MEGAMAN ZX/ ZX ADVENT JUMPCHAIN
By DBAnon and The_Gamemaniac



Long after the fighting between Neo Arcadia and the Resistance
The world has flourished, growing again from the paradise of Area Zero
Reploids and Humans are at peace
The energy crisis has even been solved.
However, strange artifacts have been discovered recently
The Biometals
Wielded by the Chosen Ones, they who can merge with these artifacts, they engage in the Games of Destiny.

You gain 1000 CP
(Also, your age and gender are up to you)
Locations:

Origins:

Delivery Man: Coming Through! Well, you may not be a deliveryman, perhaps a bounty hunter of sorts? Either way, you're nothing big in the grand scheme of things, at least yet- Though that may change soon. You can use this as a Drop-In origin.

Chosen One [200 CP]: One of those who have made a Biomatch with the legendary Biometals, artifacts made over a century ago by the Resistance Researcher Ciel, or formed through mysterious means. As one of the Chosen Ones, you have, perhaps unwittingly, entered into the Games of Destiny- the competition by which each Chosen One will fight each other to the death until they are the last standing, and attain power enough to rule the world as the King (Or Queen) of Mega Men.

Pseudoroid [100 CP]: Powered by the mysterious Model W, you are a non-humanoid machine lifeform capable of great feats, created to wreak havoc and unearth the Model W pieces around the world. Though you are quite powerful and able to take on whole squads of Maverick Hunters on your own, you are markedly unstealthy and unable to blend in with the population. Also, probably a tad insane.

Researcher: Not everyone is a fighter. Some of the world's most valued saviors started as simple researchers, looking for a peaceful solution- For example, the creator of the Biometals, Ciel, or the man who solved the energy crisis plaguing the world by researching her works, Serpent. You are just one of these bright-minded people.

Perks:

==Delivery Man==

Passing Through! [100CP]
A deliveryman needs to know how to get through areas fast. So does a bounty hunter, and maybe even an amnesiac Reploid who just got pulled out of a tank needs it too. You have a good amount of competency both in driving vehicles and moving through difficult terrain, jumping impressive heights and knowing how to maneuver even in extreme conditions.

Genetic Lock [200CP]
Ancient artifacts tend to have restrictions that are difficult to get around- or even impossible if you weren't born with the right bloodline to wield them. Fortunately, it just so happens you have it- maybe you're a distant relative, maybe you're actually a clone or a bastard child, or maybe it's just a strange coincidence- but genetics-based locks on artifacts seem to accept you as just as valid an owner as someone of that bloodline. However, this does not bypass any additional restrictions- if the artifact has to deem you worthy, you will still have to prove yourself worthy.

Defend Your Delivery [400CP]
It can be dangerous to travel, and it's all too easy to find yourself having to defend yourself with something that you aren't trained in. You don't need to worry about that though, as you very quickly adapt to new weapons, powers and even entirely new bodies, skipping past beginner levels of competency with weapons after mere minutes of use. This skip is even faster when done under pressure, like if you're being attacked.

Double Megamerge [600CP]

Sometimes, you have to carry on someone's legacy, but small things like "Their legendary artifact won't work for you" or "You aren't a good match for it" get in the way. This is where this power comes in- Much like Model X, you can use other transformation-granting artifacts in conjunction with one you are properly matched with, drawing the power and aesthetics of the "borrowed" artifact into your own form. In this way, Model X was able to work with Model Z to form the more powerful Model ZX, a blend of their capabilities that was stronger than both individually. However, the strain of this combined form is great- the cost of the transformations are increased, time limits are reduced, energy pools drain faster, and the body may suffer under the increased burden of shouldering the power of two artifacts at once. If you want a number for the increase, it is roughly 50% more, so from 100~% to 150~%.

==Chosen One [200 CP]==

Survivor [100 CP]

It is a given that you have survived something awful before finding your biometal. Be it a maverick attack, being left for dead by your squad, or being an orphan in a wartorn country, but you have made it through. And you could do it again. You have improved willpower and capacity to withstand hardship, and this boost is improved even further if these hardships are undertaken to accomplish a goal you believe is for the betterment of all.

