Welcome to the World of...



The Maverick Wars have ended.
Cyber-elf technology has been developed through analysing a sleeping Mega Man Zero.
Constructs of pure energy with artificial intelligence, they possess the ability to boost the power of Reploids.
Using this power, Mega Man X has destroyed the Maverick Virus, putting an end to the war and building a city-state known as Neo Arcadia as a haven for all to live in peace.

However, all was not well. A certain meglomaniacal scientist corrupted the Mother of all Cyber-elves and constructed his 'perfect' combat Reploid out of Zero's empty body.
Mega Man Zero was subsequently given a new body and awoken to help in the fight.
Victory was found, yet much was lost.
The land lies barren, nine-tenths of Reploids as well as three-fifths of humans are dead,
and both heroes are sealed away.

Now, a hundred years after Mega Man Zero first slept and was analysed, 'Mega Man X' rules Neo Arcadia.
Reploids live in constant oppression, called 'Maverick' at a whim, the world is in an energy crisis,
and refugees from this terror are killed on sight.

But there is still hope left in the Resistance.
Choose your future wisely, and pick your poison.

+ 1000CP +

v1.1
Jumpchain Compliant

By Reploid & Odama

Image by Reploid

BACKGROUNDS

Your background. Who & what you are, and what you will likely try to do. You may pay 100CP to choose age and gender. Humans roll for actual age, Reploids for apparent age.

WANDERER

AGE 108+16

FREE

You drop into the harsh desert, with no ties, no connections, no enemies, apart from Neo Arcadia troops that might mistake you for a refugee, and no new idiosyncrasies to hinder you. You'll most likely be thought of by the locals as a wanderer, a refugee from Neo Arcadia's iron fisted rule. Maybe they think that you were a Reploid they unfairly accused of being a Maverick, or maybe they think that you were a human someone disliked and decided to term a rebel. At any rate, what matters now is what you do.



RESEARCHER

AGE 308+16

100CP

You're a researcher for an organisation of your choice. Though you're considered to be one of the more prominent researchers out there, there are still a great many things you could learn. Your choice to specialise in Cyberspace and Reploid technology, when coupled with your uncanny ability to see Cyber-elves as a human, has made your services very much in demand during these past few years, giving you many opportunities and opening doors. Who and what will you work for?



RESISTANCE

AGE 208+16

100CP

Maybe you're a Reploid that was deemed a 'Maverick', or maybe you're a human that simply hates Neo Arcadia. Regardless of which, you're now a prominent and well-regarded member of the Resistance, earmarked for high command. For now though, you're content to do grunt work, and perhaps even more with your particular skillset. Your current mission is to locate a legendary hero and bring him back alive. After all, he would be able to help you buy time to make unified, highly trained force out of this.



ARCADIAN

AGE 208+12

100CP

Oh, dear. You wake up in a strange operating theatre strapped to a table. Turns out you're the newest Combat Reploid upgraded by Neo Arcadia's most talented scientists, possibly including a certain banished one. You were nothing special, just a regular Pantheon trooper, but your upgrades now say otherwise. You have an intimidating exterior, specifications most Reploids would kill for, and even a couple of extra tricks up your sleeve. Just be careful, they might've some precautions installed for if you 'betray Neo Arcadia'.



SKILLS & ABILITIES

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

OPPORTUNIST 100CP

Free Wanderer

Being destitute isn't fun at all. You can either live off the land, or you can live smart. Thanks to a combination of luck, experience, and instinct, you seem to always get by. You find a more than what you need to survive in the desert or other inhospitable environments, thanks to your sharp eyes, and you tend to find pleasant jobs wherever you're near civilisation. You won't want for much with this perk.

EQUIPMENT ENGINEER 100CP

Free Researcher

You're good at taking weapons or gear apart and repurposing them, modifying them, or giving them other functions. You could take a basic handgun apart, replace a few parts, slot in a power cell, and end up with a buster in a pistol chassis. You could fashion the broken remains of a saber into a chain, or with time, modify an existing one to have an alternate spear function. Makes for a nice hobby.

