ingenuity. Of these models, six have just been revealed to the public – Cut Man, Guts Man, Ice Man, Fire Man, Elec Man, and Bomb Man!

However, not all is well. Little does Dr. Light know that soon, his colleague, Dr. Albert Wily, will soon steal these masterpieces and reprogram them to serve his jealous scheme: to take over the world and force it to recognize him as the greatest genius of the modern age! Specifically, it'll happen tonight.

Don't worry – Dr. Light's robotic son, Rock, will volunteer to become a combat robot to save the world – and henceforth, he shall be known as Mega Man!

Of course, that's when you come in. You have a choice ahead of you. Will you strive to bring hope to man? Or will you try to make sure that there are no heroes left in man? Pick your poison.

To aid you in your ten-year stay here, you will need...

+ 1000CP +

v1.0 Jumpchain Compliant
By:
WakfuAnon,
teratophilliaOP,
and Reploid
Image by Reploid

With that in mind,

STAGE SELECT

PRESS START

Whoops, sorry. I mean,
ROLL 108



1-2 MEGAMAN MEGAMIX

This version is arguably the most varied in tone, as Mega Man's battles are more furious and costly, yet he can still play football with his old foes. Some of them even work at an amusement park.



3-4 ARCHIE COMICS

A more expanded retelling of the plots of these classic games, this version may perhaps be the most in-depth in terms of examining the world. You will have nothing to do with the Genesis Wave.



5-6 WISH UPON A STAR

In this interpretation, the games themselves exist as a separate "Game World" in which you start - however, you, and any friends or foes you make can pass back and forth into the "Real World," which mostly resembles modern-day Japan.



7-8 FREE PICK LUCKY YOU

You lucky bastard. You may choose any of the above interpretations of the classic Mega Man saga for free, or any other existing interpretation save for Ruby-Spears and The Protomen.

IDENTITY

Your background. Who you are, what you are, and what you will likely try to do. Only Drop Ins and Scientists can be human. You can pay 100CP to choose age and gender.

DROP IN

APPARENT AGE 108+15

FREE

You enter this world with no new memories to help you, but no new idiosyncracies to hinder you. You can choose to remain human (in which robotic tools function as either equipment or implants), or to be a Variant Number – one of the Robot Master-tier robots made by various scientists throughout the world, including Dr. Mikhail Cossack and Dr. Lalinde. You have few ties, no new memories, and no distinct goals apart from those you set on your own. It's time to forge your own path.

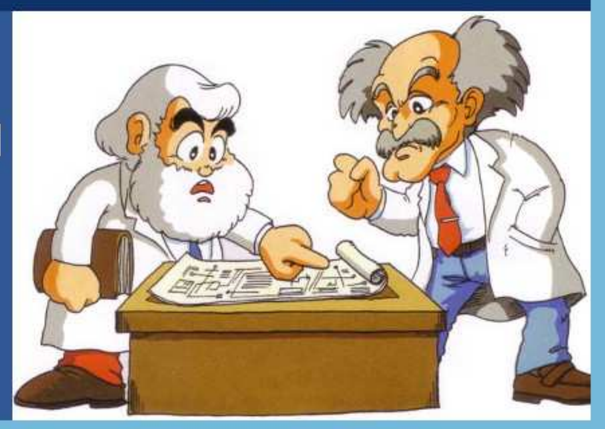


DOCTOR

ACTUAL AGE 108+30

100CP

A renowned roboticist on par with Dr. Cossack or even Dr. Light, you have studied well the foundations of engineering and machine intelligence. Also, you have an actual doctorate from an accredited university. Though you haven't accomplished anything on the scale of what Wily and Light have done yet, you have a distinct feeling that the skills you have will lead you to a breakthrough very soon. It's just a matter of time.



LIGHT NUMBER

APPARENT AGE 108+8

100CP

One of the creations of Dr. Thomas Light, you are kin to Rock, Roll, and Blues, and share many of their capabilities – post-human strength and durability, among other robotic functions. You're a member of one of the most loving families you can find. That is, if you stay at home. You can either stay and help Dr. Light in day-to-day life, or make sure hope doesn't ride alone by fighting alongside Mega Man himself.



WILY NUMBER

APPARENT AGE 108+15

100CP

One of the creations of Dr. Albert Wily, you are kin to Crash Man, Snake Man, Charge Man, and other such Robot Masters. Unlike Light's creations, you are specifically designed as a weapon against Mega Man, and as such, are gifted with more raw might. You have a distinct goal ahead of you set by your creator: Kill Mega Man. Even then, you might have even grander designs...



SKILLS & ABILITIES

Buy skills & abilities for yourself here. Discounts are 50% off.