The Next Step in Evolution [200CP]

Chosen Ones are extraordinary people. Deemed worthy by Biometals- and perhaps by some other ones- some believe they may even be the next evolutionary step for both Reploids and Humans. Whether or not this is true, you are quite the exceptional example of either of them- Being better all around than the average person, and especially good at something in specific. You also seem to give off this air of importance to others, as if they could feel the destiny that's been laid out for you.

Ambition of a King [400 CP]

The Chosen Ones tend to have a lofty goal for what they would do with the power of the Megaman King once they become it. It would thus be a terrible shame if you were unable to accomplish your goals to improve the world simply due to your morality. You are able to selectively alter your sense of morality while acting towards a goal you normally would consider right. While operating under this altered morality, you find your efforts to accomplish the goal you altered your morality for are improved; even beyond what you would expect from cutting away the moral obstructions to that goal.

The Megaman King [600]

This you shall be. And to do this, you will need to rise above your competitors. It is good then, that you are quite skilled at this Game of Destiny. You are exceptional at tracking and analyzing your opponents, figuring out strengths, weaknesses, and when you are playing into the plans of those same competitors. This provides no bonus against interference from those who don't even qualify for the competition in question, but it is utterly *phenomenal* against those who do.

==Pseudoroid [100 CP]==

Electrifying Personality [100CP]:

You have a larger-than-life and memorable personality that reflects the fact that you were chosen by the Model W to be blessed like this. You can thus be easily remembered if you so choose despite the fact the last time someone saw you, you were a human or reploid hunter who failed to save their parent and now you're a multi-eyed purple mandrill man drunk on your own power, leaving no doubts that what you have become and what you once were are the same being.

Weak Spot Reversal [200CP]:

Now, your designer may have built you with big glowing weak points, but are you going to let that stop you? Of course not!

Whatever it is, your weak spots have some sort of special defense or way to discourage attack. Perhaps the artifact that powers you will be obviously damaged if they're hit, perhaps they will aggressively vent heat and steam- Either way, when someone hits you where it hurts, you can ensure they'll be hurting too.

Gone Maverick [400CP]:

The Maverick Virus was a scourge to both humanity and the Reploids even over a century ago. Wouldn't it be very useful to instill that fear in them again? With this, you can cause AI around you to go Maverick- Breaking their programming and becoming hostile to the people they were supposed to protect, the weaker willed or less security-heavy ones falling under your sway entirely.

Numbers [600CP]:

Much like the Mutos Reploids and the Judges of old, your form is truly something to behold. Perhaps based on a legendary creature, it comes with a terrifying amount of power, capable of greatly affecting the environment of the area around you, and with a unique skill that uses your new form to its fullest- perhaps a devastating heat beam fired out of your torso, or a super fast charge that electrifies the ground you cross in an instant. Either way, it comes with the

side benefit of a weaker, much more condensed and human-shaped form for you to go into.

==Researcher==

Technologic [100CP]:

A researcher obviously needs the actual skills in the field to actually make developments. You have a solid foundation in many fields of engineering, chiefly robotics, and are able to maintain and even repair ancient equipment if you have enough time to properly examine it with your tools.

Adventure Archeologist [200CP]:

You can't always rely on fancy legendary reploids from 100 years ago to do the dirty work for you. Sometimes, you need to explore the remnants of the past yourself- Not only are you surprisingly competent with a Buster, you are very adept at navigating old and derelict facilities, and especially at recovering information from them that should, by all means, have been lost to data corruption and time.

From The Past [400 CP]:

Our forebears have many lessons for us, both in how issues came into being and how those issues can be resolved. You are exceptionally adept at learning these lessons and applying them. You thus have an innate feeling when a problem for the modern day can be solved with an innovation of the past, such as was the case when an energy crisis faced the world while the Ciel System had been created for just such a purpose in Neo Arcadia of old.

Achieve The Future [600 CP]

You are certainly a great mind for an Era. You could consider the likes of Ciel, Serpent, or any of the Sage Trinity your intellectual peers. If you were here before them, your knowledge and expertise would likely define this era just as Ciel's knowledge defined the era of Neo Arcadia and Serpent and the Sages have defined this one. But, since you are second, your knowledge is instead defined by this era, and you consequently have a depth of knowledge on the innovations of this world up until now to build off of for the next one, from the Ciel System to the Biometals, to the bridge between humans and reploids devised by Legion. What you will do by standing on the shoulders of these giants, and what Era will you bring in after this one?