COMBAT ANALYSIS 100CP

Free Resistance

Your analytical and multitasking systems have been improved, mainly for combat applications. You can effectively fight while searching for weak points or shoot at targets while chasing someone and calling HQ for backup. In essence, you think faster, and you think more. Perfect for instances where you have to focus on more than just not getting killed.

INTIMIDATION 100CP

Free Arcadian

You are intimidating. There's no question about it. Maybe it's the fact that you're built like a tank, or maybe it's just the aura you tend to give off. Regardless, people are afraid of you, and will tend to do things you ask them to do that they wouldn't otherwise. As long as you leave them alone, you bully. Hell, even your opponents are unnerved by you.

RECLUSE 200CP

Discount Wanderer

It just seems that much harder to find and bother you. Regardless of whether you're great at hiding and drawing attention away from yourself, or you just seem like an uninteresting person, you generally don't get attention when you don't want it. Whenever you want to hide or lie low, you can easily do it, with a reduced risk of getting swept up into the action again. People will tend not to bother you unless they have a very good reason to, and you'll generally stay out of trouble if for some reason you don't want to get into it. Can turn on and off at will.

CYBER COMPETENCIES 200CP

Discount Researcher

You have the equivalent of a bachelor's degree in the field of artificial life. You know quite a bit on how Cyber-elves work as well as the processes involved in creating basic elf models, such as a fairly weak Fusion Nurse. While you also have a bit of knowledge on robotics, and the principles behind Reploid creation, Cyber-elves are still your forte. If you were human, and couldn't see Cyber-elves before, you can see them now. As a bonus, you get along remarkably well with Cyber-elves.

COMBAT AUGMENTS 200CP

Discount Resistance

Well, almost. You might not have a buster like the heroes of old, though you have a dash system, armour plating, and much, much greater agility, mobility and speed. You put Variants to shame, being capable of giving an elite Arcadian trooper a run for his money, but definitely not a Guardian without immense skill in battle. However, with that skill, wall-jumping over blasts and dashing under slashes all while shooting at your foe like the aforementioned heroes of old will just be a drop in the bucket for you. With a good weapon, who knows what you could do?

OVERDRIVE INVOKE SYSTEM 200CP

Discount Arcadian

You have an overdrive function built into your systems. For a short time, you may overclock your systems to send your combat capabilities and energy output through the roof, at the cost of burning through massive amounts of power as well as possibly damaging yourself. While nothing's stopping you from doing that except for self-preservation, most fighters with this function tend to activate them for very, very short periods of time to supercharge an attack of theirs, or allow them to perform said attack. Activating Element Chips, raining down fire, or even putting your self-repair into overdrive are just some examples of what you could do.

SCAVENGER 400CP

Discount Wanderer

You have a knack for integrating junk into your systems or gear and for using them to make field repairs. After all, self-repair systems only go so far. You're good at finding compatible parts and at jerry-rigging them for the above purposes. That buster could replace the rifle in your arm, while that torso could be scavenged from to repair your own. Though these parts might not work fully if faulty, and you can't integrate parts too different from or incompatible with whatever you're integrating it into, this allows for free upgrades and repairs, as well as self-sufficiency. Perfect for long solo assignments or just survival. Waste not, want not.

BORN SCIENTIST 400CP

Discount Researcher

You were genetically modified to be (or are) more than on par with a member of Neo Arcadia's Research and Development branch. Even though that might not be what you do now, you possess an extremely high intellect, coupled with the side-effect of maturing faster. As a result, you have (or had) the capability to become a veritable child prodigy. Though this doesn't grant you any actual knowledge, it grants a lot of ability. Picking up things as complex as Reploid creation becomes child's play to you. Quite literally. No, really, I'd be surprised if you weren't playing with IC chips as a kid when most others were playing with toy trains.

