

V 1.1
By Pyroi

The year is 220X. In the 200 years since the legendary Megaman.EXE and his operator Lan Hikari lived, technology has continued to advance. We now live in an age of EM Wave Technology! With the aid of this technology, humanity now grows closer to one another than ever before, forming BrotherBands and exploring the stars beyond...though, not everyone in the stars is as friendly as humanity is, and not every human wishes to join hands with each other in friendship.

Three years ago, the space station “Peace” blew up, taking with it all hands. The ancient people who were able to manipulate EM Waves are on the verge of revival. In the distant reaches of space, a crimson light shines, devouring all that it approaches.

You have **1000 cp** to enjoy this new era with.

Location

Roll 1d8, or pay **50cp** to choose.

1. **Echo Ridge** - Welcome to Electopia, where you're probably going to be spending most of your time. This place was one of the early adopters of EM Wave Technology, and it shows--nearly everywhere is connected by the Wave Road. This little town may not be the most important right now, but it is home to Geo Stelar. If you don't do anything to stop it, he will become the world's savior in a matter of days.
2. **Loch Mess** - In the northern part of Electopia lies Loch Mess. As you might expect from the name, they say that the legendary Messie lives in this lake, and people from all around come to try and get a glimpse of the legendary beastie. Other than that, this place is fairly unremarkable. The local town uses EM Wave Technology to hover above the lake, but that's the only real notable thing about this place.
3. **Whazzap** - In the southern part of Electopia is the village of Whazzap, home to the Whazzap Lines and Whazzap Ruins. Both of these have a strong connection with the ancient civilization of Mu, and the local people hold the ancient civilization in high regards. Be careful--if you were to, say, drop out of the sky, you might be chosen as the herald of Mu by the local shaman.
4. **Alohaha** - The southernmost island of Electopia, Alohaha is a lovely place to vacation. With tropical vistas, an ancient castle, and complete EM Wave support, this place has it all. Why, I even hear in a few months, they may even be bringing in a new island guardian! You won't want to miss that, will you?
5. **Astro Wave** - Quick tip, if you're afraid of heights, don't look down. You're currently in the thermosphere, the best place for international EM Wave transfer. From here, you can reach anywhere...even beyond the planet Earth, if you were willing to travel for a while.
6. **Bermuda Maze** - This is a strange place. A series of Wave Roads seemingly in the middle of the ocean, with no source in sight. You should be able to find the way out relatively easily, considering how space seems to warp in this place, but were you to find your way to the center of the maze...well, you might be able to find something truly extraordinary, and truly, truly dangerous.
7. **Planet FM** - Oh dear, oh dear. You really shouldn't be this far out. This is Planet FM, home to the FM-ians, a race of EM Wave Beings. Unfortunately, as of late, they've become rather imperialistic in their ways, and if you can't stop them, one of them may forcibly bond with you to use as a tool of conquest in their upcoming invasion of Earth.
8. **???** - You find yourself in the Un-Dimension. Normally, you'd need to find a Kamikakushi to even have access to this place, but I'm willing to break the rules a bit here. If you push just a little bit from here, you'll be able to find yourself practically anywhere...but you might want to make sure you know where you're going first.

Species

Your gender is up to you. No one can tell you otherwise.

Human - Ah, humans. Bright, intelligent people who, even now, reach out to the stars in friendship. Not even their setbacks have discouraged them from pushing the boundaries of science as far as they can go. Should you pick this, you'll be relatively mundane, with no real special powers to call your own.

NetNavi - I mean, okay. Though most people no longer use Navis, there are many autonomous Navis that are still in heavy use. You're a digital being, one that tends to be ignored in this age of EM Waves. However, you still have your uses, and even if it's a lot less busy these days, the internet is still there. Maybe you can even find a way to give yourself a physical form!