FOR HUMANITY'S SAKE 100CP

Discount Drop In

You've got a dangerous or important job to do, and boy are you good at it! Whether it be construction, archaeology, polar exploration, or even cooking, you've got about five years' worth of knowledge and experience of it. You know the ins and outs of the job, and also how to apply the lessons you've learnt outside of it. Even if you're out of practice, it'll come back to you quickly.

BASIC ROBOTICS 100CP

Free Doctor

With your understanding of robotics, you can easily produce minor worker robots. You could produce Metools, Joes, and the like in a cave with a box of scraps. These do not yet have sapience, but who knows what might happen with time. And besides, they don't need sapience to have combat applications. After all, you don't need to be aware of your own existence to shoot someone.

CIVILIAN MODE 100CP

Free Light Number

Nothing suspicious here. Just a regular ordinary ten-year-old passing by. You can, at any time, enter a "civilian mode" in which none of your abilities, even those with physical effects on you, are obvious or visible. Armour disappears into thin air (or to the warehouse), flames die out, and your weapon poofs away. Particularly handy when you're in the middle of a warzone and don't want to start a skirmish around you, or simply want to blend into a crowd.

PUN POWER 100CP

Free Wily Number

When using any of your abilities, they become stronger by quite a fair bit, should you have a lame pun about them on hand. How much stronger, you ask? Beats me. I guess you'll just have to Roll with it. Don't be in a Rush though, it takes two to Tango, and your powerup won't be ready to Rock if your puns aren't. Still, I'll bet your Wily puns will shed some Light on your abilities. With time, this might even become your Forte.

SELF REPAIR 200CP

Discount Drop In

Your body has a noted ability to slowly repair itself from damage – if human, this presents itself as an increased healing rate. Mind you, you'll still need your maintenance and cleaning once in a while, but don't expect any broken gears, plasma emitters, or leaky power cores. Of course, if you're in the middle of a fight with a heavy hitter, this won't help much, but it will work wonders for long campaigns.

ENHANCED I.C. CHIPS 200CP

Discount Doctor

You know how to create stronger I.C. chips. These chips form the core of a robot's personality, its memories, and the like. Stronger chips are less fragile and less susceptible to reprogramming. Any sapient machines you make will retain their own personalities, even through virus attacks, and so long as the chip remains intact, they can outlive their bodies.

SOLAR POWERED 200CP

Discount Light Number

Praise the Sun! Your body is constructed in such a way as to convert sunlight striking you directly into energy – recharging is as simple as standing outside. If you are a human, this appears as an implant allowing a sort of pseudo-photosynthesis. Of course, if your energy needs vastly outstrip those of a robot master, you'll still need to recharge normally every once in a while.

COMBAT OPTIMISED 200CP

Discount Wily Number

Regardless of whether you may or may not have been designed for combat, you are now specifically constructed for agile combat in a given environment – whether urban, desert, subterranean, volcanic, submerged, polar, or aerial. This comes with an alternate mode of locomotion, whether that be flight, submersible propulsion, burrowing, or leaping in rapid sucession. If you are human, this appears as a biometrically coded suit with much the same capabilities.

FIELDWORK OPTIMISED 400CP

Discount Drop In

Your chassis (or body) is hardy, protecting you well from the caprices of nature. Furthermore, your internal systems are redundant so as to make you more survivable. If you just so happen to be a meaty fleshbag, you have back-up implants for vital organs. That fusillade of bullets will only leave a dent in your armour, or simply scratch the paint, and a sword through the heart will simply activate your backup.

WEAPONISATION 400CP

Discount Doctor

Your understanding of machines is such that, given a fairly ordinary lumber-cutting robot, you could easily rebuild and reprogram minor worker robots into trained fighters. A lumber-cutting robot becomes a dangerous axeman, and the equivalent of the average Joe (for robots) turns into a deadly sniper. In general, you're capable of making machines more powerful while retooling them to suit your purposes. That pipe dream of turning a workforce into an army isn't too far fetched now.

FOR E. PEACE 400CP

Discount Light Number

Your willpower is greatly increased, to the point of being able to shrug off most forms of domination or corruption at a glance. Fighting through injury and when crippled becomes something you can do easily now. What is more, your stamina increases so that you may fight on for hours at a time to protect peace and justice! Or snuff out the hopes riding alone. Whatever floats your boat.

ELEMENTAL AFFINITY 400CP

Discount Wily Number

Whether fire, ice, electricity, water, earth, wind, or another such element, there is an element you have an affinity for and a near-immunity to. Either way, you have the capability to unleash powerful attacks based on the element, but have to recharge afterwards. For that, being in an environment favourable to your element can speed up the process. This makes for a good last-ditch attack.

SKILLS & ABILITIES

The capstones are here. Each of the four cost 600CP, before discounts.