PARAGON 400CP

Discount Resistance

You have the ability to appear as a figure people will look up to and aspire to become. In addition, you know how to lead and inspire respect in others, and find it easy to lead by example. Walking the talk by putting yourself in harm's way for others will be easy for you. People will do as you do, and will do as you say, allowing you to lead from the front with ease. Yes, they will fight to the death for as something as harebrained as leading a small militia to attack Neo Arcadia if you lead them in it. Becoming the leader of an organisation like the Resistance is a very real possibility, so expect to be offered command pretty soon.

ARMED PHENOMENON 400CP

Discount Arcadian

You can transform into a monstrous robotic being, changing into a huge, animalistic vehicle that just so happens to be armed to the teeth and plays to your strengths and specialisations. Whether a plane, a tank, or a submarine, you receive an environment you thrive in in this form. In general, your systems, especially those for weapons, movement and armour, are significantly enhanced in this state. For example, a certain Guardian has missile bays, lightning chains, as well as thrusters capable of generating miniature tornadoes in an armoured and speedy fighter plane-like body. You could say that there's more than meets the eye.

SKILLS & ABILITIES

Buy skills and abilities here. Discounts are 50% off.

SURVIVOR

You could survive a year of fighting in the desert without needing maintenance. Your systems are efficient to a point where it starts to become ridiculous, and you're extremely tough to boot.

As a result of having the right redundant systems, extremely efficient energy consumption, and a tough, environmentally-resistant body, you probably won't need to go to the shop for a very, very long time.

A Pantheon's plasma blasts will barely burn through that thick plating of yours, while surviving the elements and harsh environments becomes something you were meant to do.

Hell, with a little tinkering, you might even be able to survive on solar power alone like the heroes in the legends of old. Something unheard of ever since robots gained sentience.

Nevertheless, you're well-suited to protracted engagements and campaigns, and are almost completely self-sufficient.



600CP

Discount Wanderer

CIEL'S COLLEAGUE

A mysteriously gifted 14 year old girl has taken an interest in you. Perhaps you had worked with her before, had showed promise in the area of science, or had simply sent her an idea.

Either way, she has taken it upon herself to teach you the intricacies of modern technology, in the areas of the applications of Cyber-elves in energy generation, Reploid creation, and perhaps even how to be kind, in the hope that you and her will achieve great things.

Whether you two work together in person, via anonymous correspondence, or anything like that, she seeks to gain your assistance in solving the world's energy crisis, and will provide you with knowledge as well as whatever you two develop while working together in return.

However, once you have learnt what you need to know and you two have solved the energy crisis, she will find a mysterious, sinister metal and will disappear, never to be seen again.



600CP

Discount Researcher

EX SKILLS

Fight better than you should. Learn and imitate attack moves. Gain skill in combat beyond your wildest dreams. All this and more is possible here.

Your fighting skills are improved greatly, allowing you to take on opponents that would otherwise greatly outclass you and come out on top. If the battle's easy enough, you can also watch your opponents, learn how they fight, collect data, and imitate some of their best moves with your own capabilities and gear. While you often can't mimic the huge amounts of power or the huge scale some moves have, split shots, rising saber slashes, and the like can be gained from this, and only grow stronger with any elemental affinities.

Bear in mind that you can learn as many as you can, and are only restricted by mundane memory, muscle memory, as well as your own capabilities. After all, a single buster can only be modified to fire no more than a few different kinds of shots.

More importantly, you gain immense skill in melee weapons, perhaps even enough to give a certain long-haired legendary Reploid a run for his money.



600CP

Discount Resistance

FIFTH GUARDIAN

Regardless of what you were before, you receive a huge upgrade from your benefactor(s) now to emulate a Guardian, one of Neo Arcadia's famed generals built off the soul of Mega Man X.

You are now an even more weaponised version of yourself (which may or may not be animalistic in nature), gaining a special inbuilt weapon, a strong elemental affinity, and greatly increased combat specifications, including strength, durability, and speed, from what you have now.