Murian(200cp) - Okay, here we go. The Murians are the people of the ancient civilization of Mu. Given the power to manipulate and control EM Waves by the Great Being Le Mu, they eventually scattered across the Earth. You, however, hold the power of this civilization in you, granting you the power to see EM Waves without a Visualizer, and if you concentrate enough, perhaps even undergo an EM Wave Change of your own.

EM Wave Being(200cp) - From the AM-ians and FM-ians of space, to the UMAs of Mu, to the Wizards that are about to be born in a scant few months, this world practically revolves around EM Wave Beings. You will become a being made entirely out of EM Waves, existing only in the EM Wave World. However, there is an exception to this--by making a deal with another, such as a human, you can fuse together into a stronger form capable of interacting with both worlds as needed. You can also force this, seizing control of the resulting fusion, but that would result in a much weaker EM Wave Change than normal.

Origin

Drop-in - You enter this world with no baggage whatsoever. Both a good and bad thing--remember, power in this world is derived from friendship...right?

Student - You're a middle school student in this world. While at first this might seem like a bum deal, trust me, middle schoolers seem to be practically pulled into adventure in this world. If you're not a human, though, you may want to figure out a way to put on a human suit, fast.

Scientist - You've dedicated your life to the research and development of EM Wave Technology. While you're not one of the big names in your field, you do have enough respect that you can probably get funding for your wacky projects pretty easily.

Conqueror - This world, so focused on the powers that bonds bring, needs a true ruler, and you are just the person to wear that crown. It shouldn't be too hard to find some cronies and some world-threatening superweapon, they seem to just leave those lying around sometimes.

Perks

Join Hands In BrotherBand(Free) - This world is run off of the power of friendship, so I'll do you a solid. From now on, any time you form a deep, lasting connection with someone, you'll automatically form a BrotherBand with them. This will grant you some amount of Link Power, with deeper connections giving you more reserves. Link Power can be used to give a little extra kick to any of your other abilities, and there are probably other ways to use it directly.

Drop-in:

Spaceman(100cp) - Like the astronauts of WAZA, you've received extensive training for the purposes of going to space. You're in excellent shape, and ready to deal with extreme G-forces. Not only that, but you're ready to deal with zero gravity environments--perfect for if you decide to go out to the Astro Wave.

Sidequester(200cp) - People need help, you know? From now on, you'll be able to tell when someone has a task they need done, and know the exact wording you'll need to use to get it out of them. Not only that, but the sidequests you find will tend to get you something useful in your main quest, in one way or another.

It DOES Matter(400cp) - It appears that something has changed within you. You are now made entirely of Matter Waves, a form of EM Wave that can form tangible objects. If you were an organic, you now can interact with the EM Wave World without the need to EM Wave Change, and vice versa if you weren't. Enjoy your new state of being, I'm sure you'll put it to good use.

Noise Change(600cp) - Oh dear. You appear to have become slightly corrupted by ambient Noise. Let me just fix that, and...there. You now have the ability to perform a Noise Change. As you fight, you'll slowly build up a Noise Gauge as you deal more damage--overkill in the case of most enemies, and just as you hit your bigger targets. At certain thresholds, you'll be able to call upon the power of your friends to gain a form similar to their own, with similar powers. You can also stack a second one on top, allowing you to, say, use the first's fighting style, but with a different element involved. You can also perform a Noise Force Big Bang when you counter your enemies. You could theoretically push this further, but you'd need access to a whole lot of Noise at once, and that's not something you're going to find on Earth.

Student:

Busting Makes Me Feel Good(100cp) - You are an ace virus buster. You know the weaknesses of any virus on sight, though you may not have the materials needed to exploit that at the time. In future jumps, this extends to any basic enemy you see, though boss-level enemies may take a bit of trial and error before you figure their weaknesses out.

Friend Magnet(200cp) - In this world, friendship is a physical force, and you're a god damn lightning rod for it. People who meet you will find you pleasant to be around, and will usually in short order form a BrotherBand with you.