MODULAR CONSTRUCTION

Discount Drop In

You were designed to perform the work of a whole team of robots in your field.

Thus, a construction robot might have pile-drivers, a crane, drills, a steamroller, a cement mixer, and a bulldozer shovel.

Not all at once though, you were meant to have modules that could be swapped out easily, allowing you to have the right tool for the job all the time.

However, thanks to the recent wars, your creators wanted you to be prepared for battle. Such a crane might make a nice sniper rifle, those pile-drivers would be nasty fists, and that cement mixer might become a very, very big bomb.

You still have the right tools, but for a very different job now.



ROBOT MASTER BUILDER

Discount Doctor

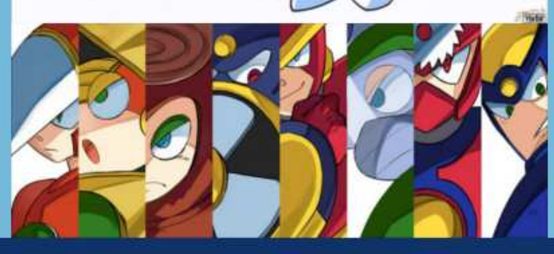
Exactly what it says - you understand the techniques to create the advanced body of a Robot Master, as well as the programming to create a fully self-aware artificial intelligence and personality for it.

Though the robot masters you create now might only be able to match those of the first generation of Light Numbers, this won't be the case for long.

With time, these Robot Masters could easily be as powerful as a certain machine by the name of Forte.

Even then, making even better Robot Masters might not be out of the question.





WEAPON COPY SYSTEM

Discount Light Number

This tool/weapon analysis system is able to replicate any implement or armament it can get data on.

While such copies are, unfortunately, weaker and possessed of less ammunition, and slightly unlikely to be the most powerful of a multi-armed machine's weapons, the sheer versatility of this system should never be underestimated.

After all, having homing missiles, a laser, a lightning gun, as well as a food processor in the same system is pretty amazing.

This can copy up to eight of the aforementioned implements, with any newly copied implements replacing older implements. You may choose the implement that gets replaced.



UNIQUE ARCHITECTURE

Discount Wily Number

Your construction, representative as it is of Dr. Wily's work as a whole, is not only unique to you, but a culmination of all his best designs, and far ahead of its time.

If you're not a Wily Number, you're a copied design.

In an emergency, you will even release a virus that can bring the attacking robot under your control.

Moreover, you also have a power system one hundred years more advanced than any other on the planet, allowing you dramatically increased agility, speed, and strength compared to a normal Robot Master.

When factoring in your lack of severe elemental weaknesses, it's almost as if you were meant to be a prototype of a certain long-haired red robot...



OST : RATED FREE FOR EVERYONE

You now have an 8-bit or 16-bit theme song that plays whenever you are challenged to combat. This song is well composed and reflects your battling style. It'll never fail to get you in the mood for a battle, and can be turned off.

GEAR

Buy gear for yourself here. Discounts are 50% off.

E-TANK

E-Tanks normally allow you to heal from damage upon drinking their contents. This particular E-Tank, however, just so happens to refill every week. In the meantime, when it's empty and you're waiting for it to fill again, it makes a really great mug.

1 Free Drop In

50CP

RIG-UP ARM

This isn't so much a weapon as it is a bunch of souped-up small household appliances linked in a swiss-army-knife like gauntlet. Contains a toaster (and space for 50 slices of bread), cake mixer, pizza cutter and can opener. Perfect for the outdoors, or when your kitchen's short on space.

50CP

E. BALANCE

This nifty little item helps you manage your weapon energy and more! It checks on which of your weapons, tools, or the like have the lowest amounts of energy or ammo. Upon receiving a Weapon Capsule, it assigns the energy to the correct system in order to refill the system with the lowest amount of energy. Also works with ammunition and other things. Assignment of resources can also be done manually.

50CP

LIGHT CAPSULE

Have you ever wanted to leave something somewhere and have no one touch it? This time capsule contains a hologram that can pass a message on, teach techniques, or simply have a nice, friendly chat. It's also nigh-invulnerable, and has a tendency to be found by the person you want it to be found by. If you wanted to send a message or pass an item to a person a hundred years in the future, this'll be invaluable.

Free Doctor

100CP

PLASMA BUSTER

This arm-mounted cannon shoots bolts of plasma (affectionately called lemons) capable of dealing precision strikes to robots, allowing the user to disable them without damaging the IC chip. Though it's a no-frills version, and possesses none of the rapid-fire plasma bolts of the Bass Buster, or the charging function of the Mega Buster, it's nonetheless pretty useful and powerful.

