Mega Man – the Classic Series

A Jumpchain CYOA based on Capcom's hit video game

Version 1.0: For Everlasting Peace Edition

Stop me if you've heard this one before. In the year 20XX, renowned scientist Dr. Thomas Light unveiled the first of a new line of machine called Robot Masters. However, his old colleague Dr. Albert W. Wily stole six of these top-of-the-line machines and reprogrammed them to do his own evil bidding. Dr. Light's surrogate son and robot assistant, Rock, out a great sense of justice, volunteered to be rebuilt as a combat robot to take on the Robot Masters and save the world from Dr. Wily's evil plans. You know this story well, but what if *you* were part of it? Whether you make your debut at roughly the same time Mega Man does or hide your existence from the world for now, you've arrived to make your own mark. Will you fight for everlasting peace? Will you conquer mankind to prove your own genius? Or will you just ride alone, doing whatever you see fit to do? No matter what, you'll want a little extra help.

Take these **1000 Energy Elements**, and let's see what you can make of them.

Section 1: Origins

Who and what are you? While your age and sex are up to you within reason, there's a question of what exactly you're doing here.

Roboticist

You are not the machine, but the maker. This version of Earth has recently experienced massive advancements in robotics and artificial intelligence, enough to create the Robot Masters that will soon steer the course of history. You stand now as one of the pioneers in this new frontier of latex and steel, zeroes and ones. Though most of the prominent engineers and programmers of this age are men, there are a few women among their ranks, though both tend to be at least in their late 30s.

Robot

Or maybe not. A "robot" is a machine that follows orders, right? If you're a machine that doesn't, what does that make you? Either way, you are the creation rather than the creator. Whatever purpose you were built for, you should be pretty good at it. Whether you most resemble a man, a woman, an animal, or something unmistakable as anything else but "a robot" is between you and your specifications, but it hasn't been all that long since machines like you started being built, so your chronological age is likely low.

Outsider

And then there's the rest of you. Maybe you're much like a normal Robot, but won't be built for decades and came back in time. Maybe you're from outer space, created by a long-gone civilization. Maybe you're from another dimension entirely, with completely different rules? Whatever you are, you're *not* from around here, and have the most leeway with your age and appearance as a result. Do you look like a crescent moon with eyes and legs and sit at the ripe old age of -34 years? Why not?

Section 2: Perks

Those Perks which are grouped under an **Origin** cost half as much as normal for members of that **Origin**, and two of those which would otherwise cost **100 Energy Elements** are instead free to members of the marked **Origin**, with the third being discounted. For instance, **Test Your Mettal** is either free for a **Roboticist**, or, bought after the other two in its tier, will cost **50 Energy Elements**.

Roboticist Perks

"I gave you hands, a child's face, I gave you hair!" [100] – One of the first things you need to make a successful robot is an eye for design, and now you have it. Your aesthetic sense is keen enough to let you design and produce an android indistinguishable from a human child at a glance, down to the last strand of hair, or produce a construction robot so unambiguously cute that even being used in a plot for world domination won't harm its chances as a mascot. Robotics isn't just a science, it's an art, and you've got the makings of one of the greats.

Test Your Mettal [100] – Art alone will not build your super fighting robot. It's a good thing you know how the science works. Your studies have given you a number of basic skills. You don't just know how to power and wire a machine to make it go, you also know how to test its functions in a controlled environment, how best to stress-test it for the field, and how to ensure it performs its function efficiently.

Steady Hands [100] – You've got the design and the tests ready, now it's time to build. Luckily, your hands are more than steady enough for the fine work of building and detailing machines on the human scale, even when you're distracted by your own rage at having to hide in some abandoned scrap yard while doing it. There are other things this would help with, too, but this is what matters.

It's a Fake, Man! [200] – Oh, dear. Just what have you been accused of this time? Well, whatever it is, so long as you didn't *actually* do it, whoever cares to look *will* find enough evidence to clear your name. Whether an old colleague framed you to cover up his own scheme or someone genuinely mistook you for the culprit, there's always going to be just enough to clear you of any crime you didn't commit. Be careful, though. You still need someone out there trying to find it.

Average Joes [200] – You may have taken a few military contracts to kickstart your big dream, and if you're ever forced to start over you might have to do something similar. Luckily, you've gotten pretty good at finding funding from sources you won't find too questionable and who won't ask too many questions. They'll want robot designs, you'll deliver them robot designs, and that will pay the bills while you dream of a better future… or world domination. This won't make you a billionaire on its own, but you'll have enough to stay above water more often than not. You'll even turn a profit if you can save on materials somehow.

Dumpster Diving [200] – Not every scientist has world-class funding or the like, but some of them seem to always have enough resources for their plans regardless. While you might not want to pull skull fortresses and space stations out of your pocket like a certain Dr. Wily, it always helps to save money. For that reason, you've learned how to make the most out of whatever resources you do have, up to and including recycling the scrap from your destroyed creations to build new ones and outright trawling civilian scrap heaps for anything that looks even vaguely usable. Somehow, this doesn't even

decrease the quality of the things you build with these unusual materials. Now, if only you had a more stable source of income.

"I built you in my image..." [400] – Whether you built them from flesh or from steel, you want your children to carry the best of who you are forward, without the baggage of your regrets, right? What parent wouldn't? Well, now, you'll find that part of parenting a lot easier. So long as you can prove you have their best interests at heart, even your most prodigal sons will eventually be able to forgive you and work towards your goals, and those who you truly raised in your ideals may live up to them better than you could yourself. Of course, should you treat your children as mere tools, they'll do anything from turning against you outright to sabotaging your operations by being even more envious and self-centered than you are. A father must be careful what he teaches his sons.

Over and Over-1 [400] – Expect the unexpected, because in a world like this where time travel and alien invasions are waiting to trip you up right around the corner, it pays to keep an open mind. This is a lesson you have taken to heart, allowing you to adapt to situations like colliding timelines with little more than a shrug's worth of hesitation. Of course, that alone won't save you, so you also have an easier time adapting your creations to such situations! Whether that be creating an evolving machine that can wield the combat data of its counterparts from other dimensions and times or designing a new weapon system that can damage the seemingly invincible alien robot that just trashed your lab, you can always give yourself a fighting chance with what you have. This won't guarantee victory, but sometimes a chance is all you need.

Wicked Wiles [400] – Here's a little lesson in trickery. Whether you're just that good or everyone is just that stupid, you can fool them once, twice, and as many times as you need. For whatever reason, your lies are much more likely to be believed, your disguises often work even when they shouldn't, and you can shift the blame for your actions onto people or entities who couldn't even know what you did over a period of decades. Even an arch-nemesis who has no reason to believe you will be genuinely fooled, thinking that surely you're a changed man *this* time! They may be wary, of course, but the benefit of the doubt will be yours! You'll need a backup plan once you're found out yet again, but we'll leave that to you.