Items:

Buster Pistol [Free All]:

A dinky little pea-shooter. Or is it a lemon shooter? This weapon fires energy rounds, having unlimited ammunition and being able to shoot in three-round

bursts. While nothing special, it's a serviceable side-arm, easy to carry, and very receptive to improvements.

Energy Crystals [50 CP]
A thousand energy crystals. It's never specified how much this is worth in terms of some mundane things, but you could make a weapon purchase or two with this much.

Plushie [50 CP]
A plush doll of any character from this era you so choose, human, reploid, pseudoroid, megaman, even other plushies. It is adorable, squeezable, and any spot that is considered a weak spot has a little squeaker in it. Careful if you buy too many, you might make the leader of the Guardians jealous.

==Delivery Man==

Badass Motorcycle[100CP]:
Now this is how to ride. A sweet vehicle that could fun for hundreds of years without issue provided it's not damaged. Though if it takes enough damage, be it from gunfire or crashing, it'll denotate in a small firey explosion, hopefully not with you on it. If it's destroyed, a new one with a full charge in your warehouse a few days later.

Hunter's License [200CP]:
Hunting Mavericks? Saving people? Without a license? That's just vigilantism. This here is your ticket to ignoring that little issue. An actual license for bounty hunting that seems to be valid in worlds past this one- traipsing through a battlefield to beat the enemy commander without actually being part of the military or police shouldn't be an issue anymore.

Hunting/Delivery Agency [400CP]:
Congratulations on your promotion! You run a fairly sizeable and very competent business, with 30 employees and staff. It practically runs on it's own, generating a steady stream of income, and occasionally offering a very juicy job. Perhaps one that'll lead you to a great adventure, if you get involved.

==Chosen One==
Signature Outfit [100CP]:
Stylish! Color coordinated! Probably themed after your Mega-Man form! This outfit is resistant to wear and tear, and you'll get additional ones if you gain new forms themed after those too.

Hacked Trans Server [200CP]:
The Game of Destiny brings its participants all over the world to recover Model Ws, it would be prudent to have a convenient means of transportation to and

from wherever you make your home base. That is where this comes in, a Trans Server that (by default) is placed in your Warehouse and after a fight allows you to activate it's 'Emergency Exit' function to teleport back to it (with a failsafe for if your warehouse is not presently connected to any door in-jump to re-connect it to the last door it accessed in-jump or the nearest door to your jump start if you have not accessed your warehouse yet that jump). Beyond that it can act much like other Trans Servers, teleporting you from it to Warp Points or other Trans Servers you discover, without having to deal with those pesky hunters or guardians. In future worlds Warp Points and Trans Servers may not exist, but the emergency exit function will still work.

Biometal [Free and Mandatory Chosen One- 400CP, Discounted for Pseudoroid]: Formed from the remnants of legendary Reploids, the Biometals are sentient artifacts protected by a genetic lock and several other safety mechanisms that can fuse with their matched partners to cover them as living armor, empowering them greatly. You are biomatched to one of these powerful artifacts, and get to design it to your specifications- though you may also opt to replace one of the canon Chosen Ones and take theirs, including replacing the protagonists of either game.

==Pseudoroid==

Galleon Squad [100]

A full squad of 10 Galleon model Mechaniloid soldiers, humanoid automatons capable of operating in a tactical manner independently and which will attack armed enemies relentlessly. They're all programmed to follow your commands perfectly, and when they're destroyed, you will find it fully repaired a week later. Can purchase multiple times.

Secret Boss Equipment [200 CP]

It's surprising how often people will steal capabilities, through death or otherwise. Well, this little device should help deal with that. This item, reflective of your aesthetics, is capable of amplifying your pseudoroid and other technological abilities in a way that cannot be copied by others.

Boss Arena [400 CP]

You have an ability to use the biometal within you to slightly warp the area around you to account for your... Unique abilities. Over time while using this an area will become more and more suited to utilize your abilities in a fight and give you a 'homefield advantage' there. For example, inhabiting a junkyard as a rockstar of a sound based fighter could bring speakers filled with junk that fire like cannons upon hooking your guitar to them and playing. This effect caps out after about a month straight of inhabiting an area with it active. Additionally using it in a new area will cause the previous one to lose its effects as the new area gains them.