Free Light Number

100CP

SPECIAL WEAPON

This weapon, taking on an elemental or thematic affinity with its user, is specifically created to destroy, regardless of whether the target is human or robot. It be a projectile weapon, a thrown weapon, a melee weapon or something even more zany and out of the box. Unlike other Special Weapons copied with Copy Systems, this only draws power from your systems like most weapons, and is not limited by ammo.

Free Wily Number

100CP

BASS BUSTER

Well, it's not the actual Bass Buster (It's a copy), but you get a buster that has a dramatically increased fire rate. If the regular buster was a semi-auto rifle, this is a rifle with the giggle switch on. If you already have a buster, you can either choose to get this as an added function at half price for that buster or receive a second buster with this feature.

200CP

MEGA BUSTER

This isn't an actual Mega Buster either, but is instead a copy of it. This buster is otherwise identical to the Plasma Buster, but possesses the ability to charge its shots. There are two levels of charges, firing shots of varying intensity and power. If you already have a buster, you can either choose to get this as an added function at half price for that buster or receive a second buster with this feature.

200CP

MEGA ARM

Rocket Punches! One of your arms, or the closest equivalent, gains the ability to detach itself and shoot forward, propelled by rockets. Don't worry, they do return to you. You can either deliver brutal punches to enemies at range, or use it to retrieve things for you. Same deal, it's not the real Mega Arm, though it's just as good.

200CP

PROTO SHIELD

Yet again, it's a copy of the real Proto Shield, but is just as good. This shield, held in one hand, is light but capable of reflecting plasma shots and projectiles from more potent weapons back to their sender. You can also use this to bash others, as it's sturdy enough for it. Standing still and bracing for impact is probably a good idea for deflecting things like rockets though. Optionally comes with a tiny slit of bulletproof glass to see out of.

200CP

BATTLE CHASER

This racecar is swift and highly durable. It won't fall to plasma fire any time soon, and even has an upgraded buster installed into it. Even though it already has quite the amount of firepower, it's still strangely receptive to having other, newer, weapons installed. Expect to have fun with this.

Discount Drop In

400CP

HOVER CAPSULE

This floating capsule is slow, but relatively protective – it'd take a lot of plasma fire, special weapon hits, and bullets to take this thing down, and you've got quite a bit of firepower in this thing. Energy balls, plasma, and even lightning bolts remain at your disposal with this amazing capsule.

Discount Doctor

400CP

AUXILLARY GEAR

A set of deployable gear that increases mobility. The Magnet Beam can be used to affect magnetic fields and walk on air. Item-1 is a set of up to three deployable floating platforms that slowly rise into the air, Item-2 is a hover sled that flies at high speed. Item-3 is a wall-scaling platform. The Wire allows pulleying up to a ceiling, and the Super Arrow can be fired to create platforms you can ride on. Sticks to walls.

Discount Light Number

400CP

BEAM SABER

A powerful prototype energy blade capable of making short work of most robots. This weapon is light, swift, and always feels right in the hand of its wielder. It also shares some data with its wielder concerning techniques they can use, and can deflect plasma shots if wielded properly. Cleave through groups of robots effortlessly, or stab through a heavily armoured robot's exterior. Comes in any colour you want.

Discount Wily Number

400CP

ANON'S STAGE

Have your very own personal stage! You gain an area that best suits your theme and fighting style. You can have a castle, an airship, or even an underwater base. Either way, the area helps you in fights by having the perfect environment for your abilities. Comes with countless booby traps and fortifications. You find a copy of this area in every world you go to in its base form. Anything else you leave in it either returns to the warehouse or gets left behind. Your choice.

500CP

GEAR: BOTS

These bots you purchase here follow you throughout your journey. Most do not count as Companions, but instead respawn after a week.

METALL

DISCOUNT DROP IN

200CP

You get a pet Met! This is almost exactly what it says on the tin, except that it's smarter, unwaveringly loyal, and built to higher specifications than the usual ones. This comes with an inbuilt buster, and a nigh-invulnerable helmet it can hide itself completely under. Above all, it's cute, iconic, and a great thing to bring back. You know you want this pet sentry gun.



ASSISTANT

DISCOUNT DOCTOR

200CP

This robot is fully self-aware and exceptionally skilled at household tasks such as cooking, cleaning, and separating trash from recycling. He or she is modelled after a child, and has a very sweet personality. You two will hit it off almost immediately, and due to this bot's sophisticated and smart A.I., it'll provide good insight, help with experiments, and be invaluable in the lab, Counts as a companion, though. Even so, this assistant is still a good sounding board and does the menial day-to-day tasks.