The Ties That Bond(400cp) - Let's kick that Link Power into overdrive, shall we? While a basic BrotherBand provides a little bit of Link Power, with this every full bond you forge will give you a physical boost as well. Each individual one isn't that much, but it'll start to add up quickly. Every 50 BrotherBands you form will be equivalent to your base power before your bonds are added in.

Star Force(600cp) - You've been chosen. One of the three Satellite Admins, the AM-ians responsible for managing EM Waves throughout Earth, has granted you a fragment of their power. Pick one of the following: Pegasus Magic, Leo Kingdom, or Dragon Sky. Now, you can add a fragment of their power onto your own during a fight, granting you elemental attacks, as well as access to a Star Force Big Bang should you counter your enemies with good timing.

Scientist:

Zackipedia(100cp) - Your brain is a cauldron of knowledge, and you want to spread the wealth. You mostly know random trivia, and not actual knowledge, but there is a healthy chunk of wisdom in your brain, and you'll be able to pass most tests you take with only a little bit of studying.

Hacker(200cp) - While it's not as useful as it would have been, say, 200 years ago, hacking is still a useful skill. With this, you'll have the skills needed to properly hack, as well as the ability to create EM Wave viruses. The amount of coding you need to do per virus scales with how strong they are--a Mettenna may take only a few lines, but stronger things take more and more, growing exponentially.

Friendship Warlock(400cp) - You have become a master of the BrotherBand technology so common in this era. With this, you can develop machines that send waves of friendship through the empty void of space, gain energy from bonds with others, and make sure that people can be connected, no matter how far apart they are.

Electromagnetic Genius(600cp) - It's like playing with Lego for you. EM Waves are child's play to your mind, and you can manipulate them in countless ways. Hell, given enough time, you could probably figure out a way to modify an organic person into an EM Wave Being, or even make some sort of hybrid. Do as you want, because the only limit is how much time you're willing to put into it.

Conqueror:

Large And In Charge(100cp) - You are BIG. Physically speaking, I mean. About three times as big as a normal human or virus, I'd say. You have a solid chunk more health than a regular person too, enough to act as, say, a boss at the end of an area?

My Brother's Minder(200cp) - You have a special ability--when you EM Wave Change, you are split into two people, not unlike the case of Gemini Spark. As you can imagine, this greatly increases your fighting power, since there are two of you now. Your attacks will be in sync as you fight, and should one of you be defeated, the other can continue fighting. Returning to normal after your double is defeated will cause you to feel sore, though.

Going Rogue(400cp) - Alright, you've done it now. With the power of little more than your own will, you've learned how to EM Wave Change on your own, without the need for a buddy. In fact, now that you can do this, you can turn another EM Wave Being into a weapon for yourself, changing depending on what kind of being they are.

In The Final(600cp) - Oh, they've really done it now! You gain access to a new form, one where your power skyrockets to, say, that of a final boss, and your size scales to match. Not only that, but you gain the ability to spawn custom-made EM Wave Beings that seek to affirm your will. The only downside is that your new size makes you much less mobile than before, but what does that matter? You can probably beat any little cockroach that tries to come your way, right?

Items

Hunter-VG(Free) - Huh. Didn't think this was supposed to be out yet. This is a wrist-mounted device designed to allow for easy access to the internet and control over EM Wave Technology. It's also got a slot designed to house an EM Wave Being, and though most people would use a Wizard for that purpose, you can just as easily pop an FM-ian or UMA in there. It can also be used to activate various devices remotely.

Drop-in:

Zenny(100cp) - The worldwide currency of this world. You have yourself a wallet filled with one million Zenny, more than enough to make a comfortable living.

Battle Wizard(200cp) - This guy is ahead of their time--a few months, in fact. They're an artificial EM Wave Being designed to your exact specs, and specialized for battle. They can fight on their own, virus busting with relative ease, but their real power comes in when you EM Wave Change with them. They come with their own custom weapon when you transform with them, and are highly compatible with all Battle Cards. Just don't rely on them to google things for you, okay?