Said special weapon might be a missile launcher in your chest, elemental sabers that pose as talons, a homing fireball launcher, or something more to your tastes, whether they be exotic or mundane. You have a specific theme behind this form, and are specialised towards a form of combat of your choice.

In addition, you get an alternate form based off the Eight Gentle Judges that you can assume at will, where all your abilities are hidden. Said alternate form is that of an ordinary, unassuming civilian Reploid, though what you hide tells a different story.

Truly an impressive specimen.



600CP

Discount Arcadian

GEAR

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

WARNING

This program gives your systems or sufficiently technologically advanced gear with displays the capability to display a warning before a fight with an exceptionally tough enemy by your standards. Said warning appears as a capitalised 'warning' in orange font accompanied with a three-boop alarm sound. Though it may not be particularly helpful, it's certainly a neat thing to have. Can be turned on and off.

FREE

MMZ COLLECTION

You receive a crate. Inside said crate are... Plushies. Tons and tons of plushies of different Megaman Zero characters. On the bottom of the massive pile of plushies, comics and DVDs though, is a Nintendo 3DS XL and a copy of the Mega Man Zero Collection, featuring all four games of the Mega Man Zero series. Though this is great fun, I'm sure the meta knowledge will help too. In addition, you get the equivalent for both the Classic and X series on top of this five years in. Have fun.

Free Wanderer

100CP

SATELLITE NURSE

Ordinarily, Cyber-elves perish when used, as they fuse with the user to work. However, Satellite-elves instead follow the user, and do not perish when used. This Satellite Nurse elf closely resembles, but isn't as potent as, a certain elf named Passy, and also does not die after healing Reploids or bringing them back from stasis. Instead, this particular elf needs to be fed E-Crystals, or rest for a day or so to recover. Would make for an excellent gift to a certain 14-year-old girl this elf resembles.

Free Researcher

100CP

BUSTER SHOT GUN

This buster can fire about three bolts of plasma before having to cool off for a split-second. Though it doesn't possess a charge function like some of the newer weapons, it makes up for it by having the ability to fire regular pistol rounds when the power cell or in it is swapped for a magazine of pistol rounds. Rumour has it that you could use a chargeable beam saber as a power cell to give it a charge function...

Free Resistance

100CP

ELEMENTAL CHIP

Elemental chips, when installed into you or a set of armour (a glove works too) you're wearing, grant the weapons you hold some elemental affinity to either fire, ice, or electricity. While these chips require you to charge the weapon, go into overdrive, or use a special technique like an EX Skill to make the attack elemental, the results are worth it. Comes with one chip for fire, ice or electricity. You choose. Can be bought multiple times for the other elements, but only one chip can be installed at a time.

1 Purchase Free Arcadian

100CP

ARMOUR PLATING

This suit of armour or set of armour plating was built for humans or non-combatant Reploids to fulfill combat roles without being squashed like a bug under a Pantheon Warrior's fist. While this grants a sizeable boost in durability, allowing you to tank a barrage or two of plasma bolts from a squad of Pantheons, this set of armour doesn't hamper your movement at all, and with a few upgrades, might even boost it.

Free Wanderer

100CP

PANTHEON BLUEPRINT

Pantheons are, like all other Reploids, based off Mega Man X. However, these are instead direct copies, mass-produced and degraded. Though they lack both sentience and the power of combat Reploids, they still form a major part of Neo Arcadia's attack forces due to their comparatively low production costs, production time, and energy usage. In addition, their customisability sees them used for many roles. You get a set of blueprints for the base model and a few other models as well.

Free Researcher

200CP

SUB TANK

You can store Life Energy in here, and use it for a quick pick-me-up in and out of a battle. Empty those capsules you find in the field into this, and save the added health for a rainy day. Very, very rare, and hard to find. You won't find this in any shop here. Essential for success if you ever intend to get into a tangle with one of Neo Arcadia's animalistic combat model elite, known as Mutos Reploids, or even the Four Guardians themselves.