ROBO-PET

DISCOUNT LIGHT NUMBER

200CP

You have a small robotic animal to assist you in your adventures. This animal is able to transform into a jetpack, springboard, hoverboard, or small submarine. It'll bail you out of messes, pass you items when you need them, bring you to places you want to go to, and even help how it can in fights. Just one catch: it isn't fully self-aware.



SNIPER JOE

DISCOUNT WILY NUMBER

200CP

Regular Sniper Joes aren't that bright, with a simplistic A.I. This particular Joe, however, has a rather sophisticated one that doesn't exactly achieve sapience, but makes up for it in combat. When his targeting computer, his danger recognition & evaluation systems, and his absolute loyalty are coupled with his buster and shield, he makes for an an excellent combatant, and an even better sniper.



COMPANION IMPORTATION

Give your companions a little boost! Or simply get yourself some connections.

THEY 'RE WITH ME

Drop In Only

With this, you may import a companion into this world. They may choose between becoming a Doctor or a Drop In.

These companions get their background's free perk, as well as a choice between either of two things.

They may gain a perk that costs 100CP after discounts (in other words, all 100CP perks, as well as their background's discounted 200CP perk are available), or a piece of gear that costs no more than 200CP.

This may be purchased multiple times.

Bring your friends into this world with you!





100CP

ANON NUMBERS 001-008

Doctor Only

You can import eight Companions as Robot Masters created by you. They receive a theme, name, and either an elemental affinity or a weapon specialization, and receive a Special Weapon for free.

However, they also each have a weakness to the Special Weapon of one of the other Companions in this set (and other attacks or weapons similar to those from other sources) through how their themes interact.

For example, a speedy Companion would be weak to a weapon that would realistically slow or weigh them down.

Have your very own team of Robot Masters.





400CP

SISTERS AND BROTHERS

Light Number Only

You may import one Companion as a Robot Master with combat specifications nearly equal to your own and a Civilian Mode, but with a different style of combat - likely a buster-and-shield combo. They also get some cool accessories, like a cool scarf and sunglasses.

However, they will act as a (friendly) rival to you during your time here. Funny, because it seems like he was your prototype.

This may be purchased multiple times, but further purchases cost half price (100CP), and will instead import Companions as Light Numbers, with Civilian Mode and a Plasma Buster.

Have a Proto Man to your Mega Man.





200CP

RELEASE MODEL

Wily Number Only

You may import one, and one Companion only as a Robot Master in a similar fashion to the Light Number's rival.

However, this Robot Master instead has combat specifications that are even better than yours. In this case, you were the initial run, and this companion was the release model.

They also gain anything given freely to the Wily Number background, as well as Combat Optimisation.

This companion may or may not start out disliking you, but end up softening up over time.

Have a Mega Man to your Proto Man, or more fittingly a Zero to your Bass.





300CP

DRAWBACKS

Short of CP? You may gain a maximum of 600 bonus points by taking drawbacks.
Don't make up your mind yet though, two more special drawbacks await...

100CP

COMM CHATTER

Oh dear. Who let her on the comms? Damn it. Anyway, Roll's on your comms now, and she's here to stay. Maybe she wants to help you, or even redeem you, but she isn't helping, really. She points out the most meaningless and useless trivia you could find out easily from simply looking at the robot (those are called Hammer Joes, by the way), and constantly nags at you. No, really, she really isn't helping. ANON? ANON!

SUPER FIGHTING ROBOT

Welcome, traveller, to the world of the Ruby-Spears Mega Man cartoon. Oh boy is this thing hammy and silly as all get out. Vampire robots that can hypnotize humans into becoming vampire robots? Plans to remove the moon from orbit? Lion men!? For an extra +100 CP, this world's versions of X and Vile have traveled back in time to deal with you in their own ways. X wants to capture you, while Vile wants to kill you. Any time you spend in the future does not count towards the ten years.

NO HANDS

You're a well-built robot, really you are, but you were designed... well, without hands. You constantly lament your lack of hands, to the point where having it made fun of can send you into a blind rage. If human, you lost your hands in an accident a while ago, and the prostheses just aren't the same...

200CP

UNSTABLE PROTOTYPE

As it turns out, you're starting a bit earlier. You were built (or entered the field of robotics) a year before Blues! Unfortunately, you're stuck here until ten years after MM1. Yes, you're spending more time here. This is actually a bad thing because you're slightly... unhinged. You may or may not have any, well, problems with your systems. Or your brain/'brain', more specifically. Try not to go completely batshit crazy, will you?

WILY RUSEMAN

You just can't seem to get schemes. Especially Dr. Wily's. You don't manage to see through his clever disguises, his crafty distractions, or his canny designs. This'll hinder you quite a bit during your stay here, especially if you're a Wily Number. You'll inevitable take down people Wily's manipulating, and possibly even ending up taking down Wily himself in a disguise. If not, try not to enter any overly suspicious tournaments or anything like that.