Noise Mod Gear(400cp) - What we have here is a pile of cards, each with a number and a suit. You can form a hand with five of these cards. Each card gives you a different ability, with the caveat that if you don't have every card be the same suit, it will cause bugs. The exception

being, of course, if you form poker hands with the cards, in which case the bugs will be negated. In future Jumps, you may even find more of these, with stranger and rarer abilities attached to them.

Planet JM(600cp) - Turns out there was a third planet with EM Wave Beings living on it besides Planet AM and Planet FM. This planet considers you to be its ruler, and is entirely filled with EM Wave Beings. While they don't have anything on the level of Andromeda, it's still an entire planet's worth of symbiotic creatures that are loyal to you, so do with that as you will.

Student:

Battle Card Collection(100cp) - This is a bag filled with all sorts of Battle Cards, tools used to defeat EM Wave Viruses. While there aren't any Mega or Giga Cards in this pack, you've got one of every card other than those.

Ability Wave Collection(200cp) - Another collection, this time of powerful abilities. You can equip as many as you have Link Power for, with your Link Power being determined by the number of BrotherBonds you have. The rarer and stronger the ability waves are, the more Link Power they consume. These can include altering how your Buster behaves to granting you more HP.

Cipher Mail(400cp) - Now this is a neat thing--it's a machine that you can enter a code into! All jokes aside, from this point on in your journey, you'll start to find secret codes hidden about the place, whether it be from doing a sidequest for someone or just looking in the right place. Put the code into this machine, and it'll give you a fun prize. This can range from a super-powerful Battle Card to an Ability Wave to anything in-between!

EM Wave Satellite(600cp) - Ah, so you want to spread this world around. Well, who am I to stop you? This satellite is a replica of one of the three used by the Satellite Admins. At your will, you can have it placed in orbit around a planet, and it will begin to develop an EM Wave World, complete with Hertz and EM Wave Beings based on the world in question. In addition, if you have **Star Force**, your chosen Satellite Admin will be present on board the satellite, should you need any sort of guidance, or if you want to do a bit of sparring.

Scientist:

Visualizer(100cp): This is a pair of orange sunglasses. Popping them on will let you see EM Waves with ease. They're quite stylish to boot.

Info Wizard(200cp) - Now, this is something! This here is a Wizard, the latest in EM Wave Technology. In fact, it's so new, you're a solid couple of months ahead of their official release. This Wizard is designed to your specifications to act as an assistant, and is capable of not just sorting your data, but cross-referencing and forming new conclusions from it. In an emergency,

you could even EM Wave Change with them, but I wouldn't rely on them for that--they're here for info, not for battle.

Blank Cards(400cp) - You have ten Blank Cards in this pack. These are essentially raw potential. You can program these to do practically anything, from accessing discontinued Battle Cards to injecting raw programming straight into EM Waves. You'll want to experiment with all the possibilities to see what you like the most.

OOPArt(600cp) - Ah, what we have here is a rare treat. This here is an Out Of Place Artifact, specifically one used by one of the Lost Tribes of Mu. Pick two of the following: The Sword of Zerker, Stone of Dinosaur, Star of Shinobi, Anchor of Pirate, or Crossbow of Angelus. Just one of them will allow you to Tribe On, creating an alternate form based on one of the Lost Tribes, granting an elemental attack as well as the ability to perform a Link Force Big Bang when you counter an enemy. You can also use two at once, merging their capabilities into a single stronger form...though, it appears as if Tribe King is beyond your limits as of this moment.

Conqueror:

Evil Outfit(100cp) - You're a would-be world conqueror--you better start dressing the part. This outfit is elegant and over-the-top, so you'll always be dressed to a T while you conquer your enemies.