200CP

RESISTANCE TRAILER

This huge trailer truck comprises of three connected high-tech box trucks. While the first, larger truck contains a laboratory and a command center with the latest systems, the other two detachable trucks simply provide (very comfortable) housing space for a small platoon of men. The laboratory's pretty sophisticated, while the command center's fit for a force commander, and is even Transerver-compatible. Perfect for when you need an independent mobile fighting force.

200CP

ZERO KNUCKLE

This chip was meant to be embedded into a gauntlet. It features ridiculously powerful magnets, as well as an energy emitter for when you need to disable technology with an electromagnetic pulse, power a weapon you may or may not have ripped off for a short period of time, or simply add more oomph into your punches. Ripping bits and pieces such as weapons off enemies is much easier now, and the resulting energy burst on contact will likely fry said enemy's systems in the process. This chip packs a punch.

200CP

CRAFT CANNON

This huge cannon has a few different functions. Though the massive retractable and launchable sawtooth bayonet, the slow, tracking rockets it is capable of firing, and the missile pods on the side compartments are all very appealing, the main laser still takes the cake. Said laser, which can be fired at varying levels of power, is powerful enough to have recoil that can make you hover when fired straight down and can rip through Pantheons at the lower settings. Just one problem. It's very heavy. You won't be carrying this in a backpack anytime soon.

200CP

CROIRE PROTOTYPE

This prototype Satellite Elf can copy the abilities of up to three ordinary Satellite Cyber-elves of similar or lesser strength, though it can only copy the abilities of one Animal, one Nurse, and one Hacker elf at a time, and can only be upgraded to copy better Cyber-elves thrice. As a result, stronger Cyber-elves are generally beyond its copying ability, but even then, being able to get increased weapon damage, an orbiting sentry gun, and Life Energy capsules every now and then is pretty great.

Discount Resistance

400CP

SHINING WEAPON

The Ten Shining Weapons are weapons that were made for the best Maverick Hunters during the Maverick Wars. You have the tenth. This weapon of your choice is very powerful, being a match for the Four Guardians' Shining Weapons, but not the X-Buster or Z-Saber. You can choose the weapon type and its gimmick, like having a shuriken that breaks into four kunai and can be stood on to fly. If you had fought in the Maverick Wars, this can be one of your old Hunter weapons, but upgraded.

Discount Arcadian

400CP

TRANSERVER PLANS

You receive blueprints for Transervers and their supporting networks. These have medbays and repair bays installed, can back up data, and teleport you to other Transervers within the same teleportation network up to a continent away, though one Transerver can only be calibrated to teleport about a dozen different people. Though Transerver Network hubs to bypass these are possible, it will create a huge strain on your network. Whatever you do, don't overload the network. While fixing one is a pain, coming out in bits and pieces is an even bigger one.

400CP

Z-SABER

Though this only comes in the ubitiquous Mega Man Zero variant, this particular version comes with modifications to take on other forms to perform other functions and can be charged. This weapon can be mounted on your wrist, spinning around to form a bladed shield or extending its hilt to make spear. It incorporates Mega Buster Mk17 (read: charging) technology, allowing charging for a more powerful slash. In all, this is a very powerful weapon, cleaving through 300mm of reinforced steel in a single slash easily and putting lightsabers to shame. The best you can get.

500CP

COMPANION IMPORTS

Buy a little boost for those who accompany you along your long journey, or simply spend some CP on connections. Each option can only be purchased once.

CYBER-SATELLITES 100CP

With this option, you can turn up to eight companions into Cyber-elves. Said elves are of the Satellite type, only two can be active at once. While they do not retain their powers in this form, they can only be seen by cyborgs or Reploids, and are intangible. They can, however, possess an attack, a weak passive boost, or heal you every now and then. Switching to altforms from this and vice-versa isn't possible but they can take or exit this form when you enter a world. Good for companion survival in tough worlds.