"I'll be taking your precious robots!" [600] – Plagiarism is an art all its own, or at least it is when you're involved. You have a combination of ingenuity, luck, and ruthlessness that allows you to make excellent use of other people's hard work for your own plans. Want a robot army to take over the world? Reprogram and steal your old colleague's latest creations, hop into the future and brainwash your nemesis' future self, or have the world's top scientists send their robot warriors to a fake tournament you run via a paper-thin disguise. You don't *have* to steal them if you can convince them you'll help them show the world they still mean something, or hold their creator's child hostage! You might even convince an alien army that the only way to save their planet is to help you conquer yours! You're also no slouch at reverse-engineering nearly any technology you'd encounter here for your own ends. Alien supercomputers, designs from other dimensions, and mysterious evil energies alike are well within your ability to incorporate into your own works. You might not achieve their full capabilities, but adding their strengths to your own genius lets you bootstrap yourself higher than you might think. In all cases, your ill-gotten gains will serve you about as well as if you had done the work yourself, or perhaps better! Sometimes cheaters *do* prosper.

“But the burning in your heart, I did not put there.” [600] – Your ability as a roboticist and programmer is frankly staggering. Where others might merely create powerful machines, you stand with the likes of Dr. Thomas Light or Dr. Albert Wily. The design, planning, and development of anything from the vast array of Robot Masters to things like the Wily Machines or Gamma is child’s play to you. What’s more, all the odd sciences that let you support these machines are putty in your hands as well! Develop time travel machines, new energies like Bassnium, programs like the Roboenza Virus (or cures for such a virus), and more! It wouldn’t be a stretch to say that your magnum opus may become the envy of scientists living centuries from now. Build them in your image, good doctor.

Dogeza [600] – I’m not sure what’s worse, your insipid groveling or the fact that this is the umpteenth time you’ve been let off the hook for your shenanigans. Something about you seemingly makes your enemies unwilling to finish you off after all but the most heinous deeds on your part. You could chase world domination, kidnap a man’s daughter, craft false identities, steal the hard-earned research of countless scientists, experiment with evil alien energies, or even brainwash your nemesis’ extended family, and they would still hesitate to strike you down so long as you beg before them on your knees in the moment of defeat. What is worse, you also have an uncanny ability to cheat death. Exploding fortresses, collapsing towers, sudden illnesses, or betrayal at the hands of an alien supercomputer may threaten you, but anyone who would see you dead had better make sure to find your body. If they don’t, they may find that some robot saved you at the last minute, or that someone carried your broken body to the hospital not knowing who you are. There’s no dignity in kneeling before a child or being bailed out of the rubble of your ruined laboratory, but does that really matter if you live to scheme another day?

Robot Perks

Dirty Jobs [100] – Robots like you are often built to do jobs that humans can’t, or at least jobs that humans can’t do safely. As a result, your systems are uniquely adapted for something like polar exploration, deep-sea excavation, monitoring volcanoes, or even removing landmines from old battlefields. Besides hardening you against extreme conditions like temperature or water pressure you might encounter, this also helps you shrug off any fear you might feel at the task you’re designed for. Can’t have you chickening out of your life’s purpose, can we? You can still assess the risks of your job so you don’t get yourself needlessly damaged, but at no point will you get cold feet about actually doing it. That should help with facing other dangers as well.

Helping Hands [100] – However, some robots are built for less dangerous tasks, like working as lab assistants, maintaining other robots, drought relief, sanitation, jewel cutting, or even fire safety instruction. While these jobs are a bit less glamorous, you were still programmed with a desire to help people however you can. In practice, this means it’s impossible for you to grow bored with even the most mundane tasks, and you can always derive satisfaction from helping humans with their everyday problems. If you love what you do, you never really work a day in your life, right?

Mascot Robot [100] – Some robots aren’t as personable as others, but your design is rather approachable, whether you’re a man’s surrogate child or a war machine designed especially to murder said child. How exactly this works is up to you. Perhaps you’re the focus-tested mascot of some company, meant to interact with a customer base of all ages? Perhaps you’re so close to human in design that with a change of clothes, you can pass yourself off as an average person? Either way, people on the street won’t be scared of you unless you start smashing things to bits in front of them.

Fore Man [200] – The Robot Masters were initially designed to coordinate the efforts of less intelligent machines in fields like electrical plant management and construction, so it only makes sense that you have some ability to do the same. Not only are you an excellent team leader and manager, but simple-minded machines in your vicinity have a tendency to defer to your commands unless those commands conflict with their standing orders.

Get Equipped With... [200] – While not *every* robot these days has a power Rock could copy, many do, and you're one of them! To be more precise, you've got some kind of built-in tool related to your function that can double as a weapon in a pinch, or just whenever you're itching for a fight. A demolitions robot might have some kind of bomb, a water filtration robot might have a high-pressure pump, and an arctic exploration robot might have a freeze ray! Because this tool is a part of you from your code up, you also instinctively know how to use it to its fullest, both in and out of battle. More than that, so long as you have the energy needed to continue functioning, using this weapon won't drain you in any significant fashion. Keep throwing more saw blades you pulled from nowhere, why don't you?

Double Gear System [200] – You've had a little something installed in you that shouldn't be public for a while yet. Dr. Light and Dr. Wily were colleagues once, and this is a little something Dr. Wily developed back in those days. With just a thought, you can activate either the Speed Gear to move at ludicrous speeds for your model (as if time itself were slowed down), or the Power Gear to greatly enhance your weaponry (at the cost of heavy recoil). What's more, when you're in a real pinch, Double Gear mode becomes available, allowing you to use both abilities simultaneously. However, these gears heavily tax your systems, requiring that you either use them in short bursts, find a cooling system efficient enough to keep up with them, or risk permanent overheating damage. Still, the benefits cannot be denied. With this, any robot could be a 'hero.' That's what a younger, less bitter Albert thought, anyway. Maybe you'll prove him right?

Super Adaptive [400] – Get equipped! For whatever reason, your robot body is highly receptive to upgrades. Whether it be boosting the power of your primary weapon or interfacing with smaller machines made for support, you really get the most out of anything new your creator thinks to put in you. It could even reach the point of fusing with your usual support units to become something truly Super, far above and beyond your normal capabilities! Just be careful that said support units don't run out of energy while you're still using the boost to fight. With enough energy, you might go even further beyond and become something Hyper, but that would give you just enough time for one attack. Make it count, okay?

Dark Designs [400] – Hello there, Dark Man 5. Is Wily really at it again? Let me explain. Like some members of the Dark Man series, you've got a few tricks up your sleeve, the most jarring of which is the ability to copy another robot's appearance by molding the strange alloy you're made of. Beyond that, you're equipped with an electromagnetic field that can deflect many of the projectiles this world has to offer. A fully charged Buster shot is still getting through to you, though. Still, you do have other means of fighting back, like a rapid-fire buster of your own and the strange quirk of growing faster as you take more damage. The real question is what you're doing around this early.

Devilish [400] - You're not a regular robot at all, are you? Your actual circuitry consists only of a small core, as a matter of fact. Like Wily's Devil series, you're mostly made of a viscous liquid. This liquid body lets you separate parts of yourself to attack from multiple angles within a certain radius,

and your construction also means that you can mostly ignore damage to anything but your core. This combination, besides making you possibly large enough to fill an average room, also makes you annoying to fight. The Devil series normally stand as large rounded cyclopes, but your shapeshifting abilities would allow you to look slightly more "normal" than that if you wish.