==Researcher==

Cyber Elf Assistant [100]
Halfway between an AI and an energy being residing within the Data Dimension, the Cyber Elves can do a great many things. This one, in particular, is great at assisting your research- being able to handle all the archiving and quick-searching it understandably requires, as well as providing valuable insight. It's cute as hell, to boot. Of course, you could use it as a power source or sacrifice...

Company [200]
A small company with it's own research team, owned by yours truly! While it is far from being on the level of Serpent's own business, it generates a steady stream of revenue, and with good management, may grow to those same heights. Of course, perhaps if you found some... special artifact, that could be sped along.

Airship [400 CP]
You are the captain of a grand airship, larger than 200m from front to back. It has a power reactor that you can expect no troubles from shy of deliberate sabotage, and has propulsion systems that are comparable to space shuttles. The ship also includes anti-air pulse cannons on its broadsides. Comes complete with a research team who can both operate the ship and perform investigation and analysis of whatever you might need.

==Companions==

Companion Import/Creation (100 CP for individual companions, 400 CP for a 'up to 8')
You may create or import companions for 100 CP each or 400 CP to get up to 8, who each receive 600 CP to spend on origins, items, and perks for themselves.

Canon Companion (100 CP)
You may bring anyone you wish with you on your journey you can convince, however you may pay 100 CP for any canon character who isn't a Megaman to ensure a decent first impression that would be hard to mess up getting them as a companion short of them dying.

Canon Megaman (200 CP)
Now the reason why Megamen cost more when you can technically convince anyone to come with you? Well that is because unanimously any Megaman in this era has strong attachments to this world or ambitions with it, so it will be significantly harder if not impossible to convince them without this bonus.

==Biometal Creation Table==

400BP Stipend for Chosen Ones and others who have bought Biometals, Pseudoroids get 200BP free in this section unless they purchase the Biometal item to account for the fragment of a Biometal powering them.

Extra BP [1CP]
You may convert your CP to BP at a 1:1 rate.

M.E.G.A. System Online [Free, but optional]
By default, your Biometal is by-and-large non-sentient unless you take this or Biolink Pre-Established, and will just autonomously respond to your will. You can however, have your Biometal have a personality suited to you of choice and be treated as a companion, being nominally based off of a reploid from the time of the previous era. As a companion your Biometal treats your purchases here as perks for themselves, should they gain a form other than their Biometal form. It should be noted that Biometals with personalities are capable of disengaging a Megamerge if they so wish.

Biolink Pre-Established [100 BP]
So you already have someone from another Era to base your biometal off of? This is somewhat unusual, but you may import a companion as a biometal, with the companion in question being locked into their Biometal form for the duration of this jump. They treat purchases in this section as perks they cannot utilize in their Biometal form. They receive 200 CP which they may spend in other sections, and cannot purchase or take origins.

R.O.C.K. ON [100 BP, 200 BP if you have also purchased 'Biolink Pre-Established']
You have another device that allows you to transform upon its use? You may combine it with your Biometal using this, and this will allow you to access the transformations of both items at the same time. Go and live your dreams of Magical Girl Megamen.

Unique Weaponry [100BP- 1 Free]
Halberds, daggers, laser sabers and arm cannons. Each Mega-Man has a unique weapon with it's own strengths and weaknesses, displaying unique traits. Model F's twin knuckle cannons can alter the flight path of their burning bullets, Model P can fire homing kunai and floating, boomerang-effect Shuriken, etcetera. You may also make them pure energy weapons, if you've taken Elemental.

Element [100BP- 1 Free]
Fire, Ice, Lightning... Perhaps somewhat less common things, like Shadow or Light. This grants your Biometal an affinity for that element, imbuing your weaponry with it and allowing you to infuse it into your attacks.

Minor Boon [50 BP]

There are abilities that Biometals grant that do not have immediate combat applications and are not covered under weapons and elements. This is where you can buy abilities such as those. Examples the canon Megamen have are the ability to hover, swim, strength enough to break some walls, an untraceable short-range teleport, enemy health analysis, sensing items of interest in an area, hang on ceilings, sense enemies in an area...