THREE LAWS COMPLIANT

You may not harm a human, nor through inaction allow a human to come to harm. You must obey the orders given to you by a human, unless doing so would conflict with the first law. In addition, you must protect yourself from harm unless it would violate either of the previous laws. This applies to all robots, but the Zeroth law, allowing protection of humanity at the expense of an errant individual is lost to you, and you're a fanatic about the others. In humans, this manifests as absolute pacifism and a lack of willpower.

300CP

COPY ROBOT

This robot has the same powers as you, and even the same combat specs. Its resemblance to you is uncanny – and it does have all of your memories. It genuinely believes itself to be you, but the chip inside its neck has corrupted it and turned it against humanity. You may not take it with you, but you could try talking it into finding its own path in life. Still, this is horridly unlikely, and do remember how much something that thinks it's you would dislike impostors...

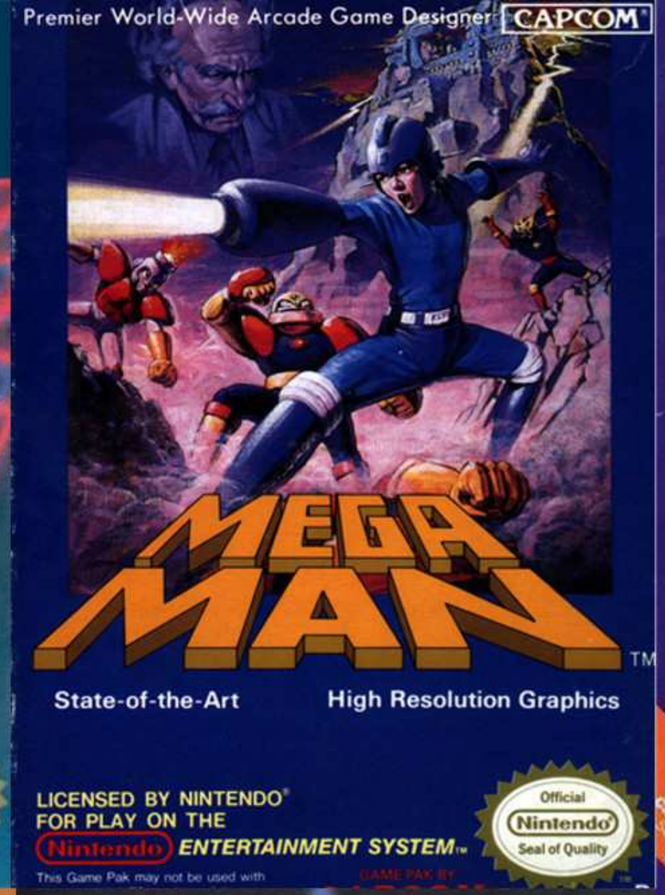
FAULTY POWER CORE

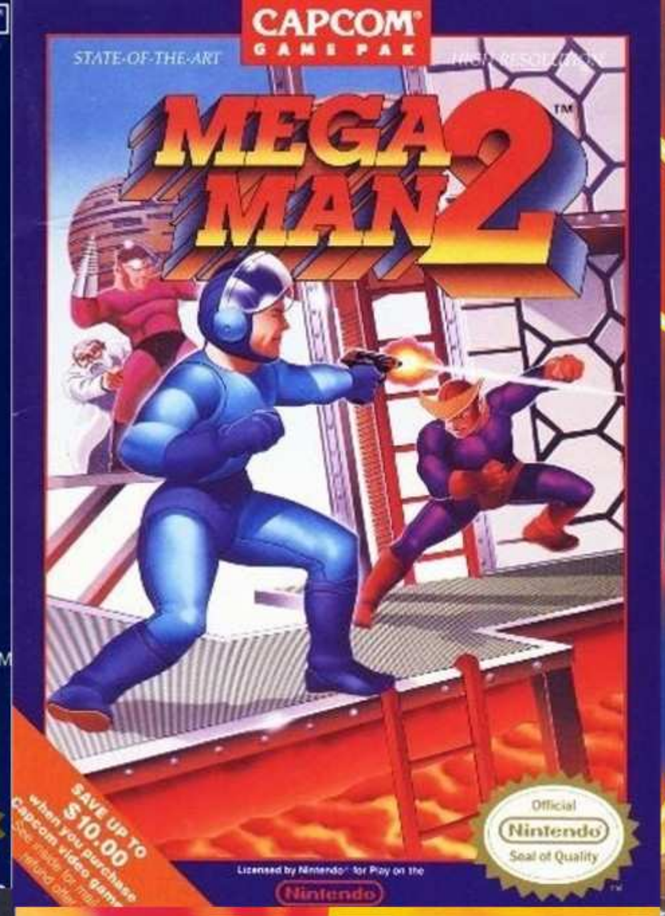
Your power generation faculties are horribly unstable - in fact, if unchecked, you'll be rendered non-functional in about five years, and your power reserves are also small - small enough that serious combat exertion would render you inert. If human, however, this translates to a poor metabolism, generally high fatigue and a terminal disease. When coupled with your crippling distrust of doctors, mechanics, or generally anyone that could go poking around in your body, it's highly unlikely that you'll find a solution.