Super Fighting Robot [600] – You've got the skills, will, and systems to fight for everlasting peace… or for yourself, if you're more like Bass than Rock. Firstly, whether Dr. Light built you or not, you have in your circuits the Variable Weapon System. Like Mega Man's, it can hold up to eight Robot Master-scale special weapons at a time, allowing them to draw on their own pools of weapon energy and granting you new methods of attack and movement. Secondly, your ability to navigate labyrinthine areas while under attack is top-notch. You've got the reflexes necessary to slip past laser grids just before they activate, dodge plasma blasts in midair while hopping across thin platforms, and weave between a massive robot's strikes to aim pinpoint shots at its weakest joints. Finally, of course, your will to fight is nigh-unbreakable. You may have to fight the same mad scientist for years on end, run gauntlets of hundreds of rampaging robots through environments from volcanoes to icebergs to outer space, and take down titan after titan to confront your foe in his fortress, but you'll be the one left standing when it's all over.

"He'll blow you BOTH away!" [600] – You may have heard of a robot named Zero. Someday, he will be one of the world's greatest heroes. Right now, he's little more than a twinkle in old Albert's eye. Seeing as you're a lot like him, I'm assuming time travel is involved. Let's talk about what you can do. First of all, you're about as durable and agile as Robot Masters come, and you'll still be almost top-of-the-line in that respect a century from now. Secondly, your power source, even greater than Bassnium, would allow you to operate with minimal rest for centuries on end. That assumes you don't go into hibernation to hide or run into something that terminates you early. Third to note, somewhere inside your systems is a program that will infect robots in your vicinity and slowly drive them insane (unless you tell it not to). Yours is closer to Roboenza than the actual Maverick Virus, but that won't matter too much yet. Finally, your sheer combat instincts will make you an utter terror in this age and the centuries to come. Given the right sword or the right buster, you'd carve your way through armies of robots. Now, what exactly are you fighting for?

Unchained [600] – You've got the raw power to save the world, or to doom it, as your creator intended. Your robot body is gigantic, somewhere between five times human height and several stories tall. The largest sizes might make you rather slow, but at the smallest sizes you might just be able to fly with jets or wings! Between your size, your appropriate durability, and your sheer strength, you could fight the likes of Gamma on roughly even footing. It would take you about a day or less to crush a city to rubble, and there may be no army in the world with the firepower to bring you down. More than that, you also have a powerful ranged weapon. Maybe it's a flamethrower in your mouth, or a laser made from concentrated solar energy, but whatever it is would let you bring a nation to its knees or save it from a massive invasion. You may also choose whether or not your body contains a cockpit, in case your creator desires a more hands-on approach to solving their problems. After all, what good is power if you're out of control?

Outsider Perks

Aliens Speaking Binary [100] – You might be from the future, from outer space, or from another dimension, but you certainly sound like a local! For whatever reason, whether it be you

learning the language the moment you arrived or others effectively benefiting from subtitles, you're a lot better at making yourself understood than you really should be.

Where Are You From, Man? [100] – Aliens are mysterious and strange. Their powers are confusing and vague. Why shouldn't you be, too? At will, you can wrap yourself in a vague 'aura of mystery,' making it harder for anyone to guess your intentions or nature without you directly revealing them. Even if you nearly kill their family, they'll wonder whether you truly hate them or are just lashing out in pain while they pursue you to make sure you don't hurt anyone else. The time they take trying to figure it out can serve you well.

We Come In Peace [100] – On the other hand, sometimes you need someone to know that you don't want any trouble. In that case, this may be more your speed – at will, you can wrap yourself in a feeling best described as 'not a threat,' allowing others to let down their guard. Unless you directly contradict this impression (by, say, blowing up their home in broad daylight), they may not entirely *trust* you, but they won't feel the need to prepare themselves against you. Yes, you can use this to buy yourself enough time to monologue before you attack and break the effect, but do try to be more civil than that.

Alien Ninja Warrior [200] – Here's the deal. Shadow Man *might* be an alien, given the metal he's made of. Or he might not. Nobody really knows. You also *might* be an alien, but what you definitely are is a ninja. Anyone expecting your metal body to clank around will be shocked when you move silently towards them, dispatch them, and move on without even removing your disguise. Unless you make a mistake, no one will even know it was you.

Challenger From the Future [200] – You've arrived in a strange new (or old) world, and your first instinct is to take them all on. I can respect that. See, something about your outside origins gives you the edge of surprise in battle when you go hopping through time and space within a given world or set of worlds. Er, how to explain? You're not going to get the drop on people just for showing up in a given reality, but if you then travel back in time or slip to another dimension within that reality, you'll have a slight advantage with those you face in the past or the new dimension. To be more precise, things will go ever so slightly your way, turning dead-on hits into glancing blows every now and again or letting you graze them when your shot would otherwise have completely missed. It's nothing major, but every little bit helps.

"Because of you, I *must* be." [200] – Time travel is a confusing mess on the best of days, as Time Man could tell you. Luckily, you know how to keep your footing. Not only do you never fumble your tenses when talking about your possible jaunts through time, you also know enough about avoiding paradoxes that you can talk to or even fight your past self without risking too much. You probably still shouldn't *kill* your past self, but this is better than nothing. This knowledge should also help you fight against beings who can manipulate time, though on its own it won't be enough to save you if you get frozen in place.

Evil Energy Efficiency [400] – There are those in the cosmos who reject Evil Energy with their every fiber. There are those who have adopted its power for their own ends, only to be consumed by it. But you? You were born in it, molded by it. With your wicked heart, you can wield the Evil Energy which crosses the stars to its fullest extent, making you a threat even for those designed to purge such corruption, all other factors being equal! Those who claim to wield "holy" power against your darkness

will learn the truth of this universe as you shrug off their “blessed” blows. You may also find yourself wielding other corruptive energies with more power and skill than should be possible, as your journey continues.

Hijacked By Nobody [400] – Whatever your plans for Earth are, they’re *your* plans and yours alone. The wicked may try to worm their schemes into your own right under your nose, and sabotage you at every turn, but they’ll find themselves failing more often than not. This is one part enhanced savvy for you and two parts bad luck for anyone trying to co-opt your plans for their own ends. Maybe a virus they try to control you with just doesn’t work, or their enemies show up and stop them from tricking your enemies, or you notice the mad scientist you recruited is trying to build something with your technology but disconnected from your will or network. If they overextend, they may even find their plans suborned to *yours*. Let’s see how Wily feels about that, hm?

Rebuilt By Cossack Labs [400] – So, here’s the situation. You’ve crashed on a new planet after a ferocious battle, and your body is absolutely wrecked. None of the primitive engineers of this planet could *possibly* understand the higher principles inherent in your design. It’d be like getting a rhinoceros to fix a water heater, and – oh, he repaired you with no problems. Your creators must have planned for situations like this, because your body is bizarrely accepting of outside repairs and upgrades, even from engineers who didn’t design anything of theirs to be compatible with you, have only just met you, and don’t even know the physical laws necessary to understand how you work. There is a limit on this, insofar as whichever engineer is trying this would need to know how to make, say, a mechanical arm *at all*, but if they can fix their robots, they can fix you. This also means you could use their scrapyards to repair yourself, if you wanted, at no real loss of capability. For you, it just works.