ASSISTANT 200CP

You receive an assistant. Whether said assistant is a regular old lab assistant or a glorified weapon cleaner and grease monkey is all up to you. Regardless, this companion gains a background in Reploid repair and maintenance while being competent enough to either jury-rig parts effectively with Scavenger, or modify weapons with ease and understand a little of the science of Cyber-elves and Reploid creation with Equipment Engineer and Cyber Competencies. Can be bought twice, unlike the others.



ALPHA 300CP

A war machine straight from a laboratory has taken a liking to you. You don't know who built your companion here, and you do hope that it wasn't a certain exiled scientist, but one thing is clear. This companion's specs are top notch, especially in said companion's Punishment Form. When coupled with the Overdrive Invoke System it has, this companion is on par with one of Neo Arcadia's elite Mutos Reploid commanders. Enjoy having a very strong personal sidekick or bodyguard.



BROTHERS IN ARMS 400CP

A unified, well-trained fighting force can accomplish so much, and you and your companions would be the prime example of one. Up to eight of your companions receive Combat Augmentation, and receive a Buster Shot Gun with a regular pistol magazine instead of a power cell. Whether you help the Resistance, Neo Arcadia, or simply strike out on your own, you can be assured that you and your companions will thrive even in these tough times with the help of each other.



DRAWBACKS

Pick up to two of these to gain more points.

100CP

RACIST REPLOID

Look at those nasty Reploids/humans, always guzzling up our energy. Have you seen the reserves we have left? It's high time we start to deal with it. You have distinct views on Reploids or humans, depending on what you are. Though these won't ordinarily come up or impact your life significantly, expect for social interactions to go bust and for the odd decision backfiring on you. Hard. Just, please, try not to cause an entire rebellion, will you?

REPAIRS REQUIRED

The desert is harsh. So is nearly everywhere else in this world. You bear the signs of someone who's spent lots of time in it. Cracked armour, broken weaponry, and exposed circuitry all show your trials and tribulations. Let's hope your brain is still okay, though you should get to the nearest hospital. After all, you probably need a complete rebuild and overhaul. And even then, you will never be the same again. Better get friendly with the staff there at the shop.

ENERGY LEAK

Energy bleeds off you. Ordinarily, this would just be a minor inconvenience, making you go to the charging station more often, but this is not so here. In this day and age, where energy is in short supply, a trip to the charging station can cost you a pretty penny. Let's hope you're useful enough to your bosses to justify the added expense. You wouldn't want to be decommissioned as a 'Maverick', would you?

200CP

MERCY INVULNERABILITY

Oh dear. Every enemy you encounter gets Mercy Invulnerability, and every hit you take knocks you back a metre or two. Yes, even if said attack wouldn't hurt them or you at all. Say goodbye to any chance of landing multi-hit attacks or combos, and try not to get into an area with lots of pits and spikes. At least those damned bat mechaniloids from the Maverick Wars have been decommissioned and discontinued. Right?

GOD COMPLEX

You've always known that you were something greater. Something greater than these petty fools. Though your mind is mostly your own, you cannot seem to get rid of the feeling that you should make everyone bow down to you. After all, you are the Messiah, and you will not be stopped.

PAUSE BUTTON

Your circuits tend to cease functioning, leaving you helpless and motionless every now and then. Don't worry, this normally won't happen during important moments. It's almost as if you were in a game, with a greasy neckbeard controlling the pause button, except that everyone else keeps moving when you're paused. On the upside, you normally won't be paused in something important like, say, a boss fight. Probably.

300CP

HIBERNATION SICKNESS

Being held in stasis for a long time tends to leave people with amnesia. Whether this is true of you or not, you bear the symptoms of one. You remember nothing of your old life. Not your name, not your friends, and definitely not your gear and abilities. You won't be achieving total recall either during the ten years here. All you have is your muscle memory, the mementos you have, and the friends you've brought along. If you have them, that is.

CHEAP FAKE

There is someone in your original body right now, with all your powers and capabilities, who seeks your death. You, on the other hand, are in a mere copy. You're noticeably weaker than before, though the original probably doesn't know how to use all your tricks as well as you do, and lacks your skill. As there is only room for one of you, if you're still alive, you regain your original body at the end of the ten years, though you may not bring the copy body along.

BOSS RUSH

Someone out there enjoys making you run the gauntlet. Though any enemy encounters you may face are significantly increased in difficulty, the real kicker comes with their bosses. Who never seem to die. Any fight with one boss ends up in fights where even eight or more at a time come for you. Expect to go through battles where bosses keep coming, followed by the big boss himself. Such enemies will find you and come back again, stronger and smarter each time until they threaten or counter you.

FUTURE

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

MAN OR MACHINE

MAN

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

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

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

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

Regain your humanity and embrace yourself as you are.

MACHINE

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

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

You now have two layers. With and without any armour you may have. If you have no inbuilt armour, this point is moot.

An endo job is not needed for you to blend in in this era, though you do receive a few touch-ups free of charge to hide any discrepancies.

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

BEAM OUT STAY HERE CONTINUE ON

BEAM OUT

You can go back to your original world.

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

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

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

STAY HERE

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

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

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

CONTINUE ON

Continue the JUMPCHAIN.

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

Entertain me.

NOTES

- If human, skills and abilities that are upgrades to the Reploids body manifest as implants or gear, your choice. These can be converted to nanites post-jump if you have the necessary technology.
- You may very well find Ciel again, but not until you complete ZX.
- This is your last chance to get a Z-Saber. The MMX version can be modified to gain the same functions though.
- Cyber-elves are sentient computer programs created with pure energy. They start out as small blobs of light, but grow and evolve into more advanced forms upon feeding them E-Crystals (Energen Crystals, or in other words, a power source in this world).
- They gain their abilities through affecting Cyberspace, a parallel world similar to the Real World, but where everything in the Real World exists as some sort of program. Through changing the programs, they change the world. Though the portal to Cyberspace opens in Mega Man Zero 3 (and closes shortly after), you may never enter. Cyber-elves cannot affect a human directly, but if you are, they can affect you.
- Cyber-elves are mainly divided into Fusion and Satellite elves. Fusion elves fuse with a Reploid and die afterwards when used, but Satellite elves follow the Reploid around and do not die when used. As a result, Fusion elves often offer more potent abilities as they use up all their power at once, and only two Satellite elves can be active at any one time.
- Elf subtypes include Animal, Nurse, and Hacker elves. Animal elves provide direct combat support, buffing the Reploid or following the user around in battle. Nurse elves restore or amplify the user's Life Energy. Hacker elves can make very small changes to the surrounding world, such as increasing the power of your weapons. Beware though, too many changes, and you may or may not end up tearing a hole in reality. Due to your nature as a jumper, and therefore not possessing a corresponding program in Cyberspace due to extra-world data, using any of the more potent elves (especially Hacker elves, but you can assume Croire Prototype's upper limits are examples of the most powerful elves you can use without dying), such as Metoras, Kynite or Hanmargo will spell your doom. On the bright side, Cyber-elves can affect you if you're human due to your benefactor's influence, and will work in other worlds and times where Cyberspace is absent too.
- For jumping purposes, we shall take multipliers such as 'doubles your health' gained from certain Cyber-elves as taking into account only perks and upgrades gained from the Megaman universes. Thus, that upgraded-with-adamantium set of Reploid armour only doubles durability gained from the Chassis upgrades and in-universe tech upgrades, and doesn't double the durability gained from adamantium.
- All Cyber-elves you buy count as companions. Those you create, or obtain in-world require a pod.
- You can buy more than one companion option for a companion, but only one import option will apply.
- In case it wasn't clear, you start out just before Megaman Zero begins

