

Megaman Legends Version 0.9

In a world, covered by endless water, you find yourself being Inserted. This is a post-apocalypse world where humanity lives mainly on scattered islands. They end up having to go exploring ruins of the ancient times to find new parts and power-sources, leading to the rise of the Diggers who are either employed by corporations or self funded to go do just that.

Its not all fun and games, there are pirates and bandits lurking in the shadows, and there are hostile robots in the ruins (called Reaverbots), and they come in a plethora of styles and danger levels. Whether you choose to replace any of the main characters, support them, oppose them, choose to go exploring, or just have a beach party for a decade, this world is your to explore and experience.

Digger (Drop-In):

In this world of eternal oceans, *someone* needs to find the Refractors and parts needed to keep things running, and that someone is *you*. It's your job, even if it means you have to brave uncertain buildings, possible traps, structural damage, and the often murderous ancient machines called Reaverbots. Whether you do this out of a sense of duty, a need for adventure, or simply because you can make boatloads of money if you live long enough, welcome to the ranks of the Diggers, and get ready for adventure, Jumper.

You Insert anywhere in this world of your choice, after the *Flutter* crashes in the opening scene of *Legends 1*.

Perks:

As a **Digger**, you receive the 100 CP Perk for free, and gain a 50% discount on all the others.

Combat Roll 100 CP: You have an instinctive ability to dodge attacks, sending yourself hurtling to one side. While you are tumbling you are unable to be targeted *directly*, but things like explosions, coherent beams of energy, and all other forms of area of effect attacks can still strike you. Requires a three second cool down before it can be used again.

Climb, Kick, and Hoist 200 CP: You have fingers of iron, allowing you to cling to the smallest protrusions and grip the tiniest of cracks so long as you are alive and awake. You posses a leg that can knock a man-sized attacker on their rump, and an arm that can lift said attacker harmlessly over-head and hurl them away.

Expert Digger 400 CP: Being a Digger can be a dangerous business for the unprepared; you've got the close quarters, the questionable air, all the dust, darkness, traps, structural failures, getting lost, and that's without counting all the types of Reaverbots you have to contend with! You are now quite proficient at handling all of

that, possessing all the skills of a Grade S Digger! You are capable of recognizing traps of all types, letting you go around, harmlessly trigger, or disarm them with ease. You have a 'mental map', that allows you to retrace your steps, no matter how far you've gone, or what has been done to obscure your trail or confuse you. Finally, you have a minor precognitive gift, letting you sense flaws in the attack patterns of Reaverbots and other mechanical foes, so long as they are in a radius of around 100 feet from you.

Heart of a Hero 600 CP: Does Might makes Right? *Wrong!* **Right** makes **Might!** When you are defending the innocent or thwarting evil, you find yourself acting more effectively. While this is in effect, you multiply any and all stats, abilities, powers, and damage dealt by 10 fold. Whenever you engage in personal dealings with others, you have an instinctive sense as to whether or not someone is telling the truth, and how much they can be trusted. Finally, so long as you *are* acting to help people, the general public will acknowledge that and grant you the respect you deserve for your actions. Your enhanced abilities and stats will never go out of control, you will always be able to use them with the same skill, competence, and efficiency as the unboosted *base* abilities and stats.

***Boosted:** Juggernaut of Justice: Your combat multiplier is no longer limited to merely 10x. That is now the *permanent* base level of your abilities, with *no effective upper limit* when being boosted. The more evil and vile the enemy, and the longer you are fighting them, the higher this Perk will enhance you, with no point of diminishing returns or cut off point.

Items:

As a **Digger**, you receive the 100 CP Item for free, and gain a 50% discount on all the others.

Basic Mega Buster 100 CP: Your basic, run of the mill, Mega Buster; this model comes with the default single-shot mode, and a fully-automatic mode. Without any of the the enhancements that outside parts offer you, it is decidedly pathetic in terms of stopping power, reach, rate of fire, and sustainability, so be ready to upgrade or replace this. This Mega Buster can be switched to any of your limbs at will without negatively affecting its, or your, basic capabilities.

Mega-Adapter Plug 200 CP: This adaptor slots into your Buster, and grants you the ability to use *five* enhancement slots instead of *two*, and grants you the *full* selection of all Buster Parts from *Legends 1 & 2*, minus the **Buster Max** part.

Pair of Equipables 400 CP: Each purchase grants you two of the following:

1. Helmet: Automatically filters out any contaminants in the air you breath (water is included in the contaminants list, turning it into breathable air, does *not* work in a vacuum), reduces all forms of damage from head-strikes to 10%, and doesn't impinge on any of your senses while worn. Comes with a default Azure and Sky-Blue color scheme, but that can be changed at will.

2. Omega Chest-piece: Reduces all forms of damage you take by 80%, and prevents you from becoming stunned, frozen, or set on fire. Comes with a default Azure and Sky-Blue color scheme, but that can be changed at will.
3. Ultra Jet-Skates: Impressive boots that allow you to use hover skates to improve your land based movement, which automatically convert to doing the same when submerged, they completely negate dangerous amounts of heat and electricity they come in contact with, and cannot slip or skid on surfaces unless you wish to. Comes with a default Azure and Sky-Blue color scheme, but that can be changed at will.
4. Jump Springs Omega: Special leg-pieces that allow you to jump *onto* the roof of a five story building from a standing stop, and completely negates *all* fall damage for you and everyone/thing you might be carrying. Comes with a default Azure and Sky-Blue color scheme, but that can be changed at will.
5. Hyper Unit: A special shield belt that grants you to total invincibility for up to 90 seconds and completely restores all expended weapon energy/ammo. Automatically restores itself after a full week has passed.
6. Energy Canteen: Comes with 25 units worth of energy within it. Each unit can be used to restore 5% health/functionality to anything that has this sprinkled on/drinks. Not only used for health/physical damage, but also ammo, fuel, magical power, psychic energies, and anything else you can think of. This can be taken multiple times, with each selection of this adding an additional 25 units to the canteen each time.

Special Weapons Stash 600 CP: You gain every Special Weapon from both *Mega Man Legends 1 & 2*, all with infinite energy *and* the ability to fire while moving. If there are two versions of the same weapon, you get *both* versions. These Special Weapons will need upgrading, so better hope you have a Spotter Car or Scientist around to help with that. These Special Weapons can be deployed from any limb at will, and you can use 2 simultaneously.

Support:

The Diggers are important, no one denies that, but it's their supporting Spotters that will as often as not enable them to come home. From detecting enemies and traps before they can engage their partner, to finding hidden rooms, to creating new gear and maintaining the old, the Support crew now has you to help tighten the slack.

You Insert anywhere in this world, after the *Flutter* crashes in the opening scene of *Legends 1* **or** after the opening scene of the *Misadventures of Tronne Bonne*.

Perks:

As a **Support**, you receive the 100 CP Perk for free, and gain a 50% discount on all the others.

Energy Charge 100 CP: Once per day for every purchase of this Perk, you can completely restore the health and energy of any person while also removing any status ailments. All uses are regained when you complete a full nights sleep.