Space Ruler [600] – It seems Wily missed one in the ruins. Like the Stardroids, you were created by an ancient alien civilization and found your way to Earth an unknown number of years ago. There are multiple benefits to this. For one, even a fully charged Buster shot can’t so much as dent you, though you should watch out for the Super Arm. Your resistance to this high-concentration solar energy aside, your body is also adapted to the vacuum of space and the environs of planets throughout the Solar System! Survive the pressures inside gas giants and the scorching heat of Venus with ease! There is even something special about you, a unique ability equivalent to those possessed by your brothers. Maybe you’re made of liquid metal like Mercury, can manipulate gravity like Saturn, or can move extremely swiftly through air or water like Jupiter or Neptune. Perhaps your ability is something unique, but at a similar level. Either way, you might just have what it takes to conquer this world!

Fist of Justice [600] – It’s good to see another protector in this universe. Like the spacefaring warrior Duo, you were built to eliminate Evil Energy from any planet it appears on, and are equipped to do so in several ways. Firstly, your robotic body stands half again as tall as a man and has the strength to match, allowing you to do battle with nearly any foe you will encounter in this world. In addition, you can project a titanium-rending shock wave from your hands, survive the rigors of flying through space at high speeds with your durable body, and pick up energy signatures related to Alien Energy and Evil Energy using the sensor array in your head. Last, but not least, you have the near-unique ability to destroy Evil Energy, purging it from the minds, bodies, or systems of those infected by it so long as they are not purely evil. That ability should also prove useful against other corruptive energies on your journey, especially since you resist said powers incredibly well as a consequence.

Dark God [600] – Oh, *no.* One of Ra Moon was more than enough. Whether you were created by the same alien race or not, your body is now a massive, ancient supercomputer. While this particular body is immobile, it is highly durable and capable of what might be called miracles. Like Ra Moon, you could instantly recreate an entire squad of Robot Masters just from having their blueprints in your database, release debilitating electromagnetic fields over a whole Earth-sized planet (though this attack will take a decent amount of time and can be resisted with the proper hardening), and seize direct control of any machine made using your input at seemingly any range. Of course, the fact that yours is a mind capable of remembering 20,000 years or more worth of plots to destroy mankind is something to worry about as well. If your "brother" is to be believed, the first of those plots might have been introducing mankind to the idea of violence against one another.

Section 3: Items

Just as with **Perks**, the Items under your chosen **Origin** are discounted by half of their price for you, and those which would otherwise cost **100 Energy Elements** are free for those of the marked **Origin**. Furthermore, should you already possess an item similar to one you are purchasing in nature (a hovercraft and the **Air Capsule**, for instance), you may feel free to import your existing item, granting it the functions of the new one in addition to its prior functions. Think of it like buying an upgrade.

Roboticist Items

Morality Testing Program [100] – This capsule, just large enough to fit a human being (or a Robot Master, its intended recipient) is the same type that Dr. Thomas Light created to ensure his magnum opus, X, would possess a good heart. Specifically, it places whatever robot is inside into a form of stasis, during which their body is protected while their mind plays out a series of scenarios designed to develop and reinforce certain morals and values, as defined by its programmer. In this case, that would be you. The process works best on a fresh mind with no existing biases and over a long period of time. It took thirty years to turn X into a hero. Still, there is nothing preventing you from tinkering with the design, is there? The fact that this device comes with the blueprints to replicate it and a sample of the actual scenario creation program which you can copy as needed should help.

Spare Parts [100] – This is more a supplement to any existing funding than anything else. You see, building robots on a budget is rather difficult. After all, even before any special weapons or materials, there's the basic motors, circuits, servos, and plating! That is where this item comes in. While it won't take the place of any special materials you wouldn't be able to find here, this weekly shipment of spare common robot parts will save you a lot of money on the fundamentals. No need to worry about running out of solar cells or ceramic titanium now.

Air Capsule [200] – Sweet ride! This little hovercraft (seats two adults or anything that takes up less space than that) comes with a few features. It's got a decent air speed, appreciable durability, and can attach to any larger vehicle you happen to have in your possession to serve as a cockpit. It may not be the *most* stylish thing in the world, but it's certainly reliable.

Homely Laboratory [200] – It may not even be the size of Light Labs, but it'll have to do. Either attached to a property you already own or serving as the basement of a well-furnished mid-sized home, this laboratory has the barest essentials for robot design, assembly, and programming. Much of the room is taken up by a combination of workbench, cutting-edge computer setup, and tool rack. If you assemble any Robot Masters here, it'll be one at a time, but you'll definitely have the space and tools to do it.

Numbered Files [400] – If you'd rather not spend too much time designing your own machines, you may find these blueprints helpful. Whether they come from the Light Labs mainframe, military archives, or a server that wasn't as hidden as Dr. Wily thought, you've gotten your hands on schematics and design documents for much of the machinery this world employs. From Sniper Joes to Mettals, and from Robot Masters to teleportation beacons, you have the instruction booklet for just about anything that's been built on this Earth! Be careful who you let know you have this.

J Foundation [400] – Short on funds for your nefarious (or entirely legitimate) purposes? That won't be a problem anymore. Whether it's a series of shell companies with clandestine military contracts behind four layers of aliases or a well-respected consumer robotics firm, you are now the owner of a very profitable company indeed. This company will continue to provide you with the kinds of funds a proper R&D lab needs even without direct intervention on your part, but if you have the skills, you can take the reins to pull in extra.

Death Machine J [600] – Of course you have one. Why wouldn't you? This ridiculously large, probably flying machine has an immense arsenal of powerful weapons. Everything from buster cannons to bouncing bombs to homing missiles, and more besides! It also has a handy little secret. The first time it's damaged seemingly beyond repair, it will reveal a second form with much the same capabilities! Of course, your cockpit will be more vulnerable in this second state, so be careful about letting the battle get this far. Still, you could crush even the greatest robots with this diabolical weapon!

Skull Fortress [600] – Where does Wily keep *getting* these things? That question aside, it seems you have a similar home base in some remote corner of the world. The skull decorations are optional. Its tight corridors, bizarre platforming challenges, and huge army of robot guards will ensure that this massive mechanical castle and laboratory remains a safe place for you to conduct your experiments. There are chambers for testing new robot schematics, rebuilding old ones (and even storing them for a 'boss rush'), and of course docking your latest doomsday weapon(s). Of course, it will also retain any modifications you make to it, should it stand long enough for you to finish them. That said, a truly determined robot with just the right utilities and weapons could still breach your innermost sanctum, the way things are right now. If it self-destructs, you have no one but yourself to blame.

Robot Items

Super Buster [100] – What *is* a Buster? Some might describe it as a plasma weapon, but it would be more accurate to call it a solar-powered arm cannon. Specifically, a Buster concentrates sunlight until it produces a powerful bolt, able to punch through the ceramic titanium armor of most robots! It's a reliable weapon installed right there in your arm, and this Super Buster is a step up from the normal sort! With its ability to gather additional solar energy into a Charge Shot, it's able to blow through even some shields that repel normal busters! If you already have a Buster as part of your body, this serves as an upgrade to it, but you still get the full package even if you're not having it built into yourself. One last note, you can even make cosmetic adjustments to the charged shots! The overall shape still has to be mostly rounded, but something like a skull or a heart should be fine, if you've got a statement to make.