Bio-Organic Interfacing [200 BP]

Wouldn't it be annoying if your unique abilities and skills from other worlds didn't work on things of a mechanical nature? In a world like this, where everyone is at least partly machine, this skill comes in handy. By interfacing with your Biometal, your abilities that can affect organic beings can also affect technology-based life forms- Healing spells will be able to heal androids, necromancy will be able to raise undead zombies, and the like.

Overdrive Invoke System [200BP]

Your biometal possesses a capacity to overclock itself: It pushes the powers of your biometal to their fullest, giving all other Biometal abilities a boost while in use. While using it your biometal will lose energy over time until it runs out and some of your attacks may cause it to drain faster, but it is possible to conserve it through only activating it in quick bursts.

EX Skills [400BP]

Much like Zero, the Legendary Reploid, your skills grow with every foe you defeat- Your Biometal's systems learn from conflict against strong foes, developing new techniques and uses for your existing weaponry, as well as elemental-based attacks. From using the Buster as a source of small stasis fields to charging your sword and body with flame and delivering a powerful rising slash with the burst of force, these skills will always compliment your fighting style.

Skill Absorption System [400BP]

Much like the Megaman X of old, powerful foes you defeat make you grow stronger. Unlike EX Skills, which adapt your baseline capabilities to include elements from those you've defeated, this system instead develops all-new weapons for you to use based on defeated foes.

A-Trans [600BP]

The unique power of Biometal Model A- the power to acquire the genetic and digital data of major foes you defeat and store it within the Biometal as a new form of it's own, letting you fully copy their form and abilities. This requires you defeat them in battle, of course, and the Biometal can only gather data from biological and technological entities, but it is able to perfectly replicate even

something the size of a T-Rex made of metal and anger, so it's really nothing to sneeze at.

==Drawbacks==

Not Of This Time Either [+0]

Ah, so you know her. And she may know you. This drawback toggle makes it so that this jump takes actions you took in the Megaman Zero jump as canon. If at all possible, your in-jump identity will be the same between both jumps, much like those other characters from Zero who managed to live to the time of ZX.

METTAUUUUUUURS [+100]

Those damm robots with their indestructible hats, sitting around staring at you, laughing off your bullets... Wouldn't it be annoying if every enemy had some sort of invulnerable state? Thankfully, this is not that. No, instead, you'll always find these little hard-hatted bastards everywhere you go, including their bigger and beefier miniboss variant, laughing at you from beneath that stupid hat.

Useless Maps And Unmarked Doors [+100]

You'd think this place wasn't designed with people moving throughout the world in mind. You'll find that you get lost annoyingly often. It will take a good amount of frustration to find any new routes to anywhere.

Your Time Is Numbered [+200]

Your origin was made with a time limit in mind. You need to regularly get maintenance from a specific person in order to live, and this person will leverage this position over you in regards to the main plot. You will be made into an agent of this person in the game of destiny if you want to live. This drawback also ensures you will at best be neutral about this person's goals if not opposed to them yourself.

The Power of Hate [+200]

You seem to have a massive capacity for hatred. This might not even be much of a change, and how the hatred manifests in your personality is really up to you. However, this is quite unfortunate when you're dealing with things that can suck the hatred straight out of people, even killing them if they have enough of it. If you were to fight or otherwise bring your hatred to the forefront around an inactive Model W, it will react and tear out a decent chunk of your soul to feed itself to become active. This will hurt like hell and you'll probably wish you were dead after the first time it happens. If you make a repeated habit of hate-fueled conflict around inactive Model Ws, you may just get that wish.

Level 4 Standards [+400]

New Rule: Nothing shy of perfection. Whenever you fight anything that amounts to a boss for you, if you don't beat it while accomplishing some difficult and

designed around your abilities challenge, it will just be restored back and start the fight over again immediately after defeat. The challenge in question will be put into your head whenever the fight begins, so you will know it. Additionally, when this drawback triggers you will be unable to run away from the fight. Don't fail too often, there's no breaks between attempts.

a [+600]

All your powers, all your skills, all the strenght and armory you've accumulated. You'd throw that away for this challenge?