VIRUS CARRIER

When you were built, your creator found a mysterious crystal (in a colour of your choice) and proceeded to embed it into your forehead for aesthetic purposes. While no one knows yet, this crystal actually contains a corrupted version of the virus from Unique Architecture, and will release it when cracked. More specifically, the virus makes robots attempt to kill humans, but is not particularly contagious yet. In a nutshell? You are the first carrier of the Maverick Virus, and you are not immune.

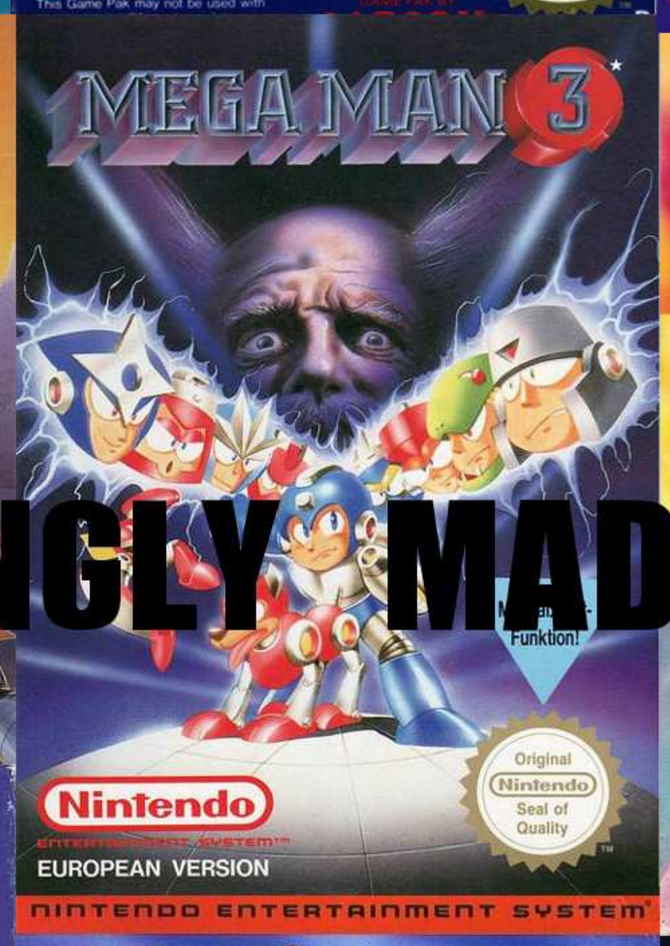


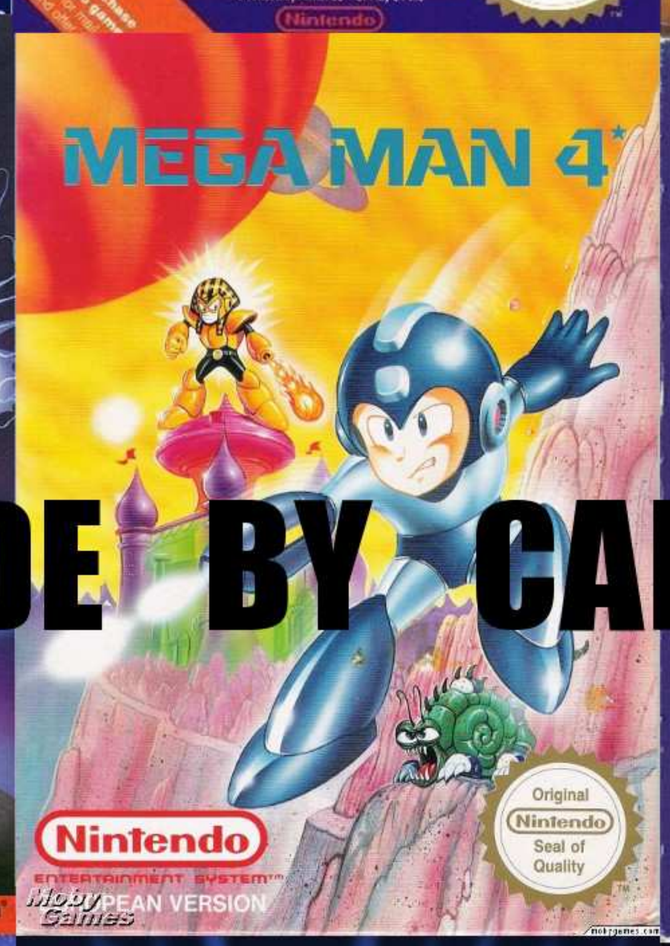




























LOVINGLY MADE BY CAPCOM

BAD BOX ART +0CP

Does not count towards drawback limit

You don't quite look like yourself - more of a generic caricature, really, drawn by someone who just heard of you yesterday and doesn't know much about you at all.