M-Tanks [100] – Just what a robot body needs! You have five of these strange blue canisters in your possession, and any you've used up or lost will be replaced on a monthly basis. What do they do, you ask? Using one restores your robotic body to peak condition, kicking any self-repair systems you have into overdrive and fully recharging any weapons you have that run on limited energy stores. To use one, just pop open the top and drink up! Oddly, a human (or a robot with artificial taste buds) might note that it tastes vaguely like their favorite energy drink.

Proto Shield [200] – Now this is something. This shield is just like the one Dr. Wily created for Proto Man, to make up for his relative lack of durability. It's strong enough to block shots from a Super Buster, and is large enough to protect your body completely in whichever direction it faces. However,

there are some issues. One, the effort necessary to brace yourself with it means you need to either stand still or fly by its weight while jumping for the full effect. Two, it only protects the side of you it is held in front of. You should quite literally watch your back. Even with those caveats, it is better than nothing.

Support Units [200] – Your creator thought you might need a little help, so they put together a couple of things! Whether that be a robot animal or two with multiple modes or a small set of inanimate devices, these little tools will get you far. One mode or device lets you fly over gaps in the ground for as long as its internal energy lasts; one lets you reach higher platforms than you can jump to normally via either a powerful spring or a series of temporary platforms generated by the tool or mode itself; one creates a platform that can scale sheer walls, allowing you to climb peaks or fortresses with ease; and one creates a powerful grappling hook that can pull you safely to a ceiling. Finally, there's one that looks a bit like a jackhammer that can safely bounce you over all kinds of difficult terrain, including deadly spikes. These are the tools that will carry you to victory.

Bassnium Supply [400] – This strange energy, accidentally discovered by Dr. Albert Wily, may help you out. Bassnium, you see, is a *supposedly* infinite energy source, and with this palm-sized "battery" of it, you can replace your existing power source or supplement it with this green or purple glow. By channeling said energy, you may even be able to suspend yourself in the air as if walking. If you don't feel like running yourself on the stuff, you could install the battery in just about any machine you can think of. The output is only about as high as what Bass can get from it for now, but if you or your friends are good at working with energy sources, who knows what you might do?

Beam Saber [400] – This weapon isn't supposed to exist yet, but there's enough time travel going around to explain how you got it. What looks like a short flashlight will, when you prompt it to, project a green blade of energy outward. With it (and any idea of how to wield a sword), you can cleave through just about any machine you'd face here in little time indeed. The blade shreds through many highly durable materials, including ceramic titanium. The use is obvious, no? That said, if you don't know how to wield a sword, you should probably download that data.

Robot Army [600] – The Robot Masters were first created to oversee and direct other robots in industrial settings, and so they are often placed in charge of large numbers of weaker robots. Whether you use them for industrial purposes or world domination, you have about 7,000 robots in total, of various shapes and sizes. You can divide them between certain kinds of robot, or you could have them all be Mettals or something if you want. I won't blame you, those little guys are adorable.

Jet Jump Robo [600] – This item is actually three items in one! The first is a durable heavy tank, armed with a buster turret, a cannon that fires several small shells in a random pattern, and an inexhaustible supply of miniature robot soldiers called Rompers. These will harass your enemies after emerging from a hatch in the rear of the tank. The second is a hovercraft of similar durability, capable of launching item-holding bubbles, flashbangs, a powerful laser, and a rocket-propelled fist. The third item, however, is what happens when you fuse your own robotic body with both of these machines. The result is a towering mecha, with you in the cockpit. Not only is it more durable than its components, it also gains a new attack: homing buster shots from its elbows. If you wanted to create a world by robots, for robots, you could do worse than to start here.

Outsider Items

Ninja Scrolls [100] - You might be wondering why these data chips of fantastic ninja techniques are coming from outer space! As it turns out, their primary user is most likely an alien himself. All speculation on Shadow Man's origins aside, the "scrolls" contain such abilities as summoning small frog robots, making smoke screens, confusing opponents with temporary duplicates of yourself, and replacing yourself with a log or other object when hit. This data will obviously be very useful for future infiltration missions.

One Cloak, Hold the Dagger [100] – This should be useful. As tattered and worn as it might be, this hooded cloak is always just big enough to conceal all of your identifying physical features. But wait, there's more! Until you're ready to dramatically rip it off and introduce yourself, it'll also hide your name from anyone who can see that sort of thing on their HUD or some such. All they get from you is '???'.

Making Memories [200] – This is not so much an item as the potential for some items. These Battle Memories, like the ones employed by OVER-1, as well as certain armor pieces, have a chance of dropping from enemies in the future. Strong foes have a higher chance of dropping them, and while the skills and armor upgrades they grant you are not those belonging to your enemies, they will improve your own abilities. With this option, you have the chance to keep growing ever so slightly stronger forever. It'll never be an overwhelming improvement, and oftentimes you may hardly notice, but it will be there.

Planet Drainer [200] – Do you recall the incident in which Apollo and Luna, along with their twelve servants, descended upon Earth to steal the energy from all of its plant life and save their dying homeworld? No? You would do better to, seeing as you've come into possession of one of the devices that allowed them to do this. This piece of alien technology can siphon the energy from plant life in a large radius, at least several kilometers, and store it for a long space journey. To restore your home, you might well go that far. The device can also function as a seed bank, oddly enough, preserving the seeds even after a voyage that might take hundreds of years. You can probably thank Dr. Light for that one.

Time Skimmer [400] – You have a time machine! With it you can hop into the future! However, presumably because of an oversight on its builder's part, you can only hop into the future and back with it as it is now. There's no changing *your* past with this, not yet. Also to note, the limit on how far you can go seems to be somewhere around 40 years. Said time machine is also about the size of a small car, so anything you want to bring back with you needs to fit inside. You may be a bit disappointed, but there's still a lot you can do with 40 years of extra information, or even extra equipment! Now, if you wanted to jailbreak the thing on your own time, there's nothing stopping you but your own skill and materials.

Evil Energy Canisters [400] – I hope you know what you're doing. These purple, skull-shaped wisps of power do have immense potential, but they're no laughing matter. You see, this alien energy can infect humans and robots alike, feeding on and multiplying their evil thoughts and intentions. Indeed, only an evil heart can wield it to its fullest! But if you hunger for power that much, you should know that a robot that takes in this energy can increase its own capabilities many times over by giving in to it. More than that, it can be used in lieu of more mundane energy sources, if all you want is to power a device or two. Just one canister is enough to keep a powerful Robot Master going for quite some time! The power to overcome many a foe, maybe even take over the world, and it's delivered to you in a set of three handy little canisters on a monthly basis! Don't let Duo see you using these.

Star Base [600] – Someone like you likely does a lot of work out there in space. You may want a home base from which to perform said work, and this space station somewhere in the Solar System should do the trick! Likely built by the same civilization as the Stardroids, this station has room for vast armies of robots and powerful defenses! Unfortunately, any robot armies and automated weaponry in this base have long since rusted away. You might be able to fix that.