Much like the classic games, you only now have a single-shot Buster pistol and a slide to make your way through this world. This should be a good challenge of your dodging skills.

==Scenario==

=Final Boss Rush=

This scenario alters the events to come so that Serpent, Master Albert, and Master Thomas are working together to attempt to accomplish their goals in sequence; first Serpent, then Albert, then Thomas. With the weight of 2/3rds of the Sage Trinity and Slither Inc working together, the overall difficulty will shoot through the roof. Additionally they are added by a mysterious Megaman Model O who individually surpasses any other Megaman of this world. Additionally, at the culmination of each of their attempts that make up the games, each Final Boss Battle will instead be a Boss Rush of all four of them utilizing the power they've accumulated in the current and prior attempts. Even if they die on attempts before the last, they will come back somehow for these Boss Rushes.

To complete this scenario you must best them yourself, all three times, culminating in a final fight after Advent and killing them and besting O for the third and final time.

For accomplishing this feat, you gain one of two rewards depending on if you kill the Megaman Model O in the final fight.

Rewards:

If you spare the Ultimate Megaman after having bested them three times, they will have developed a strong respect for you as a warrior. They will join you as a companion if you would let them. Their personality is a simple one that enjoys conflict and fighting for the strongest side, and they will use the Model O to fight alongside you as you have proven solidly, you are the strongest side.

If you instead slay the Ultimate Megaman, you gain their Model O for yourself, earning the right to be its biomatch through killing the previous one. Model O has next to no personality, but they boast incredible capabilities in melee and ranged combat. They are able to utilize the Overdrive Invoke System endlessly to imbue any element they wish into their attacks while massively increasing the damage of regular methods of attack, as well as a significant amount of special attacks which all are incredibly damaging.

=Be The Megaman King=

The game of destiny. Albert's little ploy to get Megaman to feed Model Ws. But, you don't care about that. You want to win. And there's one simple way to do that. Kill every Megaman shy of the users of Model W, and best the users of Model W while you're at it. Even if you don't have a Biometal yourself.

It'll not be easy though. The protagonists will skip their learning curves and swiftly be in their prime of skill if you were to exploit their early inexperience, and additionally, you must kill each Megaman personally yourself. No turning them against each other. You must prove yourself the best Megaman of this era.

As a small assurance, if you take this scenario, any Megaman who dies not by your hand will have their Biometal passed on to someone else who will skip learning curves like the protagonists if you were to exploit this.

Your final Megaman you will need to beat is one who almost certainly died shortly after your entry to this world. Girouette, accessing the full strength of Model Z to match the power of Zero's replacement body in its prime, with skill equivalent if not superior.

Survive as the final Megaman save the users of Model W, and you will have one last option.

You may gain any and all canon users of Model W for free as companions, sparing them to serve you as servants to your Megaman King.

Or, you may kill them as well to claim Model W and the Ouroboros for yourself. You can be assured that Model W will work for you and never drain your lifeforce as you use it, as you have proven your right to wield its power. Model W may not be a superior biometal in combat like Model O, however it is incredibly versatile as the original Biometal, performing things such as altering gravity, exert control over others. Additionally, it possesses a strong capability for handling souls and life itself, able to resurrect the dead provided they were imbued with the Biometal before perishing, and its control over souls was what allowed the other Biometals to be made utilizing the souls of the original beings they were based on. Additionally Ouroboros itself is a flying fortress made of Biometal that was in turn made of the remains of a satellite from long ago.

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Notes:

***Genetic Lock Note: This will not alone however make you a Biomatch for the Biometals: Those have qualifiers in addition to genetics and the choice of the sentient metal itself, as even Model Z is not considered a biomatch for the user of Model X despite the genetic lock being the same *and* Model Z being on good terms with them.**

For companion purposes, Master Thomas of the Sage Trinity counts as a Megaman due to him clearly being the final boss of the never-made third game.

Megaman Model O is not a canon character strictly speaking. You cannot purchase them as a companion if you do not take Final Boss Rush. That does not however stop you from creating a companion clearly meant to be Megaman Model O, they will however be limited to what you can purchase here as opposed to the purposely overpowered nature of Model O.