Noise Cards(200cp) - This is a deck of 52 cards. While they might seem like simple cardstock, their true power is seen once jammed into anything EM Wave related. Technology will begin to spark, Mr. Hertz will shut down completely, and EM Wave Beings will gain a massive power boost and go berserk. Should all of the cards be used, you'll receive a new pack in your Warehouse one month later.

Secret Organization(400cp) - What would a conqueror be without a secret, world-spanning organization to call their own? Not a very good conqueror, if you ask me. This organization practically prints money for you, giving you quite a bit of leeway in your schemes, and provides three or four powerful warriors to act as your direct minions. These count as Followers, and will only get stronger when defeated by someone directly opposing you.

Indie Proof(600cp) - This is a dark artifact, are you sure? Well, fine, don't say I didn't warn you. This was created by the lost civilization of Mu, and practically weaponizes the rejection of BrotherBands. By utilizing loneliness and the rejection of interaction with others, the Indie Proof provides a massive power boost, as well as a powerful EM Wave Barrier that actively repulses others. In addition, using the Indie Proof will grant you a weapon of your choice for as long as you maintain the form.

Companions

Brothers(Variable) - Should you already have friends that you wish to bring into this world, I'll cut you a deal. **50cp** for each individual person, or **300cp** for eight. They each get a species, origin, and **600cp** to spend on whatever their little hearts desire.

Bands(100cp) - Ah, find someone you like? Well, pay up, and I can ensure you get a good enough relationship with them that, unless you screw up phenomenally, you should be able to convince them to come along on your journey with you.

Ms. Hurtz(300cp) - The Hertz are the native EM Wave Beings of Earth, having existed in some form or another since the time of Mu. This one seems to have seen some shit, however, at least based on that really cute eyepatch she's wearing and that grumpy, but still super cute expression on her face. She's a skilled combatant, having dedicated her life to saving all those Mr. Hertz who find themselves trapped on the field of battle. Maybe you can finally bring her peace, and let her rest for once in her long, long life. Her EM Wave Change form grants you access to the Hertz Cannon, a weapon that fires Mr. Hertz-shaped bombs at your targets.

Maestro(300cp) - This EM Wave Being is strange. You found them one day when they just happened to smack into you. Ever since, they've stayed with you. They seem to be quite naive about how the world works in some regards, only to surprise you with intimate knowledge of robotics and warfare. They have no memory of what it was like before meeting you, other than a golden eye on a black orb. Their EM Wave Change form grants you access to the Dawnbreaker, an energy weapon that can either fire lances of bizarre energy ahead, or be charged for an area-of-effect ground slam that sends pillars of blue flame high into the air.

Kazuma Hikari(300cp) - This hacker is actually a distant descendant of Lan Hikari himself. He's wanted by the Electopian government for hacking into several secure databases, looking for something. It was actually in one of those databases that he found information on you, and came knocking shortly afterwards. He's a bit rough around the edges, but his heart is in the right place, and he can handle fighting a solid bit above his weight class. Should he EM Wave Change, his form would be similar to a punkish Megaman.EXE, and would have access to the Mega Buster. He would, of course, rely mostly upon his very illegal Wave Command Cards to fight.

Moth(300cp) - This black, moth-shaped UMA from Mu is a strange one. Unlike the rest of the UMAs, they just want to have fun and be friends. Good thing you showed up, eh? They can fly at incredible speeds, their eyes glow, and tends to use these abilities to obtain cheeseburgers. They're also incredibly friendly, trying their best to make friends with everyone who doesn't build bridges. They do not like bridges. Their EM Wave Change form grants you access to the Fear Shotter, which causes anyone who is hit with it to be frozen in fear.