Curious Ruins [600] – You have a new home! These unnamed ancient ruins located on some remote corner of Earth have some interesting properties, in addition to being about the size of Teotihuacan with all the storage room that implies. The first property is that they can stay hidden for tens of thousand of years should you so wish, even from advanced civilizations with powerful satellite imaging! The second property, however, is more insidious. Those with evil hearts are attracted to your ruins, seeking weapons for their diabolical schemes! Of course, they're more likely to believe they're using you, rather than being used, once they "discover" you. The ruins will retain any "improvements" you make to them even across worlds, and you'll find it's easier to hide any infrastructure or advanced technology you install here. Your enemies won't know you're there until it's far too late.

General Items

Chip Tunes [50] – The Mega Man series is known for its music, and you have access to practically all of it. At any time, you may toggle the soundtracks of the classic Mega Man games on or off, playing appropriate tracks for whatever situation you're in at just the right volume for your tastes. This also gives you your very own theme song in the same style, and you can decide who else can hear this. As a final benefit, you also have a copy of the full soundtracks in a lossless audio format in a storage device large enough to hold it, or in a directory inside your code should you happen to be mechanical yourself.

Get Accessorized With... [50] – There's a lot of decent outfits in this series, and with their help, you'll have a wardrobe for any occasion. From Dr. Light or Dr. Wily's various labcoats to Roll's dresses, and from purely cosmetic versions of the Robot Masters' armors to costumes of minor characters like Plum or Fan, all of your cosplay needs are met. Should any of these outfits be lost, destroyed, or stolen, you'll find them good as new the next day in a wardrobe or closet of your choice that you own.

Classic Collection [50] – If you want media, here you go. From the games and the systems to play them on, to full runs of the comics and cartoons, you've got all of the Classic Mega Man media you could ever want, and everything you need to experience them properly. You might even find a ROMhack or two featuring your adventures here, though how accurate they are depends on how appropriate your adventures are for the tone of the series.

Kotobukiya Collection [50] – On the other hand, maybe you want merchandise instead. Figurines, shirts, mugs, lunch boxes, whatever it might be, you have acquired a large selection of Classic Mega Man merchandise both real and possibly fictional, featuring all but the most forgettable of the characters in some fashion or another. If you ever wanted a pillow in the image of Sheep Man, or a day planner in Time Man's colors, this is for you.

Sports Arena [200] – Whether it be a downhill ice skating racetrack, a go-kart stadium, a regulation-sized soccer field, or something else, you are now the proud owner of a proper sports venue. In addition to earning a cut of the proceeds from any events held there, you'll find every now and again that someone someone will come here to settle their problems through an amateur tournament rather than fighting to the death. That should prove amusing.

Section 4: Companions & Followers

Hope shouldn't ride alone. Here, you can acquire some companionship!

Old Friends and New Friends [50/200] – Maybe you already have some friends, or you want to make some new ones. For **50 Energy Elements,** you can import or create one Companion with a free **Origin** and **600 Energy Elements** to spend on **Perks** and **Items**. By paying **200 Energy Elements** instead, you can import or create up to eight.

Familiar Faces [100] – There's a number of colorful characters already in this world who you might want to have tag along with you. For this small investment, you can guarantee a good first impression on one of the good Doctors, your favorite Robot Master, or even certain *other* beings. It's up to you to ensure they still want to go with you by the time you leave, but if they do, they're yours.

The Little Robot Who Couldn't [200, discounted to **Roboticists**] – *"You didn't have to do that for me. Thanks!"* You found this little Robot Master living out of a scrap heap and took him in. See, his creator had big plans for him, but got into some kind of trouble; financial, legal, whatever. This little guy was lost in the scramble. Resembling a young boy as per the benefits of **Mascot Robot,** he has in his design a peculiar experimental combination of shape-shifting and the Variable Weapon System, as if he had those portions of **Dark Designs** and **Super Fighting Robot**. Its actual details are unclear, but seem to involve absorbing something more than data from any robot he defeats. What he *also* has are some abandonment and self-esteem issues you've probably been helping him with.

DJN 001-008 [200, discounted to **Roboticists**] – *"You wanted to see us, Doctor?"* This is it. Your very own squad of eight Robot Masters. Every one of them possesses a function of your choice, and an effective purchase of **Get Equipped With…** to match. Moreover, they all possess the benefits of **Fore Man,** as well as either **Helping Hands** or **Dirty Jobs**. Some, all, or none may additionally possess the benefits of **Mascot Robot**, at your discretion. There is a caveat, however. Each of them is in some way weak to the weapon of one of the others. Maybe your garbage incineration robot has problems with water, or your spelunking robot has problems with bright lights.

Which Witch is Which? [200, discounted to **Robots**] – *"How did I get here? Did my spell go awry?"* You found this curious little thing lying in the middle of a field, evidently having just arrived from somewhere else. She introduced herself as a witch named, er, was it Dorothy? Maybe that's what she said. She then proceeded to show you her magic wand, flying broom, and a few spells. You're pretty sure she's just a delusional robot with a wand-shaped **Super Buster,** a broom-shaped **Support Unit,** and "spells" like the weapons of a Robot Master, as if she had a few purchases of **Get Equipped With…**. Among these are a bouncing ball, some kind of shield, and a freeze ray. *S*he can pass for human as if she had **Mascot Robot,** but she's probably just a glitchy robot. Everyone knows witches aren't real!

The Prodigy [200, discounted to **Robots**] – *"Someday, I'll build the world's greatest robot! And then..."* This youth, somewhere between the tenth and twentieth year of their life, could have built you under better circumstances. They're a smart kid, with the kind of mechanical intuition that would make you think they have **"But the burning in your heart, I did not put there."** and **"I'll be taking your precious robots!"** at the very least. Of course, this implies they have a grasp of the fundamentals, as per **Test Your Mettal** and **Steady Hands,** but what they *lack* right now is the funding, facilities, and

materials to get their dreams off the ground. Regardless, you've made their acquaintance somehow, and now their far-away dreams include you. Whether this youth wants to save the world or conquer it is for you to find out, but either way, you're part of the plan.

Dash Hedgehog [200, discounted to **Outsiders**] – *"Gotta juice!"* Is he a Reploid, built a century from now and cast back in time? Is he a Stardroid, cousin to those rulers of space? Is he from another dimension? All you know is, this machine has a need for speed. Built to resemble some kind of hedgehog and painted in race-car blue, he can normally move at speeds just over Mach 5, as if that were his adaptation as a **Space Ruler.** Likewise, he's durable enough to survive moving and fighting at those speeds, with the reflexes to match. What's more, he can juice himself up even further, given the right energy source, as if he had some odd combination of **Super Adaptive** and **Double Gear System.** Give him enough Energy Elements, or acquire the right magical crystals (not sure where you'd get those), and you'd see him take on a bright, golden form of awe-inspiring might. Before you ask, he *refuses* to stop talking like he's from a 199X cartoon, and getting him to stand still is a lot like pulling teeth.