THE SONS OF FATE

WELCOME, TRAVELLER, TO THE WORLD OF THE PROTOMEN.

THIS IS NOT THE MEGA MAN STORY AS YOU REMEMBER IT.

THIS IS A WORLD WITHOUT LIGHT, WITHOUT FREEDOM,
WITHOUT A FUTURE.

HOPE RIDES ALONE,
AND THERE ARE NO HEROES LEFT IN MAN.

YOU, HOWEVER, MUST CHANGE THAT.

BEFORE YOU MAY DEPART,
YOU MUST INSPIRE MANKIND TO STAND FOR ITSELF AGAINST DR. WILY.

THE WAY WILL NOT BE EASY, HOWEVER.
MOST WITH THE SKILLS TO FIGHT WERE SLAIN IN THE INTIAL PURGE,
AND THIS WILY IS FAR MORE RUTHLESS AND FAR MORE PERCEPTIVE
THAN THE ONE YOU KNOW.

HIS ROBOT MASTERS ARE SIMILARLY MORE PERILOUS,
AND THE GREATEST HOPE FOR MAN HAS TURNED AGAINST IT
OUT OF SPITE FOR THEIR FEAR.

EVEN NOW, HOWEVER, THERE IS HOPE FOR MAN.
THAT HOPE IS YOU.

GOOD THING YOU GET A COOL ROCK OPERA SOUNDTRACK.

+ 600CP

FUTURE

The ten years are up, you've done your time. Make your choices, with the following in mind.

MAN OR MACHINE

You become human again. If you were a robot, that is.

Upgrades will be converted to their human equivalents, if not integrated into your armour. Previous powers will be restored to their original, organic equivalents.

Your robotic armour can be materialised onto your skin or clothing at will. It remains in your warehouse otherwise.

On the bright side, you're unaffected by incompatibilities robots have with magic and the like. Assume said incompatibilities do not exist unless mentioned to exist.

Regain your humanity and embrace yourself as you are.

You remain a robot. If you were one, that is.

You are now functionally immortal in your robot form, if you weren't already.

If you haven't received the Civillian Mode perk, tough luck. Maybe you can beg your benefactor to send you to another Mega Man world so you don't stand out too much.

Though, if you have a human alternate form, you can switch to it at any time, bypassing the aforementioned problems that result from not taking Civillian Mode.

The Three Laws of Robotics no longer have any influence on you at all. Not that they had any to begin with.

Ascend past humanity, even though you'll find a way to change back. Eventually.

BEAM OUT

You can go back to your original world.

You wake up in your bed at the exact moment you left. As a consolation prize, you keep all your powers, abilities, gear and warehouse access. Go nuts, but you'll probably never find a way to go back here again, or back to any other world for that matter.

Your jumping days are over if you end up picking this choice.

If you died, or fulfilled a loss condition, this is the only option you may choose.

STAY HERE

Maybe you're enamoured with the idea of a world that's quite similar to your own, but has technologically advanced robots. Or perhaps you like the life you now have here. Maybe you have a job to finish, or people you don't want to risk leaving behind.

If you do decide to stay, please bear in mind that you may never return home.

I'll tie up any loose ends on your home world. Don't worry.

CONTINUE ON

Continue the JUMPCHAIN.

Move on to another world for another ten years of adventure, exploration, and excitement. Keep your powers, abilities, gear and warehouse and move on. Time is still stopped back home.

Entertain me.

NOTES

You can receive a maximum of two busters here.

In future Mega Man universes, a quick stop at the closest mechanic will completely update you and your gear to that universe's tech level. This includes your robot body, if you have one. You may choose to start off in an updated version of your robot body, instead of receiving a new body each time. This combined body will be as powerful as the sum of its parts.

Of course, buying similar perks to what you bought here in other Mega Man jumps upgrades what you bought here, making the resultant perk the sum of its parts.

Items like Buster Upgrades can also have the aforementioned clause apply to them, or the buster you get in that universe. Does not apply to actual items, unless you can fuse them together somehow. I hear crafting perks like that are common.

These pieces of gear and implants that you receive can be converted to nanites post-jump if you have the necessary technology.