A Sultan on the Scanners 200 CP: You are a prodigy, a virtuoso, a *maestro* with communications and scanning equipment. You know all the ways to make scans of things, how to differentiate even the slightest changes, to log and filter everything within range. If something *can* be picked up with equipment you are using, it will be *picked* up. You can make/receive contact from anyone within range of your equipment with no chance of it being deflected, jammed, intercepted, spoofed, or detected if you do not allow it.

Land, Sea, Air Expert Pilot 400 CP: Now, any vehicle or mount you are placed in command of, you can control and move with expert skill and the maximum amount of grace possible. You can push them to their absolute limit continuously, and never run the risk of damaging them; for you the 'red-line' doesn't exist.

E-eee! 600 CP: Once per Jump, or decade if that comes first, you can send your mind back in time to *any* point in the Jump and retain all your memories, experience, and learned skills. This is *guaranteed* to remove any form of status debuff, possession, and all mental/spiritual/soul damage.

*Boosted: Peripheral Memory Storage System: You can flawlessly copy your skills and memories into other people over the course of ten minutes, *if* you have their permission. These skills and memories are maintained or lost as normal for each person.

Items:

As a **Support**, you receive the 100 CP Item for free, and gain a 50% discount on all the others.

Scanners and Comms 100 CP: A backpack-sized, fine-tuned set of electronic scanners and communicators, capable of reaching out to 20 miles with ease. This can be imported into the Spotter's Van at no cost, or into any other vehicle or property once per Jump, or decade if that comes first. At base power, this will be identical to what Roll has in the Spotters Van or the Flutter in the first *Legends* game; installing them in each would see a X5 and X10 range multiplier, respectively.

R&D Workshop 200 CP: Maybe its the fung-shui, but being in this room *really* helps to increase your creative juices, streamlining your ability to come up with and refine ideas. This won't give you ideas you wouldn't have come up with, just increases the speed in which you get to the end point. Anything built in here uses 10% less material and is done in 1/3 the time. Can be inserted into any property at the beginning of a Jump.

Spotter's Van 400 CP: This large van is stuffed *full* of mechanical repair equipment, recharging ports, radio communications, plus radar, sonar, thermal, and laser scanning equipment. It is large enough to comfortably fit two adult people (*and* a perpetually

dancing monkey) inside it, can drive at highway speeds forever, never needs refueling, is durable enough to take several direct hits from a battle tank, cannot be stolen by any means, can be summoned by an included walkie-talkie, and is able to auto-drive itself to 24 programmable locations.

Alternatively, this can be a boat up to the size of a commercial fishing trawler that maintains all the other abilities.

The Flutter 600 CP: This aerial-beauty is designed for agility, speed, and precision in flight. Unlike other, more *massive* vehicles, the Flutter is designed not for straight up combat, but for accessing remote locations and rapid travel. She has three double-sized bedrooms, two bathrooms, an engine room, a cargo hold, a kitchen, a common living area, a workroom, and a flight deck. She can fly at 500 mph forever without needing any fuel or maintenance, can nearly reach low orbit (but cannot actually *leave* the atmosphere by herself), can be summoned by an included walkie-talkie (can be combined with the walkie-talkie for the Spotter's Van if you have that), and has a highly resilient hull. She doesn't come *with* any weapons, but you will find that any defensive abilities and armor installed will become self repairing and automatically replenish themselves overnight. Her default appearance is that of a flying mechanical sunfish, though you can change that to any other ship you own if you so wish.

Scientist:

You, either through natural talent or intense study, have in depth knowledge on how the machinery in this world functions and how to manipulate it. You aren't simply limited to reproducing a few limited designs, or making tiny improvements, you are able to potentially create entirely new designs and make massive improvements if given sufficient resources and time.

You Insert anywhere in this world, after the *Flutter* crashes in the opening scene of *Legends 1*, **or** when Barrel Casket finds the infant that will be known as Mega Man Volnutt.

Perks:

As a **Scientist**, you receive the 100 CP Perk for free, and gain a 50% discount on all the others.

Item Recycler 100 CP: You know how to use bits and bobs of what others would dismiss as junk, to make your dreams come to life. Roller-skates and a toy hover-craft could combine into Jet Boots, a flashlight, a crystal, and toy sword might be turned into a laser sword, an old schematic and a rusty pipe becomes a rocket launcher. There are now few limits to what you can make, so long as you have the determination, imagination, time, and raw materials.

Item Improver 200 CP: Things are *never* 'perfect', there are *always* improvements that could be made, excess that could be trimmed, savings that can be managed, if you just take the time to *try*. Now, you can substitute the act of paying money instead of time and effort, in order to instantly improve anything of yours with no upper limit. Do note

that the more times you have *improved* a specific feature of a specific item, the more *expensive* the next improvement will be. It would not be unreasonable to see a 5x improvement on a specific item, when paying 10x the base cost.

Refractor Mastery 400 CP: You know all the ins and outs of the local technology, enough to be considered an innovator by local standards. Each purchase of this allows you to gain ONE of the Following specializations; if you purchase more than one, they synergise with each other, the whole becoming greater than the sum of its parts.

1. Mass Production: You know that power comes from two areas, rapidly creating large numbers of units and producing massive stockpile of components quickly. You can create units that tend to have greater offensive and defensive power upon creation, but suffer from difficulties in installing upgrades and/or retrofitting.
2. Macro-Scale Construction: Need a three story robot? Two days to build if you have all the parts, *three* if you need to do custom work and/or go scrounging. The bigger you make things, the more resilient and powerful they become; for you, the Square-Cube Law is a non-factor in any of your works.
3. Modularity Maestro: You find it is best to be a generalist who can gain situational superiority, you can swap pieces out quickly to ensure maximum effectiveness in any situation. Your creations have a lower starting point in terms of capability, durability, and power, but can be rapidly upgraded to an extreme degree.
4. Miniaturization Master: You are capable of minimizing components to 1/10th their normal size while still retaining full functionality. The more time, effort, and materials you put into your work, the farther you can push this.
5. Apocalypse Proofing: Time now has no hold on your creations, they will be as effective upon first activation as they will be in ten billion years. Normal wear-and-tear and operating damage now no longer accumulate; intentional sabotage, combat damage and the like will still accumulate though, so be careful.
6. Meat Modification: You are an expert in designing, implanting, and removing cybernetics and/or bionics in people. You can tell at a glance how to enhance a subject to the maximum their body will allow, and there is never any chance of infection, rejection, or any other type of problems from any enhancement you perform on someone. If you find a baseline human, you would be able to improve them up to the level of a Carbon with issue. After this Jump, you can quickly gain similar skill level in other forms of enhancing people (Garrick and Danner Formulas in **DC**, Super Soldier Serum and Spider Powers in **Marvel**, etc).
7. Universal Compatibility: Its so annoying when you have two broken things, and can see how to scavenge the pieces to make a whole useful thing, but the parts just won't cooperate with you. Now, any thing you buy with CP, design (entirely or in part), or personally build, will always be perfectly compatible with anything else that shares any one of those three designators.

Scientists can make as many purchases of this at a Discounts that they wish to.