The World Warrior [200, discounted to **Outsiders**] – *"The answer lies in the heart of battle."* You met this robot as he descended a mountain, having just finished a fight there. Or, you're pretty sure he's a robot. He claims to simply be a martial artist, but the **Super Buster**-like effect of a certain move he performs tells you otherwise. That's without mentioning how he could take most Robot Masters in a one-on-one fight with his strength and endurance. He does look pretty human, though, as if he had **Mascot Robot.** There's also something a little sinister about him. You saw him get angry once, and whether you're a *Fist of Justice* or not, you could feel the Evil Energy coming off of him. He keeps it under wraps most of the time, but he seems almost made for it, like he had **Evil Energy Efficiency.** Maybe you can help him control himself, or maybe you want him to use that power?

Section 5: Drawbacks

If the **1000 Energy Elements** given to you earlier were not enough to acquire everything you wanted, or you simply wish to change certain details about the world you are about to enter, you may acquire up to **800 extra Energy Elements** by taking on the conditions below.

"Where *am* I?" [+0] – There are many versions of this story, told by all kinds of people. You may decide whether to visit this world as it appears in the original line of games, or as it appears in various retellings. If you prefer that Light's first set of Robot Masters consist of eight rather than six, that Sunstar be an embodiment of negative emotion, that the Blue Bomber meet a Blue Blur, that hope rides alone, or even that everything be settled by pachislot, of all things? This is the option for you.

In the Year 21XX... [+0] –You're going to wake up from a *very* long nap. The world you find a century from now will be changed almost beyond recognition. If you were somehow at Dr. Light's or Dr. Wily's side in their last years, you might recognize one or two of the robots who will be pivotal to what comes next, but otherwise the world of 21XX will be as much a curiosity to you as you will be to it. Take this option if you wish to proceed immediately to **Mega Man X** once your time here ends.

Crossed Over [+0] – As it turns out, the Blue Bomber has appeared in a number of stories besides his own. Sometimes, his allies or enemies come along. Maybe they've even met you? By taking this option, you ensure that any character from this world that you have met before will remember your deeds and respond to you accordingly. They will still be themselves, so if they remember you doing something horrible to them, you may want to start running.

U.S. Jumper [+100] – You don't really look like you right now. I'm not sure what happened, but you look more like a caricature of yourself drawn by someone who's never actually seen you, had only a basic description of your abilities and equipment to go on, and had maybe three days to get the art done. While this will mostly be a blow to your pride, it might also make it harder for your friends to tell you're the real you if an impostor starts walking around.

"He who hesitates is lost!" [+100] – And you hesitate a lot these days. While you can still do almost anything you could before, even fight as hard as you want against (fellow?) robots, what you can't bring yourself to do while you're here is take a human life. Whether you're restricted by some subroutine in your IC Chip or a vow not to walk out with blood on your hands, you just can't *take the shot.* Even if it means the future refuses to change, you won't be the one to watch them die.

Can I Get A Hand? [+100, cannot be taken by Roboticists] – Unfortunately, no. Whether you're some kind of waddling head, or you were just built with a pair of arm-mounted weapons, you won't have human-style hands during your time here. Most robots can get on like this, but there are certain things you just won't be able to do. It's enough to make a grown robot cry, huh?

Like Father, Like Son [+100, can only be taken by Roboticists] – This world gave you no child, so you build yours from steel and circuits. Only, it seems your worst traits imprint on them, amplified to the point of directly impairing your goals. If you are overly trusting, they prove naive and gullible. If you are sentimental and indecisive, they will hesitate to act against those you once called friends at the worst possible times. If you are ambitious and selfish, they will actively scheme to overthrow you while fighting among themselves for the top spot. Should emotional distance be your vice, you'll create

the very unfeeling automatons Dr. Light insists robots *shouldn't* be. Despite it all, you'll never be able to bring yourself to destroy or deactivate them. What parent could kill their child just for emulating them?

Your Major Malfunction [+200] – Let's not mince words. You have issues. Maybe you're obsessed with proving yourself the strongest and don't care about anything else anymore. Maybe you're a prototype, obsessed with the way your creator "replaced" you and all too willing to take revenge. Maybe you want to kill everyone and make this *your* story. Maybe you're just so jealous of an old friend that it drives you to take over the world. Whatever the case may be, you're fundamentally maladjusted in a way that makes it difficult to make and keep friends and makes it far easier for your enemies to predict how you'll act and react. You can still grow out of this, but you'll have to do it the hard way, and you're not exactly making it easy to help you.

"Well, *excuse me*, princess!" [+200] – You're not the only dimension-hopper here, and that's not counting that business with Over-1. It seems someone unhinged has come through the barrier between worlds, and they're about to cause some problems. While not truly powerful enough to take over the world, they're powerful enough to cause a lot of damage trying to "become the main character," and reasoning with them isn't likely. They also seem to be protected from inglorious ends by some strange force, akin to the second aspect of **Dogeza.** If such 'plot armor' isn't a problem for you, you should be able to put this invader's depredations to an end quickly enough. If it *is* still a problem, then there are a lot of casualties in your future. You don't have to save anyone, but are you really just going to let this wannabe do whatever they want?

"I'm you, but stronger." [+200] – Do you hate time travel yet? Because you will when this is over. At some point in the future of this world, a version of you was captured by an enemy of yours here and *somehow* turned to their side. Said future self has now returned to the past for the sole purpose of inconveniencing you. Their abilities are slightly different from yours, but are able to pose a threat to you regardless, and if you snuff them out, they just pop back from further on their own timeline. While obviously this copy is smart enough not to murder their past self, they're at no risk of paradox from making your life miserable. If anything, that might make you become them and close the loop. Have fun!

"It wasn't me this time!" [+200] – You don't actually believe that, do you? You do? Oh dear. To make a long story short, you're incredibly gullible even by the standards of *this* world. Consider that these are the people who always believe Wily when he says he's not evil anymore, and you may realize just how bad that can be. Expect to do things you would normally balk at, somehow believing they were good ideas, or allow someone far too many chances.

Bargaining Chip [+300] – Someone you very much dislike and whose aims you would directly disagree with has gotten their hands on something very important to you. It's something they can use to control you, one way or another. Maybe a mad scientist has taken your daughter hostage, maybe a mad scientist has promised to protect you from being scrapped by the government, or maybe a mad scientist has outright reprogrammed you to do his bidding. Whether begrudgingly, naively, or gladly, your will is not your own right now. If you know someone who could rescue your daughter, get you legal amnesty, or undo your reprogramming, that will be your way out, but who knows what whoever has got their hands on you (let's be real, it's probably Wily) will have made you do by then?

“I’ve decided I’d like to take over the world!” [+300] – It would appear you’re arriving a little later than usual, and something has gone horribly wrong. Normally, Mega Man would be fighting Dr. Wily for the second time right about now, but Wily was a little more diligent in this instance. He stole and reprogrammed *all* of Dr. Light’s first generation of Robot Masters, including the two lab helpers just to be safe. Rock was still modified into a combat robot and equipped with the Variable Weapon System, but rather than stop Wily he acts as his ultimate enforcer. His sense of justice has not been dimmed – rather, he has been made to see Wily’s word *as* justice, and any who oppose the wicked doctor as evil. With total control of the Robot Masters, Wily is now on the very cusp of world domination. What will you do in this world ruled by a madman’s steel? Will you fight back? Free Dr. Light and his children so they can be the heroes they should be? Will you back the winning side instead? Or would you rather show Wily how to *really* take over the world? Whatever you do, know that everything around you will be much more dangerous.