Alpha-Nu(300cp) - Alpha-Nu claims to be an AM-ian, one of only five remaining after the destruction of Planet AM. However, everything about them seems to show that this isn't the

case. They're a little over 200 years old, and their body is made out of materials found only on Earth.Their body is made out of a red jelly-like energy rather than the more electric energy of an AM-ian, and they seem to know just a little too much about how the internet works. Well, whatever the case, they're willing to join up with you. Their EM Wave Change form grants you access to the Devil Hand, which is just a big spiked forearm that you can fire like a rocket punch, or even just, you know, punch regular-style with.

Honey Woman.EXE(300cp) - Found in an abandoned laboratory that got disconnected from the Internet nearly 200 years ago, Honey Woman is a fish out of water. She's in a world where NetNavis are practically a thing of the past, and no one really needs one designed to manage bees anymore. Maybe you can give her a new purpose in life? As befitting her name, she's sugary sweet, but she does pack a mean punch when she needs to. If you were to somehow convert her into a Wizard, her EM Wave Change form would grant you access to the Honey Chaser, a gun that fires homing bees at your enemies.

Drawbacks

Operate Shooting Star(0cp) - Have you adventured with the likes of Lan Hikari and friends before? Well then, with this, I can make a few modifications to the timeline and slot those adventures right into the timeline. Do be warned though--it's been two centuries since that time, and considering how often the Net changed in just that era? It's probably a completely different beast now.

Emotionally Distant(+100cp) - It appears there's been an accident. This accident scarred you emotionally, making you cut yourself off from friends and family alike, and now you just kinda...mope around. With time and patience, you can rebuild these bonds, but for the time being, you're going to have to deal with a hefty case of depression.

Plot Bunnies(+100cp) - So whatever world-threatening thing is happening today? Well, it seems to almost always revolve around you. If you happen to leave your town for the day, just to relax for a bit, at some point, there will be some sort of event happening there. Most of the time, it'll just be a minor inconvenience, but sometimes it'll be a person who EM Wave Changed, and they tend to be a bit more tenacious than a broken down bus.

Bounty(+200cp).- Seems like there's a bounty on your head--8,000,000 Zenny for your capture. A lot of people are going to be chasing that pretty number, and a fair number of them are going to have the ability to EM Wave Change. You'll have to clear your name somehow if you want to live a peaceful life. Or don't, and let everyone come to you, I'm sure that's good fighting practice.

Battle Network(+200cp) - Oh no! It seems the evil Clockman.EXE has kidnapped one of your companions, and not only that, he dragged them back 200 years to the age of the Internet! You're going to need to figure out a way to pursue him back in time and rescue your companion, or else time is going to start getting REAL funky. I'd suggest contacting WAZA, they might have a few leads.

New Game, New Folder(+400cp) - What's that? You've got all these powers and items…well sorry, but they're not compatible with the current forms of EM Wave Technology. For your safety, I'm going to have to confiscate them from you until you leave this world, okay? You'll just have to make do with what you can find here.

In A Mirror, Darkly(+400cp) - Oh no. You've found yourself not in the idyllic future of 220X, but rather the Alternate Future of 220X. Here, when Le Mu awoke, they were unopposed. Eventually, they created a child, the genocidal Apollo Flame. Within a scant few months, life had been eliminated on Earth, and he began to send his soldiers to conquer parallel worlds. Your mission will be to eliminate not only Apollo Flame and his legions, but also to reseal the parallel Le Mu before they can simply create a new Apollo Flame to take his place. Do so, and you'll receive the key to travel to the idyllic future you were promised at the start.

Twin Meteors(+600cp) - Meteor Grave is a terrible thing--less a meteor and more a gas giant made entirely of Noise. Normally, that would be it--but with this, you have a much bigger problem. See, Dealer happened to run across some old data from some organization called "Nebula" and has incorporated Dark Chips into their Noise Cards. This called the alien Duo.EXE back to Earth, just in time for him to be corrupted by Meteor G. Duo and the Crimson Dragon have fused into a single superbeing, bent on purifying Earth by any means necessary. To do this, it has created EM Wave simulacrums of the Lifevirus, Gospel, Alpha, Nebula Grey, Gregar, and Falzar to serve it, and unleashed them upon Earth. You'll need to beat all six of them, as well as handle Dealer, if you want to stop Crimson Duo from destroying Earth--which you do, since Earth's destruction will end your chain. As a prize, however, you'll receive **Meteor Server Access.** This will allow you to Finalize into either Black Ace or Red Joker form at your choice, as well as throwing you a big pile of powerful Battle Cards for your use.

A Sirius Problem(+600cp) - It appears we have a big problem--the Black Hole Server, constructed from the EM Waves given off by Sagittarius A*, has become aware of your presence. It will begin consuming EM Wave Beings and organics alike in its search for you, and should Earth and Planet FM be consumed by it, your chain is over. Your only option is to travel into the server and confront its administrator, Sirius. Unfortunately for you, Sirius seems to have come prepared. He's used data to create Rebuilt versions of your past enemies, each stronger than the last time you fought them. Even worse, Sirius isn't exactly one for negotiations--you're going to have to beat him into submission to get him to listen to you. For your troubles, however, you'll be given the **Black Hole Folder**. While the entire server wouldn't exactly come with you, this is a close second. This folder, which contains about as much data as the entirety of Meteor G, contains countless accounts of cultures throughout the Milky Way. Of course, the most important would be the records of the Lost Tribes of Mu, which when analyzed properly, could allow someone to access Tribe King form, or even begin work on making new OOPArts.

Ending

Your ten years have come to an end, and it's time for you to make your choice.

Honey, I'm Home...I'm Finally Home(Stay) - You've made a home for yourself here, and you don't plan on leaving anytime soon. Take **+1000cp** as a parting gift, and end your journey.

Homesick(Go Home) - You return back to your original world, keeping all your powers, items, and friends.

Rock On, Shooting Star(Continue) - You continue to the next world, but the friends you made along the way will never forget you.

Notes

The OOPArt elements are as follows:

Sword of Zerker: Elec
Stone of Saurian: Fire
Star of Shinobi: Wood
Anchor of Pirate: Aqua
Crossbow of Angelus: Wind

NetNavis are essentially low-class EM Wave Beings in this world. After all, Wi-Fi is just another electromagnetic wave, right? A NetNavi with "It DOES Matter" would be able to manifest in the real world, as if they were possessing a Copybot.

Theoretically, if a NetNavi was converted up into a Wizard, you could EM Wave Change with them, but it would be like trying to send a Pokemon from Pokemon Ruby all the way to Pokemon Sword--a very long process involving several defunct devices and programs. It's possible, though, so go right ahead.

Ms. Hurtz is a pun. https://punstoppable.com/hertz-puns The Hertz Cannon is based on the Omochao Gun from Shadow the Hedgehog. https://sonic.fandom.com/wiki/Omochao_Gun

Maestro is based off of the player character of Megaman 8-Bit Deathmatch, a creation of Ra Moon. https://cutstuff.net/mm8bdm/wiki/index.php?title=Characters#Main_Characters

Kazuma Hikari is based off of the plot of the cancelled Megaman Star Force 4. https://megaman.fandom.com/wiki/Mega_Man_Star_Force_4

Moth is mothman. https://en.wikipedia.org/wiki/Mothman

Alpha-Nu is Alpha, the boss from Megaman Battle Network 3. https://megaman.fandom.com/wiki/Alpha

Honey Woman.EXE is based on a beta design for Hornet Man from Megaman 9.
https://megaman.fandom.com/wiki/Hornet_Man

A BrotherBand isn't just a regular friendship, but a deep friendship. You've got to have an understanding of each other before one can be forged. Once forged, however, you two will be connected, even if you're in different dimensions.

Changelog

V 1.0
- Initial Release

V 1.1
- Clarified some things
- Stylistic changes
- New Companions
- New Perks