Scientific Genius 600 CP: There are NO secrets from you, at least in science. Now, when you find or discover new technology, techniques, or fields of science, you can swiftly become one of its leading minds with contemptuous ease and ludicrous speed. Any technology, techniques, or fields of science you learn in this way becomes a specialization for you as if it was a choice in Refractor Mastery you had taken. You are well on your way to becoming a true omni-disciplinary scientist with the purchase of this Perk.

***Boosted:** Collaborative Genius: You have all the skills needed to forge a coalition of intellectuals, focused on achieving a specific goal. So long as that goal is being worked towards, everyone will be willing to out aside any quarrels, disagreements, grudges, and/or vendettas until the project is completed. During this project, everyone involved will be able to use any knowledge, skills, Perks, and/Items that all the others possess without issue. Depending on how you play things, you can even get people to bury the hatchet and be civil to one another afterwards.

Scientist Items:

As a **Scientist**, you receive the 100 CP Item for free, and gain a 50% discount on all the others.

Assorted Tools 100 CP: Everything you would ever need to work with any form of machine or computer. No spare parts, but plenty of tape, screws, and lubricant. If lost, damaged, or stolen, they will be restored the next time you sleep.

Spare Parts and Crystals 200 CP: A nightly regenerating five-foot-cube crate of assorted spare parts of the local technology. The more commonly used the components are, the more of them you'll find in the crate, though there will always be one or two relatively 'rare' pieces in there. Comes with a Special Item-style Blue, Red, and Yellow Refractor each Jump (or every decade, whichever comes first) for your use.

Technology Scanner 400 CP: A very powerful but short range scanner (200 feet), that by default is a pair of glasses, but can be changed to incorporate any form of headgear or handheld scanner you wish. Each time you use this on new machinery or technology, you will gain a detailed breakdown of how it works, how to build it, and what weaknesses it might have. The more complex, powerful, and rare the target is, the longer it takes to completely scan. So long as you are in *this* Jump, it automatically grants a full breakdown once you beat an enemy, collect a part, or fix something.

Customized Manufactory 600 CP: This series of machines and computers is the ideal tool in manufacturing; while you are within the Manufactory, they have access to of all your magical and scientific knowledge, copies of all crafting and building Perks and Items, they can always work at least 10 times faster than you at your peak, and they cannot make mistakes or flawed products. All you have to do is fill the materials hopper, select how much you want of each design, and press the 'Start' button. Can be inserted

onto any property you have or use as a Warehouse add-on. *Once* per Jump, or decade if that comes first, you may duplicate any Fiat backed Item you have, so long as the item being duplicated is not larger than the *Gesselcraft*.

Scalawag:

Whether you are one of the Bonnes, working with Glyde and Greed, assisting Klaymoor and Bola, or are operating on your own, you are a less-than legally employed individual. You could be someone who robs from people, a scam artist, a bounty-hunter, an assassin, or something else, but you and the law are not friends and you tend to view 'Might makes right' as the basis of how the world works.

You Insert during the opening scene of *Misadventures of Tronne Bonne*, just after Tiesel and Bon have been abducted by Glyde.

Perks:

As a **Scalawag**, you receive the 100 CP Perk for free, and gain a 50% discount on all the others.

Babuuu! 100 CP: You can communicate in gibberish noises (up to 4 syllables max), and do so quite fluently. While doing so, only those you wish to will be able to understand you; this ability works verbally, in writing, and through gestures and body-language.

*This understanding can be retroactively revoked or invoked at will (universally or selectively) with a second purchase.

Friendly, Fiendish Family 200 CP: You might be pirates, but you aren't *barbarians*. Now, so long as you avoid doing direct harm to people while committing crimes, people will still think somewhat fondly of you. Rob someone at gunpoint, they make excuses for your 'unfortunate circumstances', steal a painting and they fondly say that you're a 'rascalion', destroy a beloved landmark during a bank robber would bring "maybe its time to update the area". The threat of and *harmless* demonstration of force is one thing, actually *using* it on people is another; directly harming people sees the revocation of this perk's effects and its nullification until the beginning of the next Jump.

Persistent Pirates 400 CP: You just don't know when to give up, do you? This Perk has two functions; the first is that you have a moderate amount of Plot Armor during fights and battles, that bends chance slightly to help ensure that you survive and stay un-incarcerated. The second function is to maximize your ability to construct counters to all known abilities that a foe has demonstrated, granting you (hopefully) the ability to win a rematch.

Anti-Authority Scheming 600 CP: Anytime you take action against an established, recognized authority, you find your (and your allies) abilities explosively growing to allow you to counter the authorities' strengths. Your weapons counter their defenses, your armor trumps their attacks, you are able to avoid being trapped while launching your own ambushes with ease. So long as the authority is functional and recognized by their own people, *you* always have the advantage over them. The only downsides are, these

advantages have no effect against non-government affiliated individuals, and you can only target *one* authority at a time.

***Boosted: Right of Conquest:** When you not only take land and property, but manage to keep it for 5 years, this Perk will override and overwrite all laws, rules, rulers, precedents, and all other authority, putting *you* in charge. The people become enthusiastic followers, eager to follow where you lead, and believers in what you proclaim. Land, property, and people claimed in this way can be taken with you when the Jump is over, gaining Fiat backing in the process.

Items:

As a **Scalawag**, you receive the 100 CP Item for free, and gain a 50% discount on all the others.

Robo-Skull Motif Kit 100 CP: The classic 'edgy bad guy in a kids show' emblem, you now have a kit that can apply a symbol of your choice to everything you own, build, and/or control, *without* impairing its ability to function. No one else can replicate, fake, or spoof this symbol in an attempt to frame you. At the beginning of each Jump, you can alter the design and have all marked items change their design/colors to match.

*The kit will let you make engravings, as well as apply enamel, gilding, and paint to the item in question, plus any other form of marking that cannot weaken the item.

Off the books contacts 200 CP: Never be unable to shift loot again! This is a contact number you can call, and get in touch with a friendly, trustworthy, and utterly scrupulous Black Market dealer. They will buy anything *with value* you want to sell, for the best possible price for you; they are able to get their hands on various bits of military- and hospital- grade hardware, albeit for a hefty price. Fair warning, nothing they sell you will be considered Fiat backed on their own, so buyer beware.

Gustaff 400 CP: Is this a giant suit of power armor, or is it a tiny mecha? Whatever, its a suit thats strong enough to rip up trees and hoist shipping containers of *gold* over it own head with one hand. Any hand held weapon, integrated weapons, and internal powered abilities you have are amplified by 5x at minimum while you are using this. Never runs out of power, always repairs itself over night, comes in the paint job of your choice, includes the equivalent of the Robo-Skull Motif on its chest-piece and backplate, and has a scaled up Mega Buster.

*On purchase, or with an additional 100 CP, grants you one choice from the following list:

1. Hard Armor: Reduces all damage taken by 3/4.
2. Bonne Bazooka: A heavy duty, high damage, close range energy-grenade launcher. Will not and cannot kill someone unless you specifically wish to.
3. Gatling Buster: High-Speed, low damage, and low-spread energy gun. Will not and cannot kill someone unless you specifically wish to.
4. Energy Tank x2: Each Energy Tank can completely repair and restore the Gustaff to pristine condition. Each Tank will automatically engage in

succession if the Gustaff is lethally damaged. There are no limits in the amount of these Energy Tanks you can have.

5. Superior Servbot Squad: You gain 7 additional Servbots', all with 4 Attack, 4 Speed, and 4 Brains, with 0 Sloth, and your choice of special abilities so long as one is a Sniper.

Geselcraft 600 CP: This looks like the lovechild of a green blimp and a robot-whale, but is a powerful force if used properly. It has a flying speed of 200 mph, three powerful turret-mounted cannons on each side, four heavy machine-guns on the wings, a bomb-bay/loading hatch, a series of homing missile launchers, a replenishing swarm of 12 smaller fighters (drahks) as escorts, a homing energy launcher in the prow, and massive, thick, armor-plating. Comes with a full crew of Serve-Bot Followers, and can accommodate up to 200 additional passengers beyond that.

Bureaucratic Model Jumper:

Jumper Exclusive:

You are one of the advanced Reaverbots chosen by the Mother System to keep the numbers of the Carbons under control in your area of control. You have broad discretionary powers over the actions and dispersal of any of the lesser Reaverbots under your control, and the methods you use in keeping the Carbons within reasonable numbers.

You Insert anywhere in this world, after the *Flutter* crashes in the opening scene of *Legends 1*.

Perks:

Jumper Exclusive:

As a **Bureaucratic Model**, you receive the 100 CP Perks for free, and gain a 50% discount on all the others.

Detachable Limbs 100 CP: You are able to remove your limbs, and remotely pilot them. While there is no upper limit to the distance they can go, it is advised to keep them within your line of sight, or you might lose control over them. If they get destroyed, they will regenerate over the course of 2 weeks, starting with the hands and fingers.

Dedicated, Detached, and Logical 100 CP: You are optimized to ensure your operations run smoothly and without interruptions. This Perk will allow you to turn off your emotional responses to obstacles and interference, and focus exclusively on the task at hand; make sure to turn them back on at some point, or you run the risk of becoming an emotionless automaton.

Advanced Refractor Mastery 200 CP: For each purchase of this Perk, you gain ONE of the following:

1. Advanced Stealth Systems: Anything you buy with CP or build, can now become undetectable by any means to anyone or anything (other than you) if you so wish. You are so good at this, that you can also ensure that the *absence* of space isn't able to be detected either, and that environmental effects do not hamper the Stealth abilities. This Stealth ability will also apply to anything *within* or *carried* by the item in question.
2. Terraforming: You know in detail, how not only to change the biosphere of a planet, but also alter the weather patterns, reshape the landmasses, and alter the continental plates, including every single type of machinery needed to manage that. The only things you *cannot* build on your own, are the organic components, and the land/air/water. Can be altered in use to clean and decontaminate areas instead of terraforming them.
3. Advanced Repair Technical Systems: When you build or create something, you can grant it the ability to rapidly repair itself. So long as the item or property in question isn't completely destroyed (85%+ rendered down to the molecular or atomic levels), it will be back to fully functional 'like-new' condition within an hour.
4. Exotic Effects Implementation: Any item you create can now have odd, unusual, and special additional properties to them. You could create bullets that set their target on fire, floor tiles that electrify anything touching them, laser and plasma guns that shoot homing blasts, energy weapons that drain the targets energy, and armor plating that inflict freezing cold on contact just for a start. The more time and effort you put into this, the more powerful and varied effects you can discover.
5. Programmer Supreme: When it comes to computer programming, you have few equals and *no* betters. You can always identify weaknesses in any code and software you encounter, know how the hardware can be compromised, discover where any backdoors and exploits are, and can create sane, stable, and loyal A.I.'s with little effort.
6. Pico-Technician: You know how to work with machines far beyond the mere *microscopic* scale, helping you to get more effect for less effort. You can create everything from nanoscale medical bots, to nano-disassemblers, to nano-printers. All you need is the time, tools, and material to make your dreams come true.
7. Durable Construction: You can ensure sections of anything you create are impervious to *specific* forces. Make armor plating immune to kinetic impacts, rubber immune to heat, ceramics impervious to radiation, steel ignore electricity. There must, however, *always* be some form of weak-spot that could be accessed by the enemy when you use this.
8. Teleportation System: You can build a platform to instantly teleport any target, and send it anywhere within an area the size of the Continental United States. After use, it takes a few seconds to recharge the system; the farther you travel, the longer the recharge. You *can* chain multiple platforms together, if you are willing to build and maintain them. This selection must be taken twice to purchase.

High-Intensity Energy Projectors 200 CP: You can emit from your hands a rainbow beam of multiple energy types all blended together into one devastating blast. This blast can strike a single target multiple times, knock them down on a direct hit, and hit multiple other targets behind the first one. You can use this as often as you like, with no drawbacks to you.

Technopathy 400 CP: You are able to interface with electronics and computers using only your mind. You start with a radius of 1 mile, and will expand with use to no upper limit. While your mind is synched with the computer, you can issue commands, check and change code as if you have Admin authority, copy and/or transfer data, and can use the computers CPU to think with instead of your own brain (IF you want, and IF the CPU is faster). Fully functional and aware Artificial Intelligences *can* be interfaced with in this manner, and their code read, but you *cannot* alter anything without their permission. Your brain and mind are protected from any malicious code, memetic hazards, possession, or anything that might harm you while you are using your Technopathy, so no need to fear that.

Refractor Shaper 400 CP: Trying to polish or cut a Refractor (whole or Shard) is a very *dangerous* proposition, at least for other people. You, on the other hand, are capable of doing so without worrying about causing an explosion, sending out pulses of radiation, or releasing persistent storms of electricity. Any shape you can think of, you can shape a Refractor into. Need a Refractor lens for a laser weapon? Easy. Pyramid for an experimental engine? Done. You *cannot*, however, form the Refractor into anything that has *moving parts*, its a single solid piece or nothing.

Managing the Flock 600 CP: You are quite adept at managing those you are responsible for. You can anticipate their wants, needs, and desires for months, sometimes years in advance. You know all of the ways to convince them to follow your rules, how to phrase things so they don't suspect anything is wrong, how to deflect or bury any suspicions that might arise, and how to keep those you manage and outsiders alike ignorant of your actions and intentions. You know *just* the right ways to keep them fat, happy, and docile while you accomplish what you want while they are distracted.

Multi-Tasking Master 600 CP: As a Reaverbot designed for micro-managing an island, you are responsible for a plethora of equally important things, as such you *cannot* afford to focus on one while ignoring or delaying work on others. Now, you can form 20 thoughts at once, and you can apply the full force of your mind to each one without loss of efficiency or competence. While you use this, you are subconsciously expanding your own skill with it, meaning the more you use this, the more times you can split your focus. Doing so consistently for a full year would see your thought-paths not only double, but do so each year you use this without limit.

Items:
Jumper Exclusive:

As a **Bureaucratic Model**, you receive the 100 CP Items for free, and gain a 50% discount on all the others.

Electro-Trap 100 CP: Anytime you are threatened while within any property you own, you can deploy these four pillars to surround your attacker. When activated, they will capture the attacker in bolts of electricity and keep them locked in place. While this will never be *lethal* unless you so wish it, it will be *agonizing* for anyone so caught in this. This can be deactivated and retracted by you at any time, can only deploy one Electro-Trap per purchase at a time.

Robot-Ruckus Room 100 CP: A large auditorium sized room of your design, capable of withstanding any damage done to it, with doors that only you can unlock. Basically, a boss room for you to have fights in without collateral damage. Comes with its own intense boss music that plays constantly in the background.

Mandatory Bureaucratic Body 200 CP: A body dedicated specifically towards longevity and swift thinking. While you inhabit this body, you do not suffer the ill-effects of age and think at the same speed as a supercomputer. By default it has a human upper body, with a bell-like pelvis and lower body, but this can be changed at the beginning of each Jump. You can add this as either an Alt-Form after this Jump, or incorporate these abilities into your Body-Mod.

Personal Praetorian Guard 200 CP: You have your own detachment of up to 100 Reaverbots, chosen from all of the non-boss types, all of them under your exclusive control and authority. Any lost units will be replaced after 7 days have passed, and will be in pristine condition.

Ex Nihilo Aliquid 400 CP: This mammoth machine holds the secret of how the Reaverbots can stay at the same number of units (or even *increase* them) in perpetuity, despite the actions of Police, Diggers, and Pirates. They get *rebuilt*, by this unit or identical copies. Feed them enough power, select the unit and/or materials required, and the machine will convert the energy into matter (printed at the *atomic* level) of the desired specifications. Any machine created by this can be programmed to your specifications during the creation process. While you *can* use this to make organic matter, it is considered to be dead and cannot be raised as an undead OR serve as organ transplants. You can create a rectangular pillar up to 10 kilometers long, and 1 kilometer wide and high with this.

Mandatory Designated Area of Operation 400 CP: An island roughly 300 square miles. Comes with a nice selection of ruins within it, several Sub-Gates, a Main Gate, and a thriving population of peaceful, and unarmed, Carbons. Starts at roughly the same size and development as Kattleox Island in *Legends 1* when purchased, or it can be Kattleox if you so wish. Multiple purchases either add another Island, or doubles the base size of an existing Island.

Combat Chassis 600 CP: This 25 foot tall combat form is designed for slaughtering your enemies, and preventing them from doing the same to you. Its capable of causing explosions with each swing of its arms, sending out damaging shockwaves from itself, moving at high speeds, and resisting all forms of damage dealt to it (ignore 80% of all damage this body receives). You can instantly transfer your mind between this body and your Bureaucratic Body at will. You can, if you so choose, apply any and all selections you purchased from Refractor Mastery and Advanced Refractor Mastery Perks to this body before deploying it for the first time each Jump. It is *very* receptive to new weaponry and armor being added to it, and will actively work to integrate them into itself.

[EDEN Systems] Ready 600 CP: A legion of 1 Million First-Class Purifier Reaverbots that can be dropped anywhere within 500 miles of your position at anytime. Guaranteed able to eventually kill anything *not* protected by Fiat backing. Can only be called down once per Jump, or decade if that comes first, and will target one type of life-form or threat you designate. Anytime one Purifier is damaged/destroyed, the delivery system will immediately spawn another, and update *all* the Purifiers to be immune to that type of damage (includes being sent into different universes/timelines/dimensions, atomization, petrification, and anything else not covered). Their weapons will similarly automatically-update their effectiveness to defeat the targets defenses. Finally, these units have the Fiat backed ability to permanently kill *anything*, regardless of what their target is. These units *do not care* about collateral damage, only the end results, so take care that when deploying them you don't create worse problems for yourself.

Mandatory Drawback: Servant of the Mother System 600 CP (Does not count towards Drawback limit); You are the designated Administrator of a chunk of this planet, and you are *required* to fulfill your duties to the Mother System. The main duty is to oversee the numbers of Carbon Lifeforms (a.k.a. humans) in your area of operations, and periodically prune them back to 'acceptable levels' in terms of numbers and technology. You will be required to serve in this capacity for a *minimum* of 500 years, but the manner you go about achieving it is up to you; install yourself as a benevolent dictator, be the power behind the throne as an 'advisor', kill off all the Carbons in your area and prevent any future infestations, its all up to you. If you do a bad job of this, then the Mother Systems will take over your body and work through you to do the job 'properly', causing a Jump fail and sending you home.

Generic Items:

You may have *either* a Stipend of 800 CP to spend in this section only, *or* Discounts on any two Items from Backgrounds you didn't choose.

Mega Man Merchandise Mogul 50 CP: When this Jump is completed you gain a store, it can be an attachment to your Warehouse or inserted into any Jump. From this store, anyone will be able to purchase and sell any form of Mega Man product (official *and* unofficial) that has ever existed, including televisions, gaming systems, walkthroughs, and cosplay outfits. Any form of merchandise that features a Mega Man character or product as a cameo, reference, or lore will also be included in this.

+100 CP: You now have all the software and hardware used to create the games, plus sound manipulation software to grant you the voices for all the characters, and finally, the rights to create your own merchandise and products of any and all varieties in perpetuity across all Jumps.

Big Pile of Zenny 100 CP: Each purchase grants you of 250,000 zenny in small Refractor shards each year. Whether you spend this, save it, or use this to power your various items is up to you.

Junk Shop 100 CP: A small 'mom & pop' store, crammed full of interesting and (possibly) useful items. You, as the owner, get not only a 20% discount on everything you buy, but you also collect a modest amount of profit every month. Contains not only a variable assortment of second hand technology, but all the Buster Parts, Armor, and Items sold by the canon Junk Shops.

Expanded Inventory 200 CP: The Junk Shop now sells all the various found, scrounged, won, or reward items that go into making the various Special Weapons, Special Items, and Buster Parts. Obviously, the more powerful and useful the end *result* is, the more expensive the *parts* will be.

Personal Ruins 100 CP: Each purchase grants you a doorway that will let you duplicate any Dungeon, Ruin, or Gate from any of the games. These Ruins, Gates, or Dungeons contain all the Reaverbots and Zenny within them, and both respawn when all people have left them, but not any found/scavenged items. These Ruins, Gates, or Dungeons do *not* connect with one another *unless* you buy up the other connected Ruins, Gates, or Dungeons as well. Do note that this does provide any actually inhabitable *land* housing, or work areas, just a copy of a specific enemy filled area, and is *not* intended for habitation, storage, physical training, a workshop, or anything else along those lines.

Refractor Tech Primer (Variable) CP: Upon purchase of each level, you gain it and all the previous levels of Primer. These Primers can be created at will and distributed as you see fit. The skills and knowledge gained from any of these Tech Primer can then be taught as if it were any other normal skill.

50 CP Tech Primer: You can create a Tech Primer that anyone can use, and do so at will. Fully reading this 200 page Tech Primer grants a solid understanding of how to operate and maintain *civilian* level Refractor Technology (car, landline telephone, personal computer, stove, oven, microwave, lights, etc.), you can even build your own if you have the time and parts.

100 CP Tech Primer: Any user can now understand, build, and operate any of this settings medical and industrial technology, if they have the materials and time.

200 CP Tech Primer: Any user can now understand, build, and operate any of this settings military technology, if they have the materials and time.

Refractor Consolidator 300 CP: Need a large Refractor, but don't have one? Just slide enough smaller ones into this large, sea-chest sized metal box, use the dial to select the

size desired, and push the button! Out will pop a Refractor of a larger size! The only limitations to this is you need to insert 5x the output worth of smaller Refractors, and you cannot go larger than the Blue Refractor you find in the Prologue of MML1.

Crystal Cutter 300 CP: Have a Refractor *too large* for specific power needs? Slap it into this large, sea-chest sized metal box, use the dial to select the size desired, and push the button! It will shatter and reform the larger Refractor into smaller Refractor(s) of the selected size. Unfortunately, you do lose roughly 10% of the value from doing this. You can purchase both the Refractor Consolidator and the Crystal Cutter, for 400 CP as a single unit.

Refractor Breeder 600 CP: Also known as 'the Mother-Load'. Instead of having to go digging up all those Refractors, and running afoul of traps, Reaverbots, lack of maintenance, and unhygienic conditions, why don't you just *make* them? With this 20 foot cube, you can pour seawater in one end, add power until you get the size Refractor you want, then pull the ejection lever (requires you to continuously provide 10x the power output for each Refractor). Can make Refractors in five sizes, a *Blue Refractor* takes one month to make, a *Yellow Refractor* takes three months, a *Red Refractor* takes six months, a *Rainbow Refractor* (from the *Legend's 1* Main Gate) takes two years, and the *Golden Shard* (From Misadventures of Tronn Bonne) takes five years.

*For an additional un-discounted 300 CP, you gain the plans needed to build more Fiat-Backed Refractor Breeders. Each Refractor Breeder will take one week to build if you have the materials on hand, 3-4 times as long if you have to build all the components from scratch.

Generic Perks: You may have *either* a Stipend of 800 CP to spend in this section only, *or* Discounts on any two Perks from Backgrounds you didn't choose.

Loot Drops (Variable): For *this Jump only*, you gain the 0 CP level for free. You keep the highest level Loot Drop you purchase, without needing to buy each level.

0 CP: Any enemy you defeat will drop Refractor Shards and (occasionally) Life/Weapon Cubes, the more powerful the enemy means more and better dropped items.

50 CP: You can take the 0 CP level Loot Drops with you to other Jumps.

100 CP: Your Loot Drops now release twice as many Refractor Shards and Life/Weapon Cubes.

200 CP: When defeated, your enemies leave behind Refractor Shards one size larger than they would normally, and 3x times as many. You will also frequently find components being dropped by the enemy as well, ranging from the commonplace to somewhat rare availability.

300 CP: You now only get Loot Drops of only the two highest Refractor Shard sizes dropped by enemies, 4x as many of them, and you will often times find undamaged rare components in the Loot Drops as well.

In Jumps without Refractors, use whatever the local currency is.

Legendary Aesthetics 0 CP: You can apply the looks of this Jump to yourself, or any Item, Companion, Property, or anything you create.

Combat Competence 0/100/200 CP: You have the basic skills necessary to use the local weaponry at above average effectiveness. You have the skills of the average police officer.

100 CP: you gain the equivalent of a SWAT team member's combat skills, definitely above what even a competent civilian could manage, but not up to full on field battles.

200 CP: you gain the combat skills of an elite fighting force, like the Navy SEALs, the British SAS, or anything Australian.

+100 CP: You can train others up to your level of competence.

Built Tonka Tough 0/100/200 CP: People in this universe are just flat out stronger and tougher than the average human, and now so are you. Your physical durability increases three fold, and your strength is doubled. This is free for this Jump.

For an additional 100 CP, you can carry this increase onto new Jumps, with this Perk affecting any 'Peak Human' equivalent Perk or ability.

For an additional 200 CP, you can have the 100 CP version, but be five times as durable and three times as strong as a Peak Human.

Phased-Friendly Fire 100/200/300 CP:

100 CP: Any attack you make can now no longer harm any allied, friendly, or non-aggressive target. Those who are not your target *won't* be damaged, but they *will* feel all the pain your attack would normally cause, and cause the attack to cease where it strikes them.

200 CP: Same as the previous option, except now those who are not your target feel no pain when struck, only pressure and a 'pins-and-needles' tingling sensation.

300 CP: Same as the previous option, only now the attack can phase through those *not* your target to strike what *is* your target. Fire indiscriminately, and only damage those deserving of your wrath!

Knowledge of the Ancients Tongue 200 CP: In this Jump there are two languages, the Common tongue is automatically learned no matter *which* background you take, and the Ancients Tongue. All the Ancient Ruins, computers, and technology is programmed in the Ancients Tongue, and it is not normally possible to learn this in-Jump by any means. With this, you are perfectly fluent in the Ancients Tongue, being able to read, write, speak, and understand it like a native. To anyone else, this is a dead-language, a code that is forever indecipherable, unless someone with this Perk *specifically* chooses to teach them.

Carbons, 0/200 CP: (Mandatory for all those *not* **Bureaucratic Model**) Are you a human with metal parts, or are you a robot with meaty bits? Whatever, now you can flawlessly add mechanical *or* organic components to yourself (and others if you have sufficient knowledge). These new parts will keep all their *old* capabilities and functions

(including senses), on top of whatever *new* capabilities and functions they grant you. These parts can even be inherited by any children you have later, if you so wish. This is free for this Jump, but costs 200 CP to keep afterwards.

Lock-On 200 CP: You've learned an essential skill in this world, how to Circle-and-Strafe, the ultimate strategy for all this world's combat problems! Your Lock-On can even be specifically targeted, letting you select the individual or specific *part* of that individual you wish to strike; it is also capable of leading the target, but you need to have your feet firmly planted for that to work.

Loyalty to the Master 400 CP: You are an enigma, Jumper, and a fulcrum that can move the world. People who are antagonistic towards are unable to get a proper read on how you will react, and you can ignore, defy, and break any prophecy, destiny, and/or fate in whole or in part. At the beginning of each Jump, or decade if that comes first, you can set a goal to work towards. While working on achieving that goal, you find that your actions have a broader reach and deeper impact than would normally be the case, allowing you to create large scale changes with relatively little effort on your part. Both of these effects can be shared with anyone who is willing to work for you and accept your orders. **This also acts as a Capstone Booster.**

Companions:

Ultra Individual 200 CP: A highly skilled, but humble Digger, they have chosen to follow where you lead in search of adventure, excitement, exploration, and possibly a share of the treasures. Comes with 800 CP to spend in the **Digger** Background.

Mini Mecha Monkey (Various) CP: Info is his name, dancing is his game! Comes with 800 CP to spend in the **Support** Background.

Tumble 200 CP: Roll expy . Comes with 800 CP to spend in the **Scientist** Background, and any two choices of Refractor Mastery.

Enthusiastic Servitors 100 CP: These enthusiastic but childlike robots, 40 in all, now consider you their parent, and desire nothing more than to see you happy and successful. You can choose to have Servbots or Birdbots; the first are generally more competent in general, but the second are capable of self propelled flight. Just... don't expect *too* much out of them, okay?

Plucky Plunderer Princess 300 CP: The middle child of the Fibula Family. Comes with 800 CP to spend in the **Scalawag**, and any two choices of Refractor Mastery.

Import Companion 200 CP: You can import up to 8 Companions and grant them 800 CP to spend on any Perks or Items they wish, but they do NOT gain the Stipends for Generic Perks or Items.

Drawbacks:

You can take up to 2,000 CP in Drawbacks

Clanky Footsteps 100 CP: Your feet now go 'clunk clunk clunk' when you walk. Hope you like echoing clanking on every step you take.

Unfortunate Voice 100 CP: You have a way of speaking that really gets on everyone's nerves, maybe you're high pitched, maybe its childlike, or you just sound like you're mumbling all the time. Whatever the reason, nobody is willing to listen to you for very long.

More Reaverbots 100 CP: There are *far* more enemies in the various dungeons than there normally would be, and not always of the type that 'should' be there. Always expect the unexpected when it comes to the Reaverbots locations, numbers, and models when going exploring.

Fewer Shards 100 CP: Oof, when it comes to drops from defeated enemies, boy are you unlucky. Now, enemies will drop Shards one size smaller than normal, and far fewer Health and Weapon Cubes. *Does not affect money found in hidden areas, given as a reward, or from winning games*

Critically Low +200 CP: Now enemies will drop half the numbers of Shards as normal and *never* any Health and Weapon Cubes.

Inflated Prices 200 CP: Everything that you spend zenny for (armor and weapon upgrades, Buster Parts, rebuilding the town, upgrading the Flutter, etc.), now costs 25% more than its base price for *each* purchase of this Drawback.

Moderate Claustrophobia 200 CP: You are uncomfortable in hallways and small rooms, but only if you are in them for long periods of time. Passing through them quickly will present no problem, so long as the way out is kept both clear *and* obvious. Being in one for more than 15-20 minutes will lead you to becoming increasingly jittery, paranoid, and mentally unbalanced. Takes about an hour in an 'acceptable' space to calm you down.

Major Claustrophobia +300 CP: Now, you cannot stand to be within any close space for more than a few seconds, otherwise you start panicking and trying to force a way out. If you are unlucky enough, you could resort to lethal force on anyone in your way, regardless of who they are, as all that matters is you getting O-U-T. Will take several days for you to recover, within a psychiatric care facility.

Letter-less & Unnumbered 200 CP: You are completely unable to read any form of writing, you can recognize symbols and colors just fine, but words are just meaningless scribbles. Compounding your problems, you can only count up to ten with difficulty. Anything past ten is 'many', and even counting up to ten is likely to give you a headache. No amount of education, raw intelligence, tutoring, or Perks can fix these insolvable problems until the beginning of the next Jump.

Red Hatch, what is it for? 200 CP: You have a brightly colored mechanical component, for no discernible reason. As if that wasn't irritating enough, people will keep badgering you about it, and won't be happy with any answer you give.

Basic Buster 200 CP Per choice:

Damage: You cannot increase your Mega Buster's Damage rating, no matter what Parts you equip, nor what Out-of-Jump abilities, skills, techniques, technology, or anything else you apply to it.

Range: You cannot increase your Mega Buster's Range rating, no matter what Parts you equip, nor what Out-of-Jump abilities, skills, techniques, technology, or anything else you apply to it.

Energy: You cannot increase your Mega Buster's Energy rating, no matter what Parts you equip, nor what Out-of-Jump abilities, skills, techniques, technology, or anything else you apply to it.

Rapid: You cannot increase your Mega Buster's Rapid rating, no matter what Parts you equip, nor what Out-of-Jump abilities, skills, techniques, technology, or anything else you apply to it.

Waaa-aaagh! Its a DOG! 200 CP: What did you *do*, Jumper? One type of common animal now absolutely *hates* you and refuses to tolerate you. At best, expect them to snarl and engage in threat posturing, at worst they will attempt to *kill* you. Unfortunately, no one else seems to think that it's the animals fault and instead always choose to blame you, claiming that you must have 'done something' to upset the poor beastly.

Limited Audio 200 CP: The music, sound effects, and voice work gets *very* repetitive, *very* quickly. Expect to hear the same dozen or so sounds, a handful of boring songs, and pointlessly repetitive voice clips all on a random shuffle.

Graduate of the Tiesel Bonne School of Money Mismanagement 200 CP: You have a terrible tendency to mismanage money, leading to you investing poorly, buying snake-oil, being deceived by obvious conmen and blatant charlatans, as well as being prone to going heavily into debt. So long as you don't go taking out loans from mobsters or the like, you should be able to eke out enough zenny to live a frugal life.

Status Effects everywhere 200 CP: Expect at the least opportune moments for enemies to begin electrifying flooring to slow you down, setting you on fire to deal damage over time, hitting you with anti-weapon energy to drain your Special Weapon and Buster energies, spray oil slicks to hamper your movement ability, and more. None of these are lethal in and of themselves, but they are an annoying and distracting pain in the posterior.

+200 CP: the items and abilities that would grant you immunity have been removed, and the curative items have been brutally winnowed down. Hope your good at dodging, Jumper, you'll need to be.

Junk Hoarder 200 CP: You keep finding things that *seem* like they could be *really* useful, in the right circumstances. The problem is, those circumstances will

never come while you have those items on you, so expect to habitually carry around a bunch of 'useful items' that will never see use.

Hey, Hippopotamus! 300 CP: Everyone thinks your name is something embarrassing, humiliating, or belittling; not only that, but they will *refuse* to refer to you as anything else. Hope you can keep your temper.

Disaster Magnet 300 CP: Around you, things just...go wrong for no discernible reason. Expect fires to start when you try and make a pizza, the bank to be robbed when you go in, pirates to strike whatever island your at. You will not only *live* in interesting times, those interesting times stalk you and break into your house to have a chat with you.

Tank Controls 300 CP: You fond yourself able only to move in a straight-line, forwards/backwards and left/right. You *cannot* move in a diagonal or circle, you must first turn in place and *then* move in the new direction. Going anywhere takes time, precision, and planning, better get practicing. Hope you don't get too frustrated, especially while in combat.

Pincher Hands 300 CP: You have the claw hands of a Servbot, and unlike them you don't have Video-game Logic to let you live an ordinary life. You'll need a lot of customized tools, equipment, weapons, and clothes if you expect to survive.

Completionist Run 300 CP: You must do *every* side-quest, construct and max out *every* special weapon, fill in *every* space on the map, and in all other ways, do EVERYTHING the games have to offer. If there are anythings that are mutually exclusive to one of the moral paths, pick one path and stick with it for the whole Jump.

Accidental Ogler 300 CP: You have an unfortunate tendency to walk in on people while they are bathing, using the bathroom, changing clothes, or otherwise engaging in private time. Get used to people screaming at you to get out. Pervert!

Amnesia 300 CP: You have completely forgotten who you were before your insertion into the Jump. Basic things like language, math, feeding and clothing yourself are all remembered just fine, its the things that make *you* who you are that are all gone, not to be replaced until the end of the Jump.

All Alone 300 CP: You can neither bring any Companions or Followers with you into this Jump, nor purchase any. They are pulled out of your grasp entirely, and will be spending this Jump with Jump-Chan watching your struggles alongside her.

Terrible Camerawork 600 CP: Now you don't see through your own eyes, you see through a 3rd person point of view, except you don't get control over the settings. Expect your 'camera' to go wildly swinging around at the least provocation, focus on the inconsequential, and refuse to point at enemies when you need it to.

Accidentally Defenseless 600 CP: (Must have done at *least one previous Jump*). Oops, you just took the wrong Drawback, Jumper. Now you are stripped to your Bodymod, lose access to your Warehouse and all out-of-Jump Perks, Items, Rewards, Superpowers, and *anything else* collected or bought from any other point in your Jumping. You're going in with only what you've bought here and your wits, better hope you can hack it. If this is your first Jump, you gain these points for free, without them counting towards the Drawback limit as a present.

Reaverbot Catnip 600 CP: Bee-beep! It seems that there is *something* about you that attracts the ire of any Reaverbot, they can sense you from much farther away, attack in new and variable patterns, hit harder, wield a wider variety of weapons, attempt to spring ambushes on you, and are much, *much* more persistent in attempting to get to you. Taking things slow and cautious would be a *very* good idea.

Enemy Invulnerability Frames 600 CP: The enemy is a cheating bastard, that's what they are! Now, each time you hurt an enemy, there will be a 2.5-3 second window where they *cannot* be harmed by anything else you do. Better have a powerful weapon and a *lot* of patience for those boss fights.

Enforced Public Service 600 CP: Anytime damage happens around you, it's somehow now your responsibility to see it fixed. A building blows up? YOU have to pay to fix it. A bridge collapses, YOU need to rebuild it. Pirates run off with all the Police's Squad-cars? Guess who needs to replace them? You, that who! Enjoy being the whipping boy for the whole world. Don't expect any gratitude or good feelings for doing so either, everyone will complain about how long it took, how inconvenienced they were, and what a terrible job you did; the bunch of lousy ingrates...

Loansharks are such Loath-ly people 600 CP: You, like Tiesel Bonne, made a colossal mistake and borrowed a massive amount of zenny from a loanshark. How much zenny, you ask? 10 million zenny, due in one week, with a 10% weekly compound interest. All zenny you make each week is automatically directed to your loanshark, until you meet that week's payment, at which point half is sent to them for a head start on *next week's* payment and you get to keep the last half. If you end up having to default on the loan, or haven't paid it off within the time limit, you will fail the Jump and be sent home. Hope you can find a good spot for grinding money, Jumper!

Notes:

For the purposes of this Jump, Quantum Refractors are perpetual energy generators. You plug them into the correct type of machinery, and they are guaranteed to provide *up to* a set amount of electrical power per second in perpetuity, for as long as both the crystal(s) and the generator are in working order. The larger the Refractor is, the more power it can provide per second. The Refractors are relatively durable, but will shatter like *any* crystal if struck just wrong enough.

Since I'm not aware of any *actual* explanation of how Quantum Refractors work (and also don't *care*), for this Jump Doc they function in this fashion: they pull their energy out of a higher dimension with more ambient free energy available. The energy from that dimension cannot ever be depleted or used up, as it's literally infinite in size, scope, and availability. It's the ultimate in green energy, infinite in availability, does *no* harm to the environment, and can be produced basically in infinite amounts with the right Items.

Anyone can handle a Refractor/Shard without any form of precautions, so long as you aren't inserting or removing it from a power conduit; removing a Refractor from a power conduit requires some form of electrical insulation, as there *may* be power surges if the conduit isn't perfectly calibrated for the Refractor.

The seawater that goes into the Refractor Breeder is *not* used up or contaminated. It functions as a stabilizer for the creation process, and as a suspension medium for the growing Refractor. The seawater will need to be *replaced* after each use, but that's only because it drains out of the machine after each Refractor is extracted. You would need the Blue, Red, and Yellow Refractors you find in the first Legends game (or their equivalent) to properly power the Refractor Breeder, so it might be good to plan ahead. Applying more power to the Refractor Breeder beyond that does decrease the time needed by a proportional amount. The Refractor Breeder comes with a series of power couplings capable of accommodating any size Refractor, and insulated power sockets to allow access from electrical lines.

Macro-Scale Construction and Miniaturization Master can affect each other, allowing you to gain the benefits of *both* **without** changing the size of what you work on. They can also be used (individually or combined) to affect a Refractor Breeder, allowing larger or more Refractor Shards to be created.

Apocalypse Proofing will allow any machine or technology that you build to be immune to any form of EMP, electrical surges, and magical interference that themselves lack Fiat backing. It would be pretty crappy Apocalypse Proofing if it lacked that *basic* protection, wouldn't it?

Roll is considered to have Miniaturization Master and Modularity Maestro, while Tronne is considered to have Macro-Scale Construction and Mass Production; both of them also have Apocalypse Proofing, Meat Modification, and Scientific Genius. If you Companion one or both of them, they gain Fiat backing for those Perks.

If you purchase both The Flutter and the Geselcraft, you can combine them in one ship to combine the best and mitigate the worst aspects of both ships. So it would be a large, heavily armed and armored troop transport, that can travel swiftly and maneuver like a hummingbird.

Reaverbots and computers in this setting utilize atomic-level circuitry, and are hardwired to be 'dumb' A.I.'s. You need either specific Perks/Items, or a massive amount of customized in-Jump equipment to make a sentient A.I. with this technology. Cutting and

shaping the *hardware* is pretty easy, but programming the *software* is a time consuming and laborious process with no guarantee on the stability or lifespan of the end product.

Heart of a Hero, Juggernaut of Justice, and *any other* form of transformation or super-mode are applied first, then the multiplier from the Gustaff (*if applicable*).

Loyalty to the Master makes it so you are immune to precognition, scrying, fate, prophecy, and hands-on personal experience when it comes to determining what you are going to do. When you are working towards completing your Goal, your actions have more immediate impact, and tend to have ripple effects that make achieving it easier; so its like using a lever to lift something heavy instead of lifting it with just your back, more effect for less effort and danger.

All the plastics, rubber, latex's, and greases/oils/lubricants for the equipment in this setting are made out of processed plant matter. Which *is* biodegradable, in a non-hazardous, sustainable, and eco-friendly manner. If you purchase any of the Refractor or Advanced Refractor Tech, you will gain all the knowledge needed to create them. Yes, this methodology means more work as the parts and greases/oils/lubricants will need to be replaced more often, but everything will be as close to totally green and 'zero emissions' as mortally possible.