JKNs [+300] – That is to say, the **J**umper **K**iller **N**umbers. I don’t know who you messed with, but they really went all in on this project. A set of three Robot Masters designed specifically to kill you is on the prowl. The first fight will probably be easy, but unlike the RKNs, these three will be repeatedly rebuilt and redesigned with all the information their maker can acquire about you. Any weaknesses you have, their weapons will be designed to exploit. Any technology you bring with you will be incorporated into them unless you can constantly keep their maker’s hands off of it. Any technology brought from the future or outer space by other actors? You can bet you’ll find it in their hands at some point. They are not going to give up, they are not going to show mercy, and they are not going to stay dead. You’re going to be very busy.

Why Am I Ticking? [+300] – Uh-oh. You have a problem, and it’s terminal. Whether it’s your heart failing or a faulty power core, you have about two years to live without regular treatment. With proper medicine or maintenance, you can extend this to eight, but if you want to make it the whole way through your time here, you’ll need a proper replacement, and that won’t be cheap. Maybe you can impress a rich benefactor by doing great deeds in the time you have left, or maybe you have a fortune of your own, but whatever you do it’ll be at least a year and a half of hard work before you have a chance of fixing this. What would you do for just one more day?

CROSSED OUT [+400] – “Time machine broke.” “Understandable, have a nice day.” Expect to have conversations like that on your best days here, because everything just got a whole lot more confusing. Somehow, a certain *someone* crashed the timeline. Let me correct myself – this is not *entirely* the work of Dr. Wily this time. He appears to have help. His allies include a machine from the future driven mad by a virus he created, a sentient computer virus created by another version of himself, a doomsday weapon from another planet, an aquatic mechanical woman built partly in the image of his rival’s greatest creation, a dragon made by fusing a man’s consciousness with a strange type of electromagnetic wave, a corrupt businessman who wields an imprint of *another* madman’s mind far in the future, a world-eating wolf made of computer code errors, and a mysterious advanced machine with no known origin. To counter this utter havoc wreaked upon space-time, Dr. Light and Dr. Cossack have constructed an experimental Robot Master, designed to enhance itself with the combat data of heroes from these other times and places. Their Mega Men, if you will. Normally, this OVER-1 would be able to solve this crisis by himself, but your arrival has altered events ever so slightly. He won’t be able to do it without you, and you’re not going anywhere until all of this is fixed.

Notes

- On the CROSSED OUT Drawback: Yes, this game existed. Besides Wily and Sigma, other threats you'll have to face include Andromeda, the Dream Virus, Fairy Leviathan, the Crimson Dragon, Model W Serpent, Gregar, and a mysterious Reploid named Nero L, who has four other mysterious Reploids at his disposal calling themselves the Four Heavenly Kings. Nero L also *helps* OVER-1 at one point? It's weird.
- On the "Well, *excuse me,* princess!" Drawback: Yes, this sort of thing has happened in a dubiously licensed comic. The character was booted back into her alternate dimension after her writer was sacked.
- On the U.S. Jumper Drawback: Yes, "U.S. Mega Man" is the name Bad Box Art Mega Man is known by in Japan.
- On the Crossed Over Drawback: No, Mega Man will not try to kill you for making him remember the events of Captain N: the Game Master. He might be a little confused about it, but Rock is a good boy.
- On the Sports Arena: Yes, this is derived from Mega Man Battle & Chase, Mega Man's Soccer, *and* Mega Man: Red Bull Crashed Ice Battle! Yes, those are all games which exist.
- On the "Where *am* I?" Drawback: This is the alternate continuity drawback, you can go to Megamix, the Archie-published comic, Powered Up, the Dreamwave comic, the Rockman manga, or Pachislot Rockman Ability. You don't have to be involved in any crossovers if you don't want to be. Yes, *there is a pachislot game.*
- On taking both "Evil Energy Efficiency" and "Fist of Justice": The way I see it, besides just saying "I can do both" and moving on, you can go about this two ways. One option is to make your increased power and efficiency apply instead to "holy" powers, while also making you nigh-immune to corruption – a "Justice Energy Efficiency," if you will. The other option is to become a "Fist of Evil," akin to the Evil Robot that Duo fights against in MM8's opening. You would be more a manifestation of Evil Energy itself than a victim of it, and would be able to spread it more easily instead of destroying it, though you would have all the same physical benefits.
- On taking both "Star Base" and "Skull Fortress": Yes, you may combine them into, effectively, a Wily Star if you wish. Likewise, should you have a certain other flying fortress built by a mad doctor and powered by a horrifyingly potent energy source, there is nothing I can say to stop you from importing that into the "Star Base" and combining it with the "Skull Fortress." Just try not to break everything, alright? A certain *other* world knows too well what happens when you do *that.*
- On the subject of "Familiar Faces": Yes, given that they are both built in this part of the timeline, you *can* acquire the companionship of X or Zero in this fashion. However, they will be as they are *now,* not as they will be a century from now. X will effectively be a blank slate, and I should *not* need to tell you why unleashing *this* Zero on the multiverse isn't a very good idea.
- On the "Dark God" perk: There seems to be a limit to how often Ra Moon can recreate robots, as evidenced by its not bringing back Shadow Man again, but what that limit is is unclear at best.
- On the various OC Companions: **The World Warrior** is based on Ryu, the face of Street Fighter. Street Fighter x Megaman is a game that exists. **Dash Hedgehog** would fit right in with the Reploids, but is obviously based on Sonic the Hedgehog, given the Worlds Collide and Worlds Unite crossovers in the Archie comics for each series. **The Little Robot Who Couldn't**

is a dead ringer for Beck, the protagonist of Mighty No. 9, though obviously with added issues reflecting the reception of that game. **Which Witch is Which?** is based on Doropie/Francesca, the protagonist of Magical Kids Doropie/The Krion Conquest. That game is a sibling to the Mega Man games in gameplay, and even introduced features seen later in the classic Mega Man series.

- On the DJN 001-008: You may ask what kind of functions your Robot Masters can or can't be designed to serve. While they can be made for just about anything a person would want a robot to do, your best options are going to involve things that can make a good weakness chart, serve a respectable function, and give your creations a hobby or two outside of their job. Note that "researching time travel" and "mining asteroids" are valid Robot Master purposes. You have a lot of room to work with here.
- On the "Rebuilt by Cossack Labs" perk: Yes, this *technically* means you could crash-land in ancient Greece and get repairs from the nearest maker of *automata*. The same cannot be said of landing among cavemen, unless they've figured out stone-age robots somehow. Do not ask me how they are meant to do that, I do not know.
- On copyright: it should not need to be said that the Mega Man franchise, characters, and other features are the intellectual property of Capcom and its various collaborators, and that this document comprises an overly complicated means of unofficial fan fiction, but the international robotics committee has advised this notice just in case any of you Wily wannabes get